

Final Fantasy VII FAQ/Walkthrough Final

by DJellybean

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Dingo Jellybean
www.dingojellybean.com
dingo_jellybean - @ - AsianAvenue.com
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Playstation/PC

Message Board: <http://pub44.ezboard.com/bdingojellybean>

If you have questions, post there and I will answer it when I can. Sorry if you can't contact me on AIM anymore...if it weren't for people warning me up to 70% at times AFTER HELPING THEM, then I wouldn't have to close off AIM to those who need help with a certain game. Thank you.

NOTE: From now on 1/10 Final Fantasy 7 messages regarding how to beat the game will be answered. If you ask me a question already on the walkthrough, your email will be submarily deleted. Use Ctrl+F to search what you are looking for. Even if you beg me to read the email I will most definitely delete the message. Too many stupid questions already in the walkthrough has been asked of me. I got over 700 emails regarding this game alone, I will delete those with the subject Final Fantasy 7 on it. If you do subject a title something else, but you ask a Final Fantasy question on the message, your email will be permanently blocked, no ifs, ands, or buts about it. I updated this FAQ massively, in hopes that questions will be answered in the FAQ. I've included everything to make sure dumb emails won't come to me again. If I'm in a good mood, I'll answer your email, but when I see another FF7 question that puts me out on a bad mood. If you want to talk that's fine, but I know what is in my FAQ and what is not. I will read your message occasionally and decide what to and what not to reply, and if you flame me or criticize me negatively I will send a flame right back at you and block your email address so that you can never contact me again unless you create a new email account and behave. This is also quite possibly the LAST time I will ever update the FAQ. If enough requests comes in(which I doubt) the FAQ will be updated if you are specific in which areas needs to be updated. Also take a look at Mr.Prolific's million dollar worth FF7 FAQ, its great and has massive information only Kao Megura can provide.

The lastest(and believe me, this is the lastest) version can be found at:

www.gamefaqs.com

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-----[Credits]-----
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+-+ Squaresoft (www.squaresoft.com)
For making a good and entertaining game to keep people busy for 60 hours.

++ David Cassady(www.bradygames.com)
For his help in creating the lists. Thanks a bunch (^_^).

++ CJayc (www.gamefaqs.com)
For having a devoted site to gaming and his hard work to provide people
with enough gaming information as possible and for keeping the best
gaming site out there.

++ Dingo Jellybean (bellybutton21@hotmail.com)
For typing this FAQ.

-----[End of Credits]-----

3/12/99 Version 1.0- The first time I submitted the walkthrough to GameFAQs
and had the walkthrough, character bios, and materia
listings.(211k)

6/15/99 Version 1.01- Made a few corrections, nothing much(209k)

1/31/00 Version 2.1- Massive update, adjusted strategies, added more lists,
changed layout, and corrected more errors.

9/15/00 Version Last- Added a few lists, took out the review index and
changed the format. No more updates will be made.

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The characters Aeris Gainsborough, Barret Wallace, Cait Sith, Cid Highwind,

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Well I've finally corrected my mistakes with the help of 50+ different individuals about my brief review of FF7. I thank those people who have been polite and telling me about this major error I had put up, and I have even recieved threats! I mean come on, this is just a game and people all have different opinions, and for those people who claim they can bench press me, all I have to say is bull! Now these days anybody can talk however they want over the internet because you don't know the person. Well thanks to all those people who have helped me correct my problem with the utmost respect, and for those people who have hated me for putting up those questions they should just go home and ask their parents why haven't they taught their kids some respect!

Congratulations! You have purchased one of the best 15 games of all time! Okay so I'm a little late on this guide and its been a year and a half since this game came out, but I haven't had the time to compose a FF7 FAQ because of school. Well now on to the FAQ!

Also, you may use this guide on your website if you wish, without my consent. Just so long as you do not make any profit off of the guide, you do not alter the guide in anyway, and you give credit to me when due. I know it may sound harsh, but hey, it does help prevent those idiots that tend to do whatever they want with the guide. This is DEFINITELY going to be the last time I'm going to update this guide ever, I don't even care for some debug room or whatever, ADean has a pretty good Debug Room guide...check that on www.gamefaqs.com for more details. So I'm asking you people a favor, I don't mind the praise letters (because I don't get many *sob*) but look over this guide and follow it directly and if you can't get through...I'll try to answer your question to the best of my ability because it's been basically two years since I had last play the game.

Thanks for your cooperation folks!

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- Character Info and Limit Breaks
- Walk Through
 - Disc 1
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- Chocobo Breeding
- Materia Listing
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CLOUD STRIFE

At age 16 Cloud dreamed of becoming a SOLDIER, mainly because he idolized Sephiroth. With his hometown set on fire and Sephiroth leaving many dead he and ZACK was later caught by Hojo's henchmen and put in a giant Mako tube to see if they would have the necessary properties to become SOLDIER. Apparently they both didn't fit the requirements. During one of there daily meals they both escaped and set foot to Midgar. But Cloud is the only mercenary Barret could hire for 2000 Gil, so what happened to Zack? Fing out in the side area under LOST MEMORY. Cloud is the character that will be with you 90% of the time as your leader so you can't put him out of your group. You won't regret having him in your party because his powerful sword attacks are only rivaled by Sephiroth. He avid Mat user, but he's not always the best. His limit breaks are highly desvestaing and will become quite useful all the way through the game just make sure to switch Limit Breaks as he advances to the next level.

-----[LEVEL 1:]-----

Braver

A highly powerful single slash that can be very damaging early on. This limit break is double the strength of Cloud's regular attacks. Good for bosses or a strong enemy.

Cross-Slash

This limit break is the same as above, but this can cause paralysis except on most bosses.

-----[LEVEL 2:]-----

Blade Beam

This is a highly effective Limit Break against a group of enemies because the single slash will serverely damage a targeted enemy while smaller waves do weaker damage on all other near by opponents.

Climhazzard

This limit break is best used against a boss or single strong enemy because it only hits once but that hit is stronger than the blade beam attack. Its probably wasted on a group.

-----[LEVEL 3:]-----

Meteorain

A highly powerful attack that can cause up to 20,000 HP of DMG depending on the strength of your sword. This attack is great against a single opponent or groups because it hits 4 times causing lots of damage. Its better if this is used on a boss.

Finishing Touch

In my opinion the weaker of the Level 3 limit break. This attack will blow away any weak enemies into oblivion and if the opponent is not automatically dead then it takes servere damage. In my opinion its almost wasted on a boss because it'll never do as much damage to a boss as Meteorain because it only hits once. Just save this for groups.

-----[LEVEL 4:]-----

Omnislash

A highly powerful sword attack that hits probably 20 times that does severel thousand points of damage each hit. If used against a boss it'll more than likely kill him. If used against a group of enemies it'll kill them too. Either way you'll always tip the advantages to your side. REMEMBER the stronger the sword the stronger the slashes. If cloud is equipped with the Ultima Weapon and his strength is around the 200 area he can cause up to 200,000 HP of damage!! That should scare off the weapons! Early on it'll cause about 35,000 HP of damage.

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Barret Wallace

The 35-year old AVALANCHE veteran doesn't know when to quit when it comes against Shinra. He is the leader of the AVALANCHE group and has high priority with his long range weapons. He thinks that Shinra is responsible for the death of his wife and often regrets not nuturing Marlene. His hometown in Corel use to be a clean environment and was the best place around the globe to mine. Now its nothing but a junkyard with innocent lives living in shacks and tents due to Shinra's Mako reators. Its best if you put him in the back only if you have a long range weapon. This is the best time to load him with materia. If he has a short range weapon put him up front and deequip only the materia the lessens his performance like summon or magic materia.

-----[LEVEL 1]-----

Big Shot

As Barret gathers his ammo into a single shot a giant red fireball appears infront of his gun causing heavy direct damage against one opponent. This is best used for bosses.

Mind Blow

Its not for offense but in some cases its a highly affective attack. It'll drain about 100MP from an opponent making happy magic users into sad defenseless wimps.

-----[LEVEL 2]-----

Grenade Bomb

As Barret throws a highly explosive bomb at opponents it causes a good amount of damage against a group of enemies. This is best used for groups, but you should also use this against a boss because the Hammerblow isn't a good choice(read below).

Hammerblow

As Barret punches the daylight out of an opponent the opponent is automatically out of battle and cannot return and you still gain the opponents experiance. The bad news is, is that it cause no damage and will not work on any bosses.

-----[LEVEL 3]-----

Satellite Beam

Barret calls upon his friends at AVALANCHE to target a satellite against a group of enemies cause massive damage. Early on this will cause about

3000-4000 HP of damage, but as you progress his levels they can do twice as much damage if not more. This is best used against a group of enemies.

Ungarmax

Barret goes berserk with his gun as he empties his ammo against a group or an opponent. This hits about 10 times, but is best used against a boss. The strength of each hit is about the same as Barret's regular attacks so save it for a boss.

-----[LEVEL 4]-----

Catastrophe

A giant super heated flare is unloaded against a group of enemies or a single boss causing an unbelievable amount of damage. This hits about 15 times each hit doing 3000 HP of damage and sometimes a few of the hits can cause up to 6000 or even 9000 points of damage depending on his strength. If you can max out Barret's levels and give him about 20 power source and have him equipped with his Missing Score you cause almost 50,000 HP of damage!

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Tifa Lockheart

A beautiful girl with deadly martial arts attack power. She doesn't need a weapon except a glove and can cause just as much damage with her fist as Cloud can cause with his sword. When she was about 8 she fell off Mt.Nibel and was in a coma for days and her parents blamed Cloud even though he was only following her from a distance while being at the wrong place at the wrong time. She later joined Barret's AVALANCHE group in the fight against Shinra and she will try everything in her power to keep Cloud at her side even though she would never admit that she has a crush on Cloud. Early on Tifa can chain all her limit breaks so she doesn't need to switch limit breaks and later can chain all 7 hits for monster damage. They're are slots though when you stop at "MISS" she'll miss that part of the limit break if you score a "yeah" she'll deliver up to twice as much damage but it's pretty hard to score a yeah because its between all the "miss" slots. If she scores a "hit" she'll still deliver a punishing blow and these are very easy to get.

-----[LEVEL 1]-----

Beat Rush

A series of blazing fast attacks to a single opponent will most likely injure them.

Somersault

A powerful flip kick that causes alot of damage as she puts on hit number 2.

-----[LEVEL 2]-----

Waterkick

Tifa sends the enemy down with a sweeping waterkick. Don't worry she won't gain any lives against a water base creature as she tacks on hit number 3.

Meteordrive

Not only a martial arts expert but she can also deliver a painful backdrop causing a wave of damage.

-----[LEVEL 3]-----

Dolphin Blow

As Tifa calls upon a Dolphin she tacks on hit number 5 causing servere damage.

Meteor Strike

A super version of the Meteordrive that sends the opponent high above then crushes the opponent with a devestating drop.

-----[LEVEL 4]-----

Final Heaven

Summoning all the energy into her fist Tifa delivers a nasty blow thats more than likely to destroy an opponent with ease as Tifa adds the Final hit number 7.

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Aeris Gainsborough

A gorgeous 22 year old girl is a luminous spot in the dark and misty Midgar. Aeris holds the secret to the land of the ancients and that has why Shinra has followed her for life in hopes to be lead to the fabled promise land. Aeris first meets Cloud while selling flowers on the street after the first reactor exploded. Aeris can be put up front as a fighter which isn't a bad idea but she would serve alot better if she was a heavy materia user. She has a very high magic power than anyone else so put her in the back and let her be the medic and equip her with lots of materia. Her Limit breaks aren't offensive based but they can be just as effective.

-----[LEVEL 1]-----

Healing Wind

Aeris calls upon the white wind to heal the party of any lost HP. Quite useful throughout the game.

Seal Evil

As Aeris uses her magic power she can parylize the enemy and stop them from using any magic.

-----[LEVEL 2]-----

Breath of the Earth

Until you have a ton of remedies, equipped with a Ribbon or have the Esuna spell this should prove handy. This will not heal the party and if your party is not affected by anything negative this Limit Break will be completely wasted and this also takes away your WALL or REGEN.

Fury Brand

Aeris will risk her limit break and instantly fill her party member's gauges. So unless both of your other party members are near their limit breaks this should come quite handy in close fights.

-----[LEVEL 3]-----

Planet Protector

As Aeris uses her limit break to form a shield around her party members they are invincible for a few rounds.

Pulse of life

Sorta like the Healing Wind and Breath of the Earth combined but comes with two added bonuses, it'll completely restore your MP and will cast LIFE2 on any party member.

-----[LEVEL 4]-----

Great Gospel

This is the combination of both Level 3 limit breaks but the barrier lasts longer. Extremely useful throughout the game.

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Red XIII

Once believed to be human but was a product of one of Shinra's Mako experiments and as a result he is an animal with a extremely high intellect and has a slow cell rate and as a result he can live 10 times longer than that of any human.

-----[LEVEL 1]-----

Sled Fang

This attack is twice as strong as Red's physical attack and will hit any long range enemies.

Lunatic High

Until you have the Time materia this should come in handy through many battles to come. With this limit break Red will cast haste on the Entire Team.

-----[LEVEL 2]-----

Blood Fang

Much like the Sled Fang but stronger and will absorb some HP and MP depending on how much the opponent has. This is a better choice but you gain about 200-500 HP and 200 MP.

Stardust Ray

This can cause up to 30,000 HP of damage because it hits alot, and this works well against a group of enemies or a single opponent. Depending on your levels this will already cause more damage than the Cosmo Memory.

-----[LEVEL 3]-----

Howling Moon

After he uses this limit break he automatically casts HASTE and BERSERK on himself leaving him uncontrollable for the remainder of the battle.

Earth Rave

Using all elements of the Earth this causes a huge amount of damage to all opponents. Be careful when using this against some enemies because you might gain them HP.

-----[LEVEL 4]-----

Cosmo Memory

A giant Fireball is summoned causing unbelievable damage to all enemies. Don't worry this isn't elemental. There is one problem though, it only hits once for a lousy 10,000 HP of DMG. That just won't cut it against most enemies. It's better if you stick with his Earth Rave or Stardust Ray.

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Cid Highwind

By his last name you can tell that he's the pilot of the game. He hasn't once forgotten his dreams of going into outer space. This tough talking bad mouthing guy has a warm heart and aborted a space launch to save the life of his wife Shera. Now he blames her for ruining his dreams because the rocket is now inoperable and Cid spends countless hours fixing it and someday hopes that the new president of Shinra Rufus will fund the new rocket in hopes of fulfilling his dreams. Cid is the most agile character in the whole game in my opinion. He has superior fighting skills and knows the skill of materia. No matter how you use him he will always have more advantages than disadvantages. His limit breaks are one of the best. When you ride your Chocobo at Gold Saucer he will often ask to ride it, but you have the choice of letting Cloud ride it as well.

-----[LEVEL 1]-----

Boost Jump

Twice the damage of his normal attack Cid will literally destroy the opponent early on.

Dynamite

Cid will light a stick of dynamite with his cigar and throw it at the opponent. Great against a group of enemies but doesn't rely on his weapon to determine damage but his vitality.

-----[LEVEL 2]-----

Hyper Jump

A stronger version of Dynamite and works well against a group of strong enemies. This causes death sometimes and if you use this against an undead monster you'll heal it.

Dragon

As a Dragon appears it critically damages an opponent and Cid is allowed

to absorb some MP and HP in the process.

-----[LEVEL 3]-----

Dragon Dive

In my opinion the best of his Level 3 Limit break. Practically the best Level 3 limit break in the game offensively and this hits 6 times causing a load of damage. If each hit can do 9999 DMG this limit can cause up to 60,000 HP worth of damage.

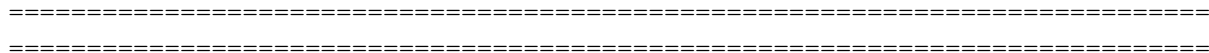
Big Brawl

This will hit about 12 times of his regular attack strength. A great attack against a group or an enemy.

-----[LEVEL 4]-----

Highwind

As Cid calls upon the Highwind and his crew unleashes 30+ missiles each causing up to 3000-6000 HP of damage each. Obviously his best Limit. The damage will pile up pretty quick so don't expect to try to count how many times it connects unless you can record it on tape and watch it in slow-mo.



Yuffie Kisaragi

As a 16-year old she is a very sneaky thief and steals from a whole bunch of defenseless travelers that is until she met her match with Cloud's group. She is incredibly greedy and a common thief. Being a descendant of many ninja generations she has high fighting skills and will help the party out in any way she can IF you know how you get her(read at the end titled SIDE AREAS).

-----[LEVEL 1]-----

Greased Lightning

Even though the title may fool you, its not an elemental attack. It's a real quick attack that causes up to twice the normal damage.

Clear Tranquil

This is extremely useful throughtout the entire game. If you can max out her levels she can gain the party up 7000 HP.

-----[LEVEL 2]-----

Landscaper

This is a powerful attack that does heavy damage on a group of enemies as she summons an earthquake that rises against the opposition. Best against groups.

Bloodfest

A series of 12 damaging blows each 1/2 the normal attack strength. Great against a group of 3 or a strong lone attacker.

-----[LEVEL 3]-----

Guantlet

A giant blue light is summoned beneath the opponent causing a ton of damage against a group of a single opponent. When your levels are maxed out this will most likely be just as strong as her All Creation.

Doom of the Living

This will do a ton of damage depending on which weapon is equipped. Same as the Bloodfest but she attacks at normal strength.

-----[LEVEL 4]-----

All Creation

This might actually be the most useless Level 4 limit break in the game. This will cause up to a mere 10,000 HP of damage. This only hits once but hits all enemies. If you like special effects this is your limit other wise just stick with her Level 3.

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Vincent Valentine

With a dark exterior its a sure bet he's working for Shinra right? Wrong. After going through a series of Mako experiments he can turn into any beast he wishes. What if I were to tell you that Vincent and Sephiroth were brothers? Well this can be either false or true but follow the storyline and you'll see. After a while you'll see a happy side of Vincent and he evens says "cool" because Cloud thought he was a heartless dark member of Shinra. Wow! Right? Well always keep Vincent in the back because all his weapons are long ranged. Be careful of his Limit Breaks though you won't be able to control him afterwards. But he does gain twice his current MAX HP during battle and will be fully healed regardless if he has low HP. Even after battle he should have full HP if he doesn't lose half of his current HP or if he dies.

-----[LEVEL 1]-----

Galian Beast

As Vincent turns into a purple colored bull he will use some attacks that are pretty helpful.

Beast Flare-

A giant amount of HP is lost from a group of enemies after they get a taste of fire.

Berserk Dance-

A large amount of damage is incurred as he unleashes his physical attack.

-----[LEVEL 2]-----

Death Gigas

Vincent turns into somewhat of a Frankenstein clone and will inflict some major pain.

Livewire-

A large amount of electricity is blasted onto a group of opponents causing a ton of damage.

Gigadunk-

A stronger version of the Berserk Dance.

-----[LEVEL 3]-----

Hellmasker

Vincent turns into a clone of Jason as he slices and dices.

Splattercombo-

A series of 5 half strength attacks is unleashed against an opponent.

Nightmare-

Every negative status effect in the book is released against a single opponent.

-----[LEVEL 4]-----

Chaos

Turning into a giant winged beast Vincent can instantly kill all on screen enemies.

Satan Slam-

A giant skull is released under the opposition and all enemies not instantly killed are hit by flaming skulls causing up 7000 HP of damage.

Chaos Saber-

A Slash all is performed against the opponents but doesn't rely on his weapon to determine damage. Quite damaging actually.

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Cait Sith

A giant stuffed Mog appears to CCloud as a fortune teller at first but soon they realize his true identity. Well you can say he's Setzer from Final Fantasy 6 because he deals with casinos and has slots like Setzer but you have to earn them. Cait Sith is really(wait I'm not gonna spoil it!)... Although he looks durable he basically has the same defense as any other character. Doesn't matter where you put him, but he works best if you give him materia and have him attack physically.

-----[LEVEL 1]-----

Dice

A number of dices is thrown out and if he rolls a 6 that means 600 HP is lost against the enemy. Caith Sith can have up to 8 dices causing up to 4600 HP DMG. Not bad for a level 1.

Slots

This is his maximum limit break. There is one real nasty slot that you should look out for that will kill your party. There's really no timing involved in this. Once you stop at a star it'll most likely become 3 stars on the slots.

3 Stars-

A tiny Mog appears as he replenishes all the allies HP and MP about 80%.

3 Crowns-

Toy soldiers appear causing heavy damage against the opposition.

3 Bars-

A random summon is used. You might even summon Knights of the Round!

3 Mogs-

A giant version of Cait Sith is formed and he will gain all experience and the party returns at the end and their HP is reduced to 3333 and their MP to 333.

3 Hearts-

A female elf puts 3 hearts on the party members ensuring no misses with attacks or magics.

2 Cait Sith and 1 Bar-

Instant death for all allies resulting in a game over. This is what I was talking about, this is rare but save before you use his Level 2 Limit breaks.

3 Cait Sith-

Instant Victory that means you automatically win the battle. And for those of you wondering, it won't work on bosses or the Weapons!

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WALKTHROUGH

Watch out this will contain a ton of spoilers so you might not want to read on, but for whatever reason you can't advance any further through the game because you are stuck, then read on.

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Mako Reactor #1

Items: Potion(3), Pheonix Down

Materia: Restore Materia

Party's level: 5

Party: Cloud

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In the beginning you see Aeris near the fireplace while handling some flowers letting you sample the graphics engine and it even looks like a real movie! Pretty nifty huh? Then you see a speeding train up ahead with Cloud and Barret aboard. As you jump the guards make sure to pick up a POTION left behind by each downed guard. You'll see 2 MPs at the end of your walkway in which cloud easily destroys. When you reach the next room talk with Biggs and Jessie and they'll open the gates. When you get through go to the right to

pick up a PHOENIX DOWN then head for the elevator and follow Jessie into the reactor. She'll soon step aside to let you through but make sure to pick up the POTION in front of her. As you move along a pretty linear path enemies get stronger, but easily conquered. You'll see a save point to the left of Cloud and just save the game. You might want to fight a few battles before moving on to gain a Level or 2 before moving on, but the Guard Scorpion is pretty easy to defeat. Just as you get closer to the reactor you'll see a shining green materia pick it up and receive the RESTORE MATERIA, don't equip it just yet. As Cloud reaches the Reactor Core he'll set the bomb but that triggers the alarm for the defense mechanism, the Guard Scorpion.

BOSS FIGHT: Guard Scorpion HP:800 Item: Assault Gun(Barret)

Just have Cloud use Constant Bolt spells and Barret attack with his regular attacks. When Cloud Warns Barret to "Be careful" stop attacking and if your HP is around the 100 area use POTIONS to heal the wounded member if you attack it it'll counter with the Tail Laser causing 75-80 HP of DMG to each character. When it stops preparing for the Tail Laser just repeat the attack pattern like before and he should be toast.

Quickly head back out because you'll have 10 minutes to escape. Make sure to save as you see the save point because you will encounter some hefty battles. When you encounter Jessie her foot will be stuck, help her out so you'll be able to escape. Once you get to the security doors speak with both Biggs and Jessie to open the locks. Burn baby burn! With a giant explosion Mako reactor No.1 explodes. That should show Shinra who he's dealing with. Yeah!

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AVALANCHE ESCAPES!
Items: Potion
Materia: None
Party's level: 6
Party: Cloud, Barret
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You'll meet just outside the destroyed reactor and the Barret tells the team to split up and meet back at headquarters. Follow Barret and you'll encounter a flower girl, tell her what happened and purchase a flower for 1 Gil and leave. As you exit out go south and pick up a POTION on the way. Here Cloud will fight a couple of MPs, which is a good decision since they are very weak, make your decision quick because the guards will get annoyed and initiate the fight anyways. When Cloud gets surrounded he'll drop on the train headed for Sector 7 Slums just in time. When you get on the train talk to everybody and you'll notice that you'll need fake IDs to get through heavily guarded areas.

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THE HIDEOUT
Items: Ether
Materia: All Materia
Party's level: 6
Party: Cloud
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When the train arrives at the designation go into the bar. There's a save point on the way but it's not necessary. Here you'll get a chance to give the flower you purchased earlier to either Marlene or Tifa, it doesn't matter whom. When you speak with everybody Barret comes interrupting calling for the meeting downstairs. When everybody is gone speak with Tifa, then head down to

the pinball machine. When Cloud was little he made a promise to Tifa about joining SOLDIER and protecting Tifa, now you must stay with her! Now you receive 3500 Gil from Barret for your work and next mission.

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RE-EQUIP and MOVE OUT!

Items: None(except for shops)

Materia: None

Party's level: 6

Party: Cloud, Barret, Tifa

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Go buy the armor for Cloud and Iron Bangles for both Barret and Cloud, buy a third one for Tifa and pick up the ETHER and ALL MATERIA near the ITEM SHOP. If you want you can pick up a FIRE MATERIA or another RESTORE MATERIA, both are just optional, but if you are gonna get one stick with the RESTORE MATERIA. Pair up the ALL MATERIA with RESTORE MATERIA to have it handy because each cure spell can restore up to 400HP in a single turn, but if you spread it outside or during battle each party member will receive about 150-175 HP each. Now exit the gates and save. You can explore if you want but its not necessary.

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REACTOR NO.5

Items: Pheonix Down, Hi-Potion, Ether(2), Potion

Materia: None

Party's level: 6

Party: Cloud, Barret, Tifa

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Talk to Tifa and an alarm sounds. Quickly move on to the next car to avoid being caught. When you enter the second car talk to the old bum and he'll give you a PHEONIX DOWN. In the third car talk to the guy near you to receive the HI-POTION. Now ignore the guy stealing your items in the next car and continue forward. When you reach the end talk to Tifa to bail out. You'll only have 10 seconds in each cart to move out so make your decisions quickly. If you were trapped in the first car you'll end up near a tunnel guarded by endless Special Combatants, just listen to what Cloud says and turn back.

Now when you reach the end go to the left control panel to get through the sensor nets. As you get through pick up 2 ETHERS on the way and continue down the ladder. When you reach a wide warehouse go down and take the next available ladder. When you reach inside go to Cloud's left side in the corner to pick up a POTION. Now continue to the ladder on your left side and follow the ladder until you see a save point just ahead. Go and save it because a BOSS is right around the corner. This place is similar to the first one. Just take the staircase and continue down towards the screen and enter the room on the left side of the screen. Climb down the ladder and reach the reactor core and you'll see the storyline unfold a little bit. When Cloud sets the bomb there's no need to rush because Cloud will detonate it once he's outside. When you exit the place you'll encounter a control room with switches that must be hit all at once. Just hit the O button and move on. When you reach the next are you are forced to fight the Air Buster.

BOSS: Air Buster HP: 1000 Item: Titan Bangle

This boss should be fairly easy but not for everybody. Always hit its back to incur twice as much damage as your normal attacks. Have one of your party members use BOLT on him constantly and use your Limit Breaks whenever possible. Whoever hits the Air Buster will have the Air Buster turn arounds

towards that opponent, then if your wait gauge is up, attack from behind.

After defeating this boss Cloud falls down into the Slums below.

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SAVE AERIS NOW!

Items: None

Materia: None

Party's level: 8

Party: Cloud

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When Cloud awakens he wakes up in a flower bed. This time you'll be introduced to Aeris. But wait she'll ask you to be her Bodyguard and you do. Then Reno of the Turks appear with three guards. When you both try to escape the guards use their trusty machine guns and Aeris falls to the floor below and the guards move in. Your given these commands for Aeris:

"Fight"

"Run"

"Hold on a minute"

Tell Aeris to hold on. Now move to the top floor of the church and you'll see four barrels push the one on the left side of your screen in the back. Next push the one in the center in the back and finally push the one on the right side of your screen. The barrel in the center in the front of the screen should never be touched. Once your done haed all the way to the top of the church to escape through the broken roof ahead. You'll encounter some enemies on the way but they shouldn't be much of a threat.

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SECTOR 5 SLUMS

Items: 5Gil, Pheonix Down, Ether

Materia: Cover Materia, Poison Materia

Party's level: 8

Party: Cloud, Aeris

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When you get out Aeris will point the way to her house, but this place is pretty linear. Just keep going to the left to Sector 5. When you reach Sector 5 you'll see a save point, but it's not necessary to save yet, but go ahead and save. On the next screen you'll see two guys blocking your path to Sector 6, ignore them for now and go right into the light. When you reach this area go to the Southeast corner and enter the house and you'll see a boy who tells about 5 Gil in his dresser. If you take his 5 Gil you'll gain 5 Gil but if you don't you'll recieve the TURBO ETHER. Considering an ETHER costs about 1500 Gil that means a TURBO ETHER would most likely cost around 5000 Gil if not more. Its better if you leave his money here, you can still choose to read the magazines if you like.

Now go to Aeris' house which the entrance to her house is directly above the boy's house. The shops in here are pretty much useless. Save your money unless you decided to go for some new Materia or in a need of new supplies of POTION, PHEONIX DOWN, ANTIDOTE, or a TENT. It's ideal to pick up a TENT and about 6 POTIONS and two or three PHEONIX DOWNS or ANTIDOTES of each. When you reach Aeris' house go west to her garden and some items are hidden along the bush area on the right and left sides of her garden. Go all the way to the right of her garden to pick up an ETHER and go all the way left to pick up a COVER MATERIA. It doesn't matter which one you pick up, it's just that I pick them up in that order. Now go inside Aeris house, there's a save point but

its not necessary, and if you do happen to save don't use your TENT because you'll be fully healed once you get out of Aeris' house.

During the middle of the night Aeris' stepmother will ask you to leave without her because she knows Aeris will follow you so you happily obliged. When you get out of her house just walk do not dash, so in other words don't hold down the X button while walking because it'll wake up Aeris. When you try to go to Sector 6 you'll notice that Aeris has caught up to you! Now would be a good time to save it.

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SECTOR 6 AND THE WALL MARKET

Items: Hyper, Ether, Pheonix Down

Materia: None

Party's level: 8

Party: Aeris, Cloud

=====

When you exit out of Aeris' house go to the place with the two guys blocking the door. You'll notice that you can now go to Sector 6. When you reach here its fairly linear and there's nothing inside the broken crane machine. When you reach a worn out dusty playground Aeris and Cloud will take a break. Wait a minute, who's that girl in the blue dress? And why is she on a chocobo cart? No it couldn't be! It's Tifa! Wonder what she's up to. For now just follow that cart! When you reach the Wall Market go north of the Wall Market until you see a guy in front of Corneo's mansion. He'll tell you that Corneo's not fond of men, but then how do you get in? You can't beat him up because the game doesn't allow it, but there's a better idea, get Cloud to look like a girl! Go back to the south part of the Wall Market and enter the shop on your left. Now go to the northern part of the wall market and go into the bar on the left. When you talk the guy into making you a dress you'll be given a few choices made my Aeris:

Something:

that feels clean

that feels soft

Something

shiny

shimmers

It doesn't matter what you choose, but if you want the best disguise for Cloud get something that is Soft and Shimmers. Now that you have a dress, you'll need a wig. Now go southeast from the bar into the gym below. When you enter inside you'll be entered in a squat contest. Just press the "Square," X, O button in that order. Don't press the next button until the previous step has been fully completed. If you win you'll get a Blonde Wig, which is the best wig. If you tie you'll get a dyed wig and if you lose you'll get a plain wig. Now that you have the neccessary items go foward to the dress shop and speak with the guy up front to go in. If you want Cloud to be the "lucky gal" you must get Cloud some more items, if you do not care just skip the next part and go back back to the DRESS SHOP.

Remember when the guy was trying to hold it in? You know when you were in the bar and a lady was hogging the bathroom. Talk to that lady and she'll say she needs some medicine, probably to keep her from throwing up too much. Go back to the southern part of the Wall market and enter the restaurant that's right in front of Cloud. When you go in just order a meal and you'll recieve the coupon. Just make sure you have enough. Now get out and go to the next shop that is directly south of the restaurant and into the pharmacy. You are given the choice of:

Disinfectant
Deodorant
Digestive

Choose the digestive and go back to the lady who's hoggin the bathroom and she'll give you the SEXY COLOGNE. Then you see the guy waiting for hours quickly rush to the bathroom. Now head to the Materia shop that's in the northeast part of the southern part of the Wall Market. Speak to the guy standing behind the counter and spend the night for 10 Gil and in the middle of the night spend 200 Gil on the vending machine and in the morning you'll get the Diamond Tiara. If you spent 100 Gil you'll get a Ruby Tiara anything less you'll get a Glass Tiara. Make sure Cloud gets the Diamond Tiara or your efforts here will be wasted.

Now go to the western part of the Wall Market and talk to the guy who's just walking around pondering. Just speak with that guy and he'll give you the Member's Card. Go inside and pick any room. Your welcomed to look through the key hole on the occupied rooms if you like. When your all done head out and return to the Dress Shop. When you and Aeris try everything out go to Corneo's mansion. When you enter the mansion go to the basement on the left side with the door open. Here you'll see Tifa downstairs and eventually the guard will yell down the stairs, now head back upstairs and go to the room in the middle of the second floor. When your let inside you'll see Tifa and all three of you will be put in his office for his choosing. Ha! Just look at Cloud always putting his head down!

If Cloud has any other combination of Silk Dres, Blonde Wig, Sexy Cologne, Diamond Tiara, and Undergarnment Corneo will probably pick Tifa or Aeris. When Cloud is chosen by Corneo you can decided to play along with his come-ons or choose to reveal your true self, either way Tifa and Aeris eventually break in. If Cloud was not Chosen he'll enter this room with a bunch of men chasing after him. Don't worry they can't harm you and they'll always follow you. When your in the room don't forget to pick the PHOENIX DOWN on the right side of he room. Talk to Scotch in the top of the room to reveal your true idenity.

BOSS: Corneo's Lackey HP: 42 (each)

This fight is incredibly easy just have Cloud pummel the lackies with his regular attack's and you'll be fine.

Next you'll fight Scotch who is superiorly stronger compared to the Lackey's but you are still way stronger.

BOSS: Scotch HP: 150

Just pummel this guy until he dies. If your HP runs low(boy you stink!) just use a regular POTION because most likely he'll almost be gone and just finish this guy off. One of Cloud's Limit Break should easily snap this guy like a twig.

Afterwards go into the hall and if Corneo chose Tifa go to the basement and retrieve Aeris, if Tifa joins you in the hall go directly to Corneo's office and into his backroom to meet either Tifa or Aeris. What's this? Shinra plans to destroy the support structure over Sector 7 and that would possibly crumble AVALANCHEs forces! When you realize that Don was just hired by Shinra and to locate AVALANCHE's hideout your dropped to the floor below. Don't

forget to check Don Corneo's bed for a hidden HYPHER. Yes you heard right.

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UNDERGROUND

Items: Hi-Potion, Echo Screen, Potion, Ether

Materia: Steal Materia

Party's level: 9

Party: Aeris, Cloud, Tifa

=====

When you reach the underground make sure Aeris is equipped with the FIRE MATERIA before heading on. Don't forget to put her in the back. Basically give Aeris the RESTORE MATERIA linked with the ALL MATERIA in case you become severly injured in the upcoming battle.

BOSS: APS HP: 1200

Well have Aeris use her Fire Attacks constantly against APS and heal the party when your HP is below 180. You'll notice that APS has a SEWER TSUNAMI attack that injures the party and him. If it comes from the front of your party it'll do about 40-45 HP of damage to each character and half that to any back row characters. If the SEWER TSUNAMI attack comes from behind your party it'll do about 100-200 HP of damage to any back row character and half that to any front row character. It's basically random and most likely APS will be doing more damage to himself than you can do to it. Have Cloud use his Cross-Slash Limit Break to paralyze APS or use Aeris' Seal Evil. No items for this battle.

Don't forget to pick up the POTION near your entrance and continue to walk along the sidewalk in the sewers and pick up the STEAL MATERIA along the way to the ladder. When you get to the next area it's pretty linear. Okay this next part is a little difficult and confusing but there are lots of items down here. Also if you see any oil drums just search through them and you might find some useful items. You can either crawl over the trains or walk through them inside the trains. When you first enter this area go over the train and pick up the HI-POTION. When you reach the end of the train check the oil drum to the left to receive another HI-POTION. Then go up north and on the train and pick up the POTION.

Afterwards get back down and go northwest to pick up an ECHO SCREEN. Now go northeast and pick up the POTION and continue on forward to the next area. I know this place is difficult and sorry if I can't be more descriptive. If your still stuck just email me and I'll lead you through myself. Just be careful when you encounter Ghosts. They'll disappear after being hit and reappear a little later so just hit the other available targets and wait for the ghost to reappear. And don't forget to steal a STRIKING STAFF from Eligor. He sorta looks like a half human half chariot. This staff has the same qualities of Aeris' current staff but double the attack power. When you enter the next area make sure to go right and pick up some supplies from an old man and go a little more right to pick up an ETHER.

Now go back to where you came in and go directly north and hop onto the train which causes one of the boxcars to move. Now go up to the second train but before you do go right to receive a HI-POTION. Now enter the former inaccessible train directly above the one you moved and this will create a bridge or walkway to Sector 7 Slums. Before you hit the Slums you might want to consider fighting a few more battles and gain a level or two before heading on. When your about to leave the Trainyard deequip Aeris with any materia she may have and move onto Sector 7 and a save point should be right ahead. Save your game now before heading out. You'll notice as you are about

to leave Aeris will say that she will comfort Marlene and will temporarily leave your group. When your done go up north of the save point and into the gate.

=====

SAVE SECTOR 7 SLUMS!!!

Items: None

Materia: None

Party's level: 10

Party: Cloud, Barret, Tifa

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Continue to climb the tower and don't forget to talk to Barret and you'll have a chance to equip Barret with any materia Aeris used or any new armor you may have purchased. Put Barret in the back row and head out. When all done and done Reno will appear and he has just set off the bomb to destroy the support pillar over Sector 7 Slums. You might still have a chance to deactivate it but it's not gonna be easy.

BOSS: Reno HP: 2000

This fight is not going to be easy. Have Barret or any one of your magic users use any magic spells like FIRE, ICE, or LIGHTNING on Reno. You can't do much about the Electro-mag Rod attack because it'll do a hefty amount of damage and it'll stun one of your allies. Just heal him or her if their HP falls below 200. Watch out for the Pyramid attack that will encase one of your characters and prevent them from pariticipating in a battle. Just have one of your characters target the pyramid and they should be free. Don't forget to use any limit break that comes available. After a tough fight Reno will take a look at the time and move out.

Here you'll see Tseng of the Turks holding Aeris captive as he boast off in his helicopter. The team tries to stop the bomb with their best efforts but luck runs short on them, but they at least manage an escape.

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SHINRA's GOING TO PAY!

Items: Turbo Ether

Materia: Sense

Party's level: 11

Party: Cloud, Barret, Tifa

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After the explosion Barret is furious and Cloud is mysteriously interested in the Ancients and a wierd voice appears in his head while resting upon a wrecked playground. Before you leave out make sure to pick up the SENSE MATERIA around the little mouse house just below the slide. When all done and done go to Aeris house to check on Barret's daughter Marlene. On your way to Aeris' house don't forget to speak with the boy who had five gil saved up and talk to him and you'll recieve a TURBO ETHER.

When you reach inside Aeris' house you'll get a lengthy conversation with Elmyra about Aeris' and the Ancients. Afterwards rest upstairs and don't forget to save outside of Aeris' house. Now go to the northern part of the Wall Market and follow the little kids running around and you'll see the entrance to Shinra Tower. You'll see Barret's descrption of the "Golden Shiny wire of hope" but there's not much you can do now except go to the weapons shop. You know the shop labeled with a pink sign that says "GUN." Purchase the batteries the weapon shop owner is selling for three hundred gil. You must purchase them to advance through the game!

Now head back to the "Golden shiny wire of hope" boy I love saying that! When you reach the top after a long climb you'll see a yellow socket to the right. Move up the tangled rails and to the right yellow sewer tube and place the batteries in the socket. You'll see the propeller moving but it seems the weapon shop owner sold you some cheap batteries. Doesn't matter your priority is to get to Shinra's corporate tower.

Now the propeller has made a bridge cross the bridge and onto the next junkyard and place the battery into barricade. Now you'll notice a pole swinging around. This part is quite frustrating and it took me twenty minutes to get through this. Basically you just have to aim so you land on the swing pole. Don't worry if you miss you'll just be droppe to the platform below and open to try again. When you reach it make sure to go right and place a battery into the socket to open up a dirty treasure chest to reveal an ETHER. Now head right and onto the big tube that leads to the Shinra Tower.

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SHINRA CORPORATE TOWER

Items: Elixir

Materia: None

Party's level: 12

Party: Tifa, Barret, Cloud
=====

Save your game here. Afterwards your given the option of going to the front or taking the stairs. They both lead to the same place so you decide. If you go through the stairs there are no enemies but it'll take you about fifteen minutes to get past them cause they are extremely long. If you take the stairs explore each set of stairs and check the fifth staircase to pick up an ELIXIR. If you take the front a bunch of people will run out of the building except for some Grenade Combatants. Taking this area is alot shorter than the stairs and you recieve Gil, Expierience, and Ability Points. In this area your forced to fight random encounters, but the battles aren't too difficult. On the second tier you can buy some supplies and watch a video of Shinra Motors before moving on.

Now go to the elevators in the back and move to the 59th Floor. In the elevator an alarm sounds and you are forced to fight a number of battles that the team easily wins. When you reach the 59th floor go to the yellow staircase and fight the guards to recieve the KEYCARD 60. This will allow you access to the see-through elevator and will let you go back down to the lobby where you can save and rest. When you reach this floor you'll see four guards the block your path. You can only get through if you move behind the statues when the guards turn to walk. You must also call your fiends over(Tifa and Barret) and signal them to move to each statue when the cost is clear. If you mess up and get caught by the guards you are forced to fight two guards and you must start over from the beginning. Well when I was here I kept fighting the guards until there were no more left and I easily went to the next staircase. It might be different for some people because you have to fight alot of battles.

When you reach the 61th floor south of the staircase. He will tell you about Aeris and give you the KEYCARD 62. When you reach the 62nd floor go all the way to the left of the floor and talk to Mayr Domino. He'll give you a challenge to figure out a password. You can visit Hart just outside the office and buy tips from him, but they get steeper everytime. If you can get the password in the first try you get the ELEMENTAL MATERIA. But you can go to the library in the middle of the floor to figure out the clues. There are four different libraries on this floor each of them contains a letter to the password. When you enter

each library read the plaque outside to see which library it is. Now check the number on each file. Some numbers don't belong in that particular library.

If the file starts with a number 6 check the 6th letter in the file. If you see this file "Modern history of Midgar Space program vol. 1" then just go back to Mayor Domino and pick MAKO as your password because the 16th letter of the file name is the letter M. When that's done the Mayor will give you the KEYCARD 63, KEYCARD 64, and KEYCARD 65. You can save yourself a ton of time if you just try to figure out the password on your own by guessing the password. If you so happen to miss the password on the first try you do not get the ELEMENTAL MATERIA but this materia isn't really important nor would it help much in your upcoming battles. When you reach the 63rd floor you are given the option of getting the Item Coupons or just move on to the next area.

If you want to get the items follow these steps:

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First visit the computer on the bottom right handed side of the floor and talk to the computer and you'll get a chance to open three security doors. When you first talk to the computer and receiving the chance to open the three security doors first go ALL the way up to the north part of the floor and open the first door from the right and open the third door from the RIGHT and go to the room in the left to get the coupon and return to the computer for your prize which includes a STAR PENDANT, FOUR SLOT, and ALL MATERIA. Now go back to the same procedure as above and when you enter the room go through the duct and you'll enter at the room in the middle and open the box to receive the ITEM COUPON, now go out of that room, but not the duct and open the next door on your LEFT and enter the room to receive the last ITEM COUPON. Now return to the computer to receive your items and head for the 64th floor.

When you reach the 64th floor go all the way to the left side of the floor where you can rest and save. It's wise to save here so just go ahead and save it. Now head for the lockers in the north part of the floor and check the lockers to receive the MEGAPHONE. This item is useless now but you'll probably need it later as a weapon. After wards go on to the 65th floor. Here on this floor you are forced to fight several pretty easy battles. Now go all the way to the west side of the floor and enter the top room and all the way to the left of the room is your first Midgar part in which you place at the center of the floor, place the part in a counter clockwise pattern. Now go back to the west side of the floor but enter the bottom room and collect the Midgar part on the left side of the room and place it in the next slot in the Midgar model. Now go back to the west side of the floor and enter the top room and get the Midgar part up on the north part of the room. Now place it on the Midgar model.

Now go back to the west side of the room and enter the bottom room and get the Midgar part and place it in the Midgar Model. Now go to the room northeast of the floor and collect the last Midgar part and place it in the center of the room. Afterwards you'll here the same sound that opens the boxes as you heard earlier. Now go to the staircase and pick up the KEYCARD 66 that you couldn't pick up when you came in this floor and head for the 66th floor. When you arrive here head for the bathroom in the northwest corner of the floor and climb up the toilet and into the ducts to overhear the meeting in the office.

Now head back out and go back to the stairs to the 67th floor. Upon arriving on the 67th floor you'll see a guy in a white gown now follow him to the southwest corner of the floor and into the storage room and collect 4

POTIONS. When you encounter a Soldier:3rd make sure to steal the Hardedge from them. This is Cloud's best weapon of choice as of now. Also fight some Moth Slashers you know the machines with spinning spikes at the bottom and steal a couple of Carbon Bangles from them. This is the strongest type of armor in the game as of now. If you recieved the FOUR SLOTS earlier you might only want to steal two CARBON BANGLES because the FOUR SLOT has 4 linked materia slots so you can give it to Barret and put him in the back and make him your basic materia user or healer. When your in the storage room check the giant tank that reads Jenova and Cloud realizes that Sephiroth is near by.

Before you go to the 68th floor equip the POISON MATERIA, which can be found in the center of the floor on either one of your party member's armor with the ELEMENTAL MATERIA in the same slot. And if you have a STAR PENDANT equip that with someone else so you'll be protected from poison. When you arrive you'll see Aeris in a specimen tank along with a strange red dog. When you free them both the mystreious dog offers his help so send Tifa with Aeris and let Barret remain in your party. Now Hojo will send his latest creation.

BOSS: SAMPLE: HO512 & SAMPLE: HO512-OPT HP:1800 SAMPLE: HO512-OPT HP: 200
Item: Tailsman

This boss is pretty tough, but nothing the team can't handle. Don't worry about SAMPLE: HO512-OPT(the little eye guys) because they'll keep coming back to life. This boss will sometimes poision your party member if he/she is protected by the ELEMENTAL-POISION MATERIA combination then he/she should be fine. This goes the same if someone else is equipped with a Star Pendant. If someone is poisoned you an ANTIDOTE to get rid of it. Always attack the guy in the middle(SAMPLE: HO512) and never hit anybody or anything else. If he goes they go.

Afterwards collect the ENEMY SKILL MATERIA from the giant lab tank and just keep talking to Hojo's lab assistant and he'll give you the KEYCARD 68. Now go back to the 66th floor and head for the elevators. Before you can go anywhere Tseng and Rude cut you off.

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IMPRISONED

Items: Mythril Armlet

Materia: None

Party's level: 12

Party: NA
=====

President Shinra explains his interest over the Cetra or Ancients. What he's really after is Mako energy and Aeris is the key to the Promised Land. After the long talk you'll be taken captive in holding cells on the 67th floor. When Cloud is in the holding cell speak with the other party members and take a nap. When Cloud awakes he'll notice that the security doors have been unlocked. Go outside the door and talk to the injured guard and go back to your holding cel and talk to Tifa. After you aquire the cell key from the injured guard free the others and follow the trail of blood that leads to the president's office. You'll see that President Shinra is dead and with the look of the sword on his back it looks like the Masamune! Only Sephiroth could handle the destructive power of this sword.

Cloud now will take the oppportunity to meet the new president of Shin-Ra, Rufus who has his helicopter lying on top of the building. Now when Tifa is gone to stay behind and wait for Cloud give Aeris the LIGHTNING MATERIA and any other materia. Now give Red XIII the ICE MATERIA before you head on.

Don't forget to put all characters in the backrow. Now when your done head for the elevators and they encounter another high tech machine by Shinra.

BOSS: Hundred Gunner HP: 1600

If someone does not have a long range weapon or equipped with some spell materia then your in deep trouble. But you'll want to keep you party members in the back so they sustain less damage. Have Aeris constantly use BOLT because it'll do alot of damage and have Red XIII use ICE while Barret use his regular attacks. When your Limit Breaks are up use them. When you get it down to about 300 HP he'll prepare for its super weapon the Sensor Cannon. It'll take it two rounds for it to actually fire the cannon, but that should be enough to finish him off.

When he's through he'll transform into the Heli Gunner

BOSS: Heli Gunner HP: 1000 Item: Mythril Armlet

This boss is similar to the first except when it nears about 250 HP it'll boost up its attacks and sometimes cause some negative status effects on the party. That's why its a good time to equip yourself with the STAR PENDANT or the POISON-ELEMENTAL MATERIA combination. POISON however will not work against either of these two bosses nor any other negative status effects that you can put on them because their machines. Basically this is the same fight as the first and keep your HP above 200.

After the tough boss fight Cloud has his boss to deal with. Appaerently Rufus is also after the promised land and just when Cloud and Rufus were becoming best friends. Your given the chance to equip cloud, but if you have a spare RESTORE MATERIA equip it with Cloud.

BOSS: Rufus HP: 500 | Dark Nation HP: 200 Items: Power Vest and Power Source

This fight will be tough because Dark Nation will provide all the protection on himself and Rufus so kill Dark Nation first and concentrate on Rufus. If your in the back row with Cloud have him change and put him in the front row because with Rufus' barrier and your weakened back row attacks you'll have a long fight against this guy. Just keep pounding on Rufus and use your Limit Breaks when available.

Afterwards leave and find Tifa but don't forget to save behind the desk. Now set all back row members in the front and front row members in the back for the fight later. Tifa will rush down the stairs and tell the rest of the party to follow her and she'll fill them in on the way. So what's Cloud doing? He's borrowing one of the new high tech Shin-Ra motorcycles while the rest of the party ride on the new Shin-Ra truck. Here you'll enter a mini-game and you'll see the Lifebar above and below Cloud. They are there for two reasons:

- 1.If any party member or Cloud loses the green part of the bar you must start over.
- 2.The damage incurred will be carried on to the next battle.

Basically stay near the truck and swat away the motorcycles coming towards you. Never stay far off from your truck because other bikers will follow in and hit the truck causing damage to your party members. Try using the Domino Effect by knocking down a biker in front of another biker so that they both fall down and slide across the pavement. This mini-game is fairly long but still is alot of fun. When you reach the end of the road get ready for yet your fifth boss fight.

BOSS: Motor Ball HP: 2600 Item: Star Pendant

Remember when you were to switch your party members in reverse order? Well for this boss you'll see why. This boss will be one tough fight. He gets the first attack on your party causing 80-95 HP of damage to every character. Have Aeris use BOLT because as of to this point she has the most magic power you can cause almost 300 HP of damage with her. But the problem is is that you can't choose the three of five thats gonna fight. The only person you know will fight is Cloud. The other two members in your party are random. But if she is in your party for the fight have Aeris' use BOLT. Have Cloud attack regularly in the front row and have Barret attack from the back row since he has a long range weapon. When the Motor Ball starts to stand up its preparing for its Rolling Fire attack that can inflict up to 280 HP of damage to all characters so watch out! Use limit breaks when necessary. Its good that you have Cloud with the RESTORE-ALL MATERIA combination so he can heal the party after the Rolling Fire attack. If you see him standing up make sure all party members' HP are above 300. And try to do so throughout the fight.

When the battle is over with you(yes you the player not Cloud) are about to explore some real interesting areas you never saw in the dark and gloomy Midgar. This is the point where everything starts to unfold with the WHITE and BLACK MATERIA and you'll know who Zack is soon enough. Is Cloud really Cloud? Is he a fake? Well I'm not going to spoil it for you here. Until the time comes I'll spill my guts. Sephiroth obviously headed for Kalm and Cloud knows he's out there. What does Jenova have in connection with Sephiroth? Well take once good long kiss goodbye to Midgar because it'll be some time before you'll need to come back here.

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SEPHIROTH AND CLOUD FIGHTING TOGETHER?

Items: PHS, Guard Source, Peacemaker, Ether(3)

Materia: None

Party's level: 12

Party: Cloud and whomever

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When you walk out of Midgar go northeast into a Kalm. You might want to save it when you first leave Midgar because some enemies can get pretty nasty out here. Well once you get inside you can search around if you like and if you do first go into the first three houses on the left side of Kalm. When you go inside the first two houses pick up an ETHER from each house. Now go to the next house and pick up the PEACEMAKER, no this weapon is not for Barret, its for somebody else. In the next area pick up the GUARD SOURCE.

Now go to the Kalm Traveler's house in the southeast part of town and pick up an ETHER inside. You can visit the shops but don't buy any weapons for Cloud since the weapons here don't match the HARDEGE. Buy some armor if you like but its best to save your money. You can go to the Materia shop and pick up some new Materia. Only two new materia should you keep your eyes focused on and they are the EARTH MATERIA and HEAL MATERIA. Once your done exploring go to the Inn, your friends are waiting upstairs and the night is free.

It doesn't really matter if you go to the Inn first or looked around town first because Barret will still be pissed off at you being so late. This is where I spoil things for you so if you don't want to find out what happens don't read on. When Cloud begins you see him in a truck walking around and being so excited that he's in SOLDIER. When the truck stops another creature created by Mako confronts both Sephiroth and Cloud, Cloud barely tickles the green dragon, but Sephiroth kills it with once swift of his Masamune Blade.

Sephiroth level is at 50 and your at level one so you can actually picture how strong this guy is. Once your in Mt.Nibel the monsters create by Mako don't get any easier, but Sephiroth breaks them with an Ice3 spell, while Cloud just stands there as a punching bag. Well at Nibelheim Cloud gets a chance to visit all the people in the town as well as Tifa's house. Go to Tifa's house(the house next to Cloud's on the bottom left corner) and play the piano upstairs and write this down:

Do-Re-Mi-Ti-La
Do-Re-Mi-So-Fa-Do-Re-Do

Now put it somewhere so you won't lose it. You'll need this for the Final Heaven later on. When your done with the piano and talked to Cloud's mother about him needing a quiet girlfriend go back to where Sephiroth entered. Afterwards you are taken outside and a photographer wants your picture. Sephiroth hesitates a little but goes forth with it. He mentions about giving each one of you a copy of the picture. When you reach Mt.Nibel you stumble upon the bridge and lead Cloud through the mountains. When Sephiroth arives at the Mako reactor chamber he goes berserk with his sword slashing at the test tanks, then it hits him.

Is this what I'm truely am? "I knew I was special but not like this" when you have Cloud look in the giant test tank you'll see a once human life form transformed into a hideous and bizzare creature. At this point Cloud freaks out and slumps to the floor. When Sephiroth is gone go back to Nibelheim and go to the mansion in the middle of town. First take the stairs and enter on the right and go down the long tube. Here you'll find a library with Sephiroth in it. It appears he wants to learn about Hojo's Mako expieriments. Sephiroth will spend all night reading the books so have Cloud move to the other room on the second floor and have him rest. When he wakes up the guard is gone and the library has books all over the floor.

Go outside the mansion and the town is ablazed! What happen here? It appears that Sephiroth is ashamed of his origin and he goes on a killing spree burning the town and killing the people in it, including Cloud and Tifa's parents. Here you'll see some cool scenes that should look extremely familiar if you have seen the T.V. ads and magazine ads. When Cloud arrives at Mt.Nibel he finds that Tifa wants revenge for what happened to her parents and tries to kill Sephiroth but wasn't very successful. Then Cloud comes and go talk to Tifa and put her to the side. When Cloud goes in the Reacor core Sephiroth is looking over the 2000 year old geological stratum called Jenova. It appears that this creature of some sort is Sephiroth's mother.

Here you'll go through another scene with graphics that should look very familar. Here Cloud wants all the answers about what Sephiroth has done. Tifa was nearly killed as both Cloud and Tifa appraoched Sephiroth. Afterwards Cloud can't remember what happened after the tragic moment. Now when your story is told go downstairs and talk to Barret to recieve the PHS which is like a phone and you can call and rearrange your party members on a save point or on the world map. This will come useful later on. Afterwards you can fight the Custom sweepers just outside of Kalm and steal Atomic Scissors, which is Barret's strongest weapon up to this point of the game. If you haven't explored Kalm earlier go ahead and do so now and you might want to restock on your supplies. If your low on money fight the enemies around town and save when your weak. Now its onward for the search for Sephiroth.

=====
SEARCH FOR SEPHIROTH
Items: Chocobo Lure, (any)Greens
Materia: Chocobo/Mog

Party's level: 12

Party: Cloud and whomever

=====

When your out of Kalm head east until you see a ranch. This walk wil be fairly long and the enemies might give you some trouble, so take the necessary supplies and head forth. When you reach this area go inside and into the Chocobo Ranch. First off talk to the closest chocobo near you and say "Wark" after the chocobos dance you'll recieve your first SUMMON MATERIA of the game. It's also the weakest but at this point of the game its alot stronger than what you can dish out! When you go inside the ranch speak with Chocobo Billy and he'll tell you that you need a chocobo to cross the marsh. But he doesn't have a chocobo for you, but you can lure them out with the CHOCOBO LURE MATERIA he has for 2000 Gil. At this point this will most likely be all that you can afford and you'll also need to buy a green to keep the chocobo from running away. Buy a TANTAL green and head out afterwards. Now walk along the chocobo tracks along the area of the Ranch, you know those "V" shaped marks on the grassy terrain. When you hear sort of a cowboy music that is completely different form regular battles you know that you have a chocobo.

When your in battle immediately give the chocobo a green. You might want to move the green to the top so you won't waste time searching for it. When the chocobo is given a green quickly finish off the other enemies and don't hit the chocobo or else you'll have wasted your money you spent for the green and forced to try again. Don't wait to long to give the chocobo the green either because the opponent will attack your party members and the chocobo hates violence and will run off. If you do cause alot of damage to a chocobo he'll attack everybody and run off. After you have captured a chocobo don't hit the X button until you have safely reached the Mythril Mine down south of the chocobo ranch. When you reach the swamp or marsh stay away from the serpan't's shadow or you'll be force to fight the Midgar Zolom here are it's stats:

HP: 4000 MP: 348 EXP: 250 Gil: 400 AP: 25 Susceptable to GRAVITY

As you can see this guy doesn't give much and he will finish off your party in a snap of a finger. While your on your chocobo you won't encounter any enemies except for this one. You won't be strong enough to kill it in a long while. Just stay away from it. When you reach the entrance to the Mythril Mine you'll see a Midgar Zolom slaughtered on a tree. Sephiroth knows your coming and that's his warning sign. Now do you get the idea of how strong he is?

NOTE: You really don't need a chocobo for this part, but your chances escaping from the Midgar Zolom will be down, but that doesn't mean you still don't have a good chance at dodging it. The serpent is about 40% faster than you are, but if you have quick reflexes go ahead and dodge it, but save before entering the marsh. When you reach inside the Mythril Mine go to the right and when you see a vine hanging out climb it and you'll reach the top of a tier go to the treasure bx to collect the LONG RANGE MATERIA, this materia will allow you to put any party member in the back and cause the same amount of damage as if they were in the front without taking alot of damage. Now climb back down and climb the rock stairs on the right and pick up an ETHER on the stairs and go to the treasure chest to pick up a TENT. When your all through go back out to the entrance and from the netrance go south down the cave until you see a treasure chest go to it and open it up to reveal a MIND SOURCE. Now go to the left and in the next scenen you'll encounter Tseng and Rude of the Turks along with the newest member Elena. She'll screw up and talk about Sephiroth heading for Junon Harbor. You should

see the words highlighted to tel you exactly where you need to go. Whne your coversation with the Turks is over head north of the cave and into another area, here you'll see a green light the background that's the Mako energy. Pick up the ELIXIR just in front of you and the HI-POTION in the back. Now head out of the Mythril Mine and onward to Junon Harbor.

=====
FORT CONDOR AND THE STRATEGY GAME[Optional]

Items: None

Materia: None

Party's level: 13

Party: Cloud and whomever
=====

You'll notice a trophy like icon on the world map go inside and take a look around. At this point of the game this place is completely optional. You are welcomed to visit this place and participate in the strategy battle by speaking to the man at the top of Fort Condor. You can help pay for troops if you like, but you may want to rest and save at the bottom of the Fort. When your all done leave and head for the grassy area near Junon Harbor. You can't buy any items if you don't participate in the battle. The Materia and items sold here are nothing to worry about because you already have what they're selling.

=====
MYSTERY NINJA LEVEL: 32

Items: None

Materia: None

Party's level: 13

Party: Cloud and whomever
=====

Northwest of Fort Condo you should find a forest with a mystery ninja around. This part is a real spoiler and completely optional and has nothing to do with beating the game.

BOSS: Mystery Ninja Level: 32 HP: (Basically depends on what level your at the higher your level the more HP she has.

Just hit her with your normal attacks and you should be fine. She shouldn't be much of a problem. Your Chocobo/Mog materia you had recieved earlier will stun her, once she's stunned attack, attack, attack!

Afterwards talk to to the downed ninja and do not save. She'll ask you to fight one more time, just say your "Not interested." She begins to taunt you and will ask if you are scared of her you reply by "Petrified." Afterwards she turns her back and starts to leave and you tell her to "Wait a Second." She's listening and she asked if you want her along you reply: "...That's right." She agrees and you say "...Let's hurry on." Don't ak her for her name because she'll just leave. Now go northwest and look for a giant cannon sticking out of a military base on the side of a montain near the waters.

=====
JUNON HARBOR AND PRISCILLA

Items: Power Wrist

Materia: Shiva

Party's level: 14

Party: Cloud and whomever
=====

Before you go to the shores give Cloud the LONG RANGE MATERIA and switch him to the back row. Now have Barret equipped with his ASSULT GUN. Now give your third party member any other materia and put him or her in the backrow. Make sure the third member has a ALL-RESTORE MATERIA combination. Now when you enter this dark town you might want to rest outside of Junon Harbor using a TENT. Now save your game and head for the shores just south Junon inside the town. Along the shores you'll see a girl named Priscilla playing with a dolphin and she asks you to leave immdiately because she thinks your with the Shin-Ra. When you are about to leave Priscilla gets attacked by a sea serpent.

BOSS: Bottomswell HP: 2000 Item: Power Wrist

Just have your long ranged characters attack regularly and have your third party member use FIRE or ICE or LIGHTNING on Bottomswell and have that same party member heal your party when your HP drops below 200. This isn't any easy fight, because one of your characters will sometimes be encased in a giant water bubble and can no longer participate in the battle except:

1. You pop the bubble with magic not physical attacks
2. Or you can wait till they sufocate and then bring them back to life with a PHEONIX DOWN

When one of your party members are encased they slowly lose their HP so make sure to take neccessary precuations. When you kill Bottomswell it'll use the Big Wave. Just make sure to keep your HP above 200 and you should be fine.

It seems that Priscilla isn't breathing! You must perform CPR on her or she'll die. When Cloud's lungs fill up hit the O button to release the air back in. Don't over inhale because Cloud will exhale. Don't worry she can't die because she's not suppose to. When she starts to breathe she'll need to rest. Now go to the lady in front of Junon and take her up on he offer and spend the night at her house. When your done Cloud starts hearing voices and asks Tifa about Nibelheim. When your through go speak with Priscilla and she'll give you the SHIVA MATERIA your second SUMMON MATERIA of the game.

Now you need a way to the top of Junon but how? Priscilla got it! You can hop on her dolphin friend and reach the top. First find the spot to want to jump from and call Mr.Dholphin. This is a little easier than the swinging pole at the Wall Market but still pretty frustrating. Just keep trying until you make it.

=====

JUNON BASE

Items: 1/35 Soldier(2), Mind Source, Luck Source, Guard Source, Power Source, Speed Source

Materia: Enemy Skill

Party's level: 14

Party: Cloud and whomever

=====

When your here keep going left until you see a little yellow box. go to that box and switch it to make the lift go down. You'll here some pretty energetic music here and for a reason. The new Shin-Ra president is arriving, Rufus. When you reach to the door at the end your wlecomed to save it but not now. Go to the northern room when you enter and you'll come in the locker room. The captain will just think your out of uniform and he'll lend you another one. In here you are to perform the traditional Shin-Ra greeting. Just follow what the soldiers do and you do the same. You are chosen to give the final

greeting which is Cloud's winning pose and the troops will be amazed! When all is done and done follow the commander through a shortcut to the parade. Here gets quite difficult because Cloud must get to the back row without messing things up. You'll see a rating chart at the botom of the screen that basically tells you waht kind of item you get. The higher the rating the better the item(s).

29% or lower	Grenade
30%-39%	POTION(6)
40%-49%	ETHER(6)
50% or higher	5000 Gil

After you make it through the new Shin-Ra president will be very pleased and you also know that Sephiroth is here, but you can't do anything now. Your captian will give you a little practice before performing the proper greeting. Take your time to practice and head out. Make sure you visit all the shops in Junon because there are alot of freebies.

Here you'll find some pretty good shops and you have two materia to look out for, SEAL MATERIA and REVIVE. You can buy some new armor and accessories cause you'll need them. The items in Junon are quite steep but if you perform well you can save yourself the Gil. When your all done go to the dock and you are now tested to perform your greeting. If the president's mood is high your item will be high in value as well. Look at the chart below.

0-50	Sunglasses
51-99	HP PLUS MATERIA
100+	FORCE STEALER(Cloud's strongest sword as of now)

When your all done go into the boat.

=====

ALL ABOARD!

Items: Wind Slash, Ether

Materia: Ifrit, All Materia

Party's level: 14

Party: Cloud

=====

When you reach aboard talk to the people wandering around, hey wait a minute! How your other party members get onboard? Well anyways just don't forget the items like the ETHER on the left side of the bottom floor of the boat and the ALL MATERIA just across from the ETHER to the right side. Now there's a save point on the deck of the boat save it cause its a must. Now go to the fron of the boat and talk to Barret serveral times and an alarm sounds off, what! Did one of your party members get caught? Wait their talking about a man in a black cape, that's Sephiroth! Sephiroth is onboard! Now go down and head for the room the guard was previoulsy standing in front of and you'll engage in a storyline. Pick up the Wind Slash just in front of the dead guard and head for Sephiroth but wait, what's this?

BOSS: Jenova-Birth HP: 6000 Item: White Cape & Ifrit Materia

Now this boss is obviously not an easy fight, but don't worry the other fights with Jenova get easier. First off continue to cast all your summons and when you run out use the FIRE MATERIA to cause some good damage. Watch out when she cast STOP on one of your characters which will paralyze your characters temporarily. Watch out when she uses her Tail Laser which can cause up 400 HP of DMG. Just keep your HP up around 300 and move quickly and get organized before the battle.

After a long fight your fast approaching Costa Del Sol.

=====

COSTA DEL SOL

Items: Shinra house(optional), Motor Drive, Fire Ring, Power Source

Materia: None

Party's level: 15

Party: Cloud and whomever

=====

When you reach here its nice, warm, and pleasant. Too bad! Because you still have a lot of work to do. When you first approach this town go take the stairs next to the entrance and enter the side of the house that says "Costa Del Sol." Inside you can buy the house for 300,000 Gil, yeah its cheap, but you might wanna rather take the items in the basement. Down the basement you'll find a FIRE RING, POWER SOURCE, and a MOTOR DRIVE which is Tifa's strongest weapon up to this point. Go ahead and visit the shops and kick the ball a few times and head out. Now head west to Mt.Corel. And buy those softs!

=====

HIKING TIME!

Items: Tent, Wizard Staff, Turbo Ether, Star Pendant, Pheonix Down(10),
Mind Source, Power Source, W Machine Gun

Materia: Transform Materia

Party's level: 15

Party: Cloud and whomever

=====

When you reach Mt. Corel you'll find plenty of items worth taking. When you reach the reactor there's just nothing to do inside for now head down towards the railroad tracks. Occasionally you fall but as long as you hold right or left and quickly tap the O button as your falling you should pick up a Star Pendant and a Wizard Staff. Now when you reach the tracks the look like they cross each other take the top bridge and pick up a W MACHINE GUN for Barret, TURBO ETHER, and a TRANSFORM MATERIA.

Now take the high path and go all the way to the end and hit the control switch for the bridge. When you hear birds chriping climb up the side of the mountain and you'll see a bird's nest. Your welcomed to pick up the 10 PHEONIX DOWNS but it disturbs the birds and your forced to fight it's mother, Cokatolis. Don't worry she shouldn't be of any threat except that the fact that she can cast STONE on one of your party members. Afterwards go down to the lower tracks until you see two tracks that meet. Turn right as you reach them and into a small mine to pick up a POWER SOURCE, MIND SOURCE, and TENT. Now go back outside and continue down and past a long bridge until you reach North Corel.

Here you'll find a dirty town also Barret's hometown. Now see what these reactors are doing? Are you gonna let this happen? Of course not! Your welcomed to visit the shops. Buy some weapons you didn't have before or something strong for Barret. Now go to the left side of North Corel and into Gold Saucer, a fun-filled arcade that's better than playing Marvel vs Capcom! Okay its not that good, but the games sure are fun! When you enter here don't use the save point because it'll cost you five Gold Points not Gil, you can exchange your money for GP if you have enough money and when the guy is standing in the back.

Go to the entrance a pay a mere 3000 Gil for the entrance or if you want, pay

another "mere" 30,000 Gil for a lifetime pass. Now when you go in and enter the Speed Arena to meet Dio the owner of Gold Saucer. Now head to Wonder Square to pick up Cait Sith to add to your party and head for Battle Arena. With a guy's arm replaced by a gun going berserk against Shinra soldiers, they more than willingly accused Barret of the mass murder. But can Barret let his emotions about what happen to North Corel release them to an innocent crowd like this? You are now prisoners of Corel for a crimed that was framed upon your party and thrown to an unescapable prison.

=====

DESERT PRISON

Items: Silver Armlet

Materia: None

Party's level: 17

Party: Cloud and whomever

=====

First off, just watch your items so equip all the materia to your armor and equip as many people with the most valuable weapons and armors and accesories your party may have cause there are Bandits around who will steal all unequipped items and materia and all other items worth stealing ike HI-Potion or ETHERs. You must defeat these bandits quick because you'll lose your item permanately if you don't. Barret is in a depressed state and he leaves but follow him off screen.

Now when your in the next screen go to the bottom left corner of the prison to find Barret. He tells about his intervening with Scarlet and a terrible accident happened when Barret and Dyne returned to North Corel, they both loss there arms and were forced to replace them with gun-arms against Shin-Ra. Now go back to the entrance of the prison and through the gate the man was on previously and enter it and go to the right and up north to find Barret's best friend Dyne. Ouch! This guy isn't too happy about Barret's return and he wishes to destroy everything Barret loves most.

BOSS: DYNE HP: 1200 Item: Silver Armlet

Well its best that Barret is equipped with the RESTORE MATERIA so he can heal himself if it wasn't stolen by the bandits. Also give Barret a HYPER in his regular status so he is on FURY which will double his Limit Break meter's growth. But he might miss sometimes but it shouldn't be a problem. Keep your HP above 350 because he can use his S-Mine attack after his regular attack sometimes and will do a lot of damage. When he has about 300 HP left he will use his Molotov Cocktail which will do 150-200 HP of damage so keep your HP up. This guy isn't easy so don't cry when you lose, just try again. (^_^)

When Dyne is defeated he is severely wounded and afterwards he will give a pendant to give to Marlene. Then at the same time he kills himself. Now go rest and visit Mr.Coates an S-Class chocobo racer and your only ticket out of this dead prison. Now Mr.Coates won't be so willing to help because he knows Dyne is dead and now if the party wants out they must win a short course chocobo race. Don't forget to pick up the RUMAH SUMMON MATERIA while your inside his office. When you race all you'll want to do during the entire race is to get a head start by pushing the O button, then stops when you have about 15% of your stamina left and hold R1+R2 together to build up your chocobo's stamina. You can basically have the chocobo sprint the entire way having an easy victory by hitting the SQUARE button. Now with apologies from Dio he offers his crappy worn out Buggy which will help you get to your next destination. You the buggy and go south pas the river to reach an area which looks like a model of an old reactor which is Gongaga Village.

=====

ZACK'S HOMETOWN

Items: X-Potion, White M-Phone
Materia: Titan, Deathblow Materia
Party's level: 17
Party: Cloud and Whomever

=====

Now when you enter continue on the same path and you'll encounter Rude, Elena, and Reno of the Turks. Elena will run off to warn Tseng. You should have Aeris use her Seal Evil or have someone use the CHOCO/MOG SUMMON to paralyze both the Turks before engaging battle.

BOSS: Rude and Reno HP: Reno(2000) Rude(2000) | Item: Fairy Tale and X-Potion

If you use your CHOCO/MOG SUMMON or Aeris' Seal Evil you should be fine, just keep using it until they are paralyzed and start pounding away with your strongest summon and spells.

Wow go to the center of the reactor and Scarlet and Tseng will show up talking about an explosive new weapon and needs the HUGE MATERIA to do so. Scarlet will talk about junky reactors having bad materia, but if you pick up the glowing red materia you'll receive the TITAN SUMMON MATERIA. I don't consider this junky, do you? Now go back to the walkway you entered and go back to where you fought the Turks and pick up the DEATHBLOW COMMAND MATERIA just above where you fought. Now head right until you see the screen start to turn red and go up until you see sorta of a giant telescope on top of a canyon and the Buggy breaks down right in front of it.

=====

BUGENHAGEN AND NANAKI

Items: None
Materia: None
Party's level: 18
Party: Cloud and whomever

=====

Here this place is very comfortable and tribal music is soothing to the ears which Barret promised to bring his AVALANCHE members to if they stopped Shin-Ra's mako reactors. Don't forget to talk to the construction worker and tell him you are not here to study and he'll fix the buggy for you. When Red XIII meets BUGENHAGEN you'll notice that he is Red XIII's father and that his real name is Nanaki. Here you'll learn about the spirit energy and that when living things die their spirit energy is returned to the earth. Now go to the save spot you saw earlier and save it. And enter the center of Cosmo Canyon and talk with everybody, you know the place with the locked door. After you have talked to Red XIII BUGENHAGEN will appear and unlock the door to the Cave of Gi.

=====

CAVE OF GI

Items: Black M-Phone, Fairy Ring, X-Potion, Ether, Turbo Ether, Pheonix Down, Wiser Staff
Materia: Added-Effect Materia, Gravity Materia
Party's level: 18
Party: Cloud and whomever

=====

Here just climb the ladders into the cave. When you first enter the cave alot of empty spaces are along the walls each one of them contains a breakable

rock. Each time you break a rock a fight will initiate. There's a secret door in the middle of the cave but I forgot what's in it. Well that's all done go to the next room until you see red on the floor below the rocks. First you might want to go out to the gave on the left and collect the ADDED AFFECT MATERIA which should come in handy and go back once you've collected it. Watch out for liquid gold because you'll slide right into the spikes on the wall which won't kill you but will take away some HP. So don't hold down the X button while on these spots.

Now when you past this area you are given a choice of five rooms to go in. Just go to the second room from the left but if you want the item in the fourth room from the left go ahead but you'll fight a tough battle. Well along the way if you took the second tunnel from the left you are forced to fight spiders along the way which are initiated when you touch the spider webs. When your through equip your characters with something that protects fire by using the ELEMENTAL-POISON MATERIA combination. And equip your characters with some CURE or ICE MATERIA and all your summons except IFRIT. Now approach the wall that has a golem on it to ensue a fight.

BOSS: Gi Nattak and Soul Fires HP: 5500 and Soul Fires 1300 Item: Pheonix
Down and Wizer Staff

Well first off attack it with Holy magic like CURE or CURE2. Ice surprisingly will do regular damage despite the fact it is fire. You can't kill it with a Pheonix Down or using LIFE. It'll posses your character with its Soul Fires which will cast FIRE2 about every two or three rounds. Watch out when Gi Nattak drains your MP and HP. So carrying a few ETHERs or HI-POTIONS should counter that. Use your max amount of summons cause they'll do more damage than you can dish out you can't paralyze it but still.

After this somewhat easy boss follow Bugenhagen out of the cave and pick up the GRAVITY MATERIA on the way out. Now you'll go into a storyline about Seto, Nanaki's father and realizing the hero that was his father. Now head out of Cosmo Canyon and Red XIII will meet up with you. Now take you Buggy north pass the shallow body of water up to Cloud's and Tifa's hometown, Nibelheim, which is a town in front of a mountain.

=====
NIBELHEIM

Items: Platinum Fist, Turbo Ether, Luck Potion(2), Elixir
Materia: None
Party's level: 19
Party: Cloud and whomever
=====

There's basically nothing to do here. And I thought this town was suppose to be a pile of soot remember? Well you can pick up some weapons in the mansion in the back of the town and aquire Vincent but the boss is awfully tough so you might want to wait until your stronger. For now talk to the fallen black mages or whatever and they'll give you an item.

=====
MT. NIBEL

Items: Rune Blade, Sniper CR, Powersoul, Plus Barrette, Elixir
Materia: Counter Attack Materia, Elemental Materia, All Materia
Party's level: 19
Party: Cloud and whomever
=====

Now exit though the back of the town. You might want to save right in front

of the mountain so that when you encounter a Dragon you can start off right in front of the mountain just incase you lose cause this guy is tough.

Now when you enter the mountain just walk through the linear path but amke sure to pick up a few items on some of the mountain ridges like the RUNE BLADE or the PLUS BARRETE. Next comes the long bridge cross it and enter the next room. This room you'll see pipes to the left screen and enter one of them at a time to reach some unreachable items. Now all you need to do is to go down the ladder and save and fight a few battles to bump up a level or two before fighting the creature standing in front of the exit. There is a door on the left side of the room if you want to pick up a SNIPER CR if you have Vincent in your party otherwise just fight.

BOSS: Materia Keeper HP: 8400 Item: Jem Ring

This guy is tough. His Trine attack will cause 500 HP of damage to each character, fortunately its a lighting based attack so having the ELEMENTAL MATERIA-LIGHTING combination in your armor will protect against it. As usual use your best attacks and magic and limit breaks and summons. Make sure you have a CURE-ALL combination so that after the Trine attack you can keep your HP up. These simple procedures should make a very tough fight alot easier. If you have the ENEMY-SKILL MATERIA you can learn Trine, which is a very powerful attack up to this point.

Afterwards pick up the Counter Attack Materia left behind by the Materia Keeper. Now just use a TENT and save and exit the reactor and walk northwest towards the next destination, Rocket Town.

=====
ROCKET TOWN

Items: Power Source, Drill Arm, Yoshiyuki

Materia: None

Party's level: 20

Party: Cloud and whomever
=====

When you first enter here your welcomed to shop around and if you talk to the guy standing in front of the item shop and look at the rocket. If you do he'll give you the YOSHIYUKI, which is the strongest sowrd in the game up till now and the only chance you can get the YOSHIYUKI. Now go two houses from the right of the Rocket and enter the house to pick up a POWER SOURCE. From there enter the house that's to the right of the Rocket and enter the the room in the top left corner to pick up Barret's DRILL ARM, which is a short range weapon so unless you decide to equip Barret with it, you'll have to move him up front in your row. Now head out the backdoor to see the unusable(as of now) Tiny Bronco.

Shera will come in and tell you about the Shinra Space Program that has a possibility to restart when President Rufus arrives. Now go to the Rocket and climb the top to meet Cid, an expert pilot and engineer in mechanics and tools with a bad attitude due to a crewman's fault that made him abort a space mission, which was his life long dream. He won't let you use the Tiny Bronco, now leave him be and go back to the house you met Shera earlier. Cid now comes in and lets his mouth unload with his high use of profanity. Now go talk to Cid again and you'll find out that Rufus wasn't even thinking about the Space Program and he wants to use the Tiny Bronco to chase after Sephiroth. Now go back inside the house and go back to the Tiny Bronco and you'll find that Palmer is trying to steal the Tiny Bronco, the wierd guy Shera just told you about.

This boss should be pretty easy as long as you use CHOCO/MOG MATERIA or Aeris' Seal Evil to paralyze him. His Mako Gun can cause up to 1,000 HP of damage depending on what armor and materia your equipped with. If he becomes un-paralyzed then keep using the CHOCO/MOG MATERIA to paralyze him again and the fight should be short lived. Afterwards a truck from out of nowhere hits him when he tries to run and I have no idea where the truck came from or how it got there, which is really one of the minor faults in the game.

Now the plane starts and the team doesn't know how to stop it. The plane runs through the middle of the town and Cid quickly hops on and Rufus orders fire on the plane and the Tiny Bronco puts out a few last miles before it goes crashing into the ocean as a boat. Now head east of Gongaga to a weapon seller.

=====

WEAPON SELLER

Items: None

Materia: None

Party's level: 20

Party: Cloud and whomever

=====

Here is a weapon seller and he'll tell you about the Keystone needed for the Temple of Ancients. The Weapon Seller tells you about selling it to Dio, owner of the Gold Saucer. Now head towards the Gold Saucer.

=====

RETURN TO GOLD SAUCER

Items: None

Materia: None

Party's level: 20

Party: Cloud and whomever

=====

When you enter here just go to the Battle Arena and look at the Show Room which has the Keystone, examine it and Dio comes in. Now you must fight for the Keystone in a little risk battle. All you have to do is fight in the battle and he'll give you the keystone. It doesn't matter if you win or not, but if you do win(which is highly unlikely) you'll be rewarded with the Protect Vest and the Choco Feather which are two very strong pieces of armor up to this point in addition to the Keystone. Now leave the Gold Saucer, and what do you know, the Railroad Tran is out of order, and what a coincidence now that you have the Keystone. You'll have to stay the night at the Ghost Hotel. During the middle of the night Aeris will come in depending on how well you treated her and you'll have a chance to visit all the rides for free.

Look out the same time Aeris looks out of the Tran and you'll see some nice graphics that the Squaresoft Team has produced. If you had treated Aeris poorly you'll get a boring talk with some other party member. After you have taken part in a stage show then took the little ride on the Roller Coaster you'll fine Cait Sith with the Keystone, follow him around and you'll soon discover that Cait Sith is a spy as he hands over the Keystone to Tseng of the Turks. You have no choice but to have him remain in your party because he knows where the Temple of Ancients is. Now head out Gold Saucer and head southeast of Gold Saucer and into the giant black pyramid like shape that's planted in the middle of a forest.

=====

TEMPLE OF ANCIENTS

Items: Megalixir, Trumpet Shell, Princess Guard, Trident, Mind Source,
Silver Rifle, Turbo Ether, Nail Bat, Work Glove, Ribbon, Rocket Punch

Materia: Bahamut, Luck Plus Materia, Morph Materia

Party's level: 20

Party: Cloud and whomever

=====

When you enter here you'll get a quick briefing of BLACK MATERIA and find Tseng of the Turks wounded on the floor. Here he'll give you the Keystone and asks you to place it on the Altar to open up the Temple's maze. Well I can't really help you out much here, do to the fact that's its so complicated to explain, but you should follow the Old Sage around until you find his quarters or chamber and he'll let you rest unlimitedly. So you can gain some levels and save and head out to the second part of the maze. Once again no dice here either but make your way around until you see another Old Sage and follow him into a room with rolling U shaped boulders.

Here is a little bit tricky but if you time it so that the cut out part of the boulder lands where your standing then you should be fine, don't worry if you get rolled over by the boulders because you won't lose any HP or fight random battles. Just keep doing this until you reach the end so that the trap shuts off by itself and then enter the pool you saw earlier. Here you'll see exactly what happened. Afterwards go into the Clock Room. Now there are twelve doors in which you can enter here is whats inside each room:

- 1- Random Battle
- 2- Nothing
- 3- Random Battle
- 4- Aeris' Ultimate Weapon(Princess Guard)
- 5- Ribbon
- 6- Next Destination
- 7- Trumpet Shell
- 8- Mega Elixir
- 9- Nothing
- 10-Entrance
- 11-Nothing
- 12-Exit of Temple(You can't leave now, but later on)

After you have picked up everything you can knock yourself down into the pit when the second hand hits where your standing you can pick up the Nail Bat which is the strongest sword in the game as of now. You'll be forced to fight a battle but its a battle that's easily won. Now head to room number 6. When you enter here you'll find that the guy has just locked the door leading to your next area. He'll run into the door on the left and you must follow him, but all you have to do is go all the way to the left side but don't enter the door and jump down, now don't jump any further.

Head to the second door from the right and enter in there and he'll give up and unlock the door and let you rest and save. Now enter the unlocked door and you'll encounter Sephiroth and see a couple of scenes. It appears that Sephiroth wants the BLACK MATERIA to damage the Earth and have the Soul energy be a part of him. Devious huh? Try to equip something that protects well from physical attacks and not magic before you fight the Red Dragon.

BOSS: Red Dragon HP: 6800 Item: Dragon Armet and BAHAMUT MATERIA

This is a rather easy fight. Make sure you hit it with your strongest Ice spells and use BIO2 or BIO if your not up there yet to gradually reduce his HP. REGEN is an excellent way to keep your HP up and you should never have to

heal if you have REGEN along.

Now Equip the BAHAMUT MATERIA on Aeris after you have picked it up from the floor. Head to room twelve you saw in the clock room earlier. Make sure you save and heal before moving on. Here you'll notice that the wall is warm and its moving.

BOSS: Demon Gate HP: 12000 Item: Gigas Armlet

This guy is tough. I lost a few times and finally gain some levels to beat this oversized wall. Regen should be casted once the battle starts so you won't have to keep healing. Use BAHAMUT immediately, it'll do about 3,000-4,000 DMG. Slow works on him quite nicely and sorry you can't kill it with a PHEONIX DOWN or casting LIFE. Its also immune to Holy Magic like CURE or CURE2 despite it being a undead monster. Sometimes your characters will turn to stone so having 4 or 5 softs should keep you in battle, but he rarely uses it, and if he uses it alot, your in bad luck! Keep hitting him with your strongest attacks except TITAN because is a part Earth and will cut the damage down significantly. Note that you shouldn't be surprised if you come out of the fight pretty weak...this guy isn't exactly a walk in the park.

After the tough fight Cait Sith will come and sacrifice himself so that the BLACK MATERIA stays out of Sephiroth's hands. As the team exits the temple everything caves in and the Temple becomes the BLACK MATERIA. Now that the dirty work by Cait Sith is done Sephiroth comes in and forges, bends, and manipulate Cloud's mind to force him to hand over the BLACK MATERIA. Later Cloud turns on Aeris and goes Berserk as the third member of your party (whoever that is) has to knock Cloud out as Cait Sith number 2 comes along. Thought he was gone didn't ya? Well he didn't die sice he wasn't alive to begin with. He was only a toy(if you hadn't known) and all of the previous stats and armor and weapons and materia is still with Cait Sith #2.

Now when Cloud is unconcious Aeris appears in his dreams and tells him she has to go and stop Sephiroth, but Sephiroth knows her intentions and her plans. When Cloud awakens go to the Gongaga coastline to fine the Tiny Bronco and head for the north most continent that has the Tundra climate and head for a giant fossil that stands in the middle of the forest just of the southern part of the northern continent.

=====

THE LUNAR HARP AND CITY OF ANCIENTS

Items: Lunar Harp, Buntline, Mop, Guard Source, Aurora Armlet, Elixir, Water Ring, Magic Source, Viper Halberd, Bolt Armlet, Megalixir, Power Source, HypnoCrown

Materia: Enemy Skill Materia, Comet Materia, Kjata, MP Materia

Party's level: 20

Party: Cloud and whomever

=====

Here all you need here is the LUNAR HARP to avoid running the same scenario over and over again. You need the Harp to wake the sleeping forest. Talk to the guy standing behind the open treasure chest to ask him to start digging for the harp. It'll cost you 100 Gil which is very cheap to have one man start digging the area you choose, you can place as many as five workers, but all you need is one. Now dig a few feet away just off the entrance of the Sleeping Forest to find the LUNAR HARP. If you want you can buy some DIAMOND BANGLES which offer some solid protection against magics and physical harm or some RUNE ARMLETs which offer poor protection but doubles your MATERIA growth with four unlinked slots.

When your done head for the forest. Now when you enter, the forest awoke and lets you pass, after the first walkway you'll enter an area that's lightly densed with trees. Wait a few seconds and you'll see a red materia hopping around. Grab it to recive the KJATA SUMMON MATERIA. The next area is fairly linear but when you first enter walk under the broken tree trunk and pick up the WATER RING in the treasure chest. Equip it with any party member you like but its wise to equip it on the weakest character or most likely the character with the least amount of HP for later. The path to the City of Ancients is an excellent way to earn expierience.

Three to five battles will easily gain you a level since the enemies come in groups and each one of them give away lots of expierience. So its not a bad idea to fight a coulpe of battles to bulk up your levels. When you reach the center with three paths, take the path on the right and enter the hut shaped house and pick up an ELIXIR, GUARD SOURCE, and the 2nd ENEMY SKILL MATERIA. The paths ahead are not important and you can't enter there because the team won't let you. The top path just leads to a middle area for later in the game. Now take the left path to find a MAGIC SOURCE and an AURORA ARMLET. Here you'll get a chance to save, and rest. Rest first then save, and you must rest to continue the story.

During your nap Aeris will call for you, now you awake and head for the center part of the Ancient city. When you reach the center take the spiral staircase up to fine the COMET MATERIA which will most likely come in handy. When you reach the very center of the city Cloud will stop the team members and he'll take a look at what's going on. He then tries to kill Aeris, but the team stops him just in time. If your wondering whats taking so long when Cloud holds his sowrd and does nothing its because you haven't hit the O button. Just hit the O button when Cloud is about to kill Aeris.

Sephiroth can't force you to kill Aeris himself so he comes and finishes his dirty work. Yes, Aeris(one of the main characters, like Tellah the Sage in Final Fantasy 4 or General Leo in Final Fantasy 6, you can't bring them back to life with the exception of General Leo, not with a code or game shark) is dead. Yes I was in shock too but not in tears(because I can take it *sweats in profusion*) and Sephiroth flies away(how did he learn to fly?) and leaves you with Jenova-Life for you to deal with. Remember you had the WATER RING earlier? Well this is the time to equip it, all of Jenova's attacks will heal you.

BOSS: JENOVA HP: 10,000 Item: Wizard Braclet

Like I said before its an excellent idea to equip the WATER RING to turn all Jenova's attacks into healing purposes. If you want to make it a quick fight use TITAN MATERIA or QUAKE2 or QUAKE3 depending on your levels, BAHAMUT is also a good idea and so is using COMET. If you have the ENEMY SKILL MATERIA you can learn AQUALUNG from this ugly monster, but if you don't, then don't worry cause you'll have plenty of chances to learn it later. Its attacks are very strong and can knock out any party member with one or tow rounds. Just wait after your party members have been wounded and let Jenova heal you until her skill has run out. Now you can bring back your party members to life and heal them and take out Jenova. That way you won't lose the expierience or ability points because the expierience and ability points from your dead party members will not be transfered to you like previous Final Fantasy games which is a big minus in the game. Overall you should have no trouble thanks to the WATER RING.

After the easy battle you will pay your final respects to Aeris as they lay her body in the waters in the city as she sinks back to the Earth. Now is no time to grieve, she didn't even budge when Sephiroth was near and she did it

for a reason. She was praying for the ultimate WHITE MATERIA to counter the ultimate BLACK MATERIA which is HOLY. Remember in those Final Fantasy games for the Super Nintendo when you had possession of both HOLY and METEO? Well never mind. The HOLY MATERIA fell into the water but the team didn't know what to do with it. Yes I know your angry and so was I, but Aeris doesn't want you to greive, she wants you to take back the BLACK MATERIA before Sephiroth summons it, now go head for the Correl Valley cave, you know the place you couldn't go to earlier? And don't forget to flip to your second CD.

-----[DISC 2]-----

=====

ICICLE INN

Items: Hero Drink, X-Potion, Vaccine, Turbo Ether

Materia: None

Party's level: 23

Party: Cloud and whomever

=====

Here your welcomed to explore the town cause there are serveral free items like a HERO DRINK, VACCINE, TURBO ETHER, and an X-POTION. Now go to the back of town and the resident stops you, now Elena comes in and she's furious about what happened to Tseng, now you are given the choice to either dodge her punch by pressing right or left and she'll roll down Icicle Inn or you do nothing and let Elena hit you in the stomach and you faint. She even wonders why you didn't try to dodge her punch. When you wake up you'll be in Ifalno's house or more likely Aeris' mother house.

You can check the equipment to learn more about Aeris' mother and the Cetra or the called the Ancients. Now you'll need some supplies and a map of Great Glacier if you ever hope to find your way around. First ask the kid you met earlier about the snowboard and he'll let you borrow it. Now head for the right most house in Icicle Inn and inspect the map that is in the center of the house and take it. Now revisit the guy at the back of town who wouldn't let you through earlier and he'll let you through now that you have some supplies.

=====

SNOWBOARDING AND PATH TO THE GAEA CLIFFS

Items: Poison, Mind Source, Elixir, Safety Bit

Materia: Alexander

Party's level: 23

Party: Cloud and whomever

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Well here this is very linear and very fun. When you encounter a fork in the road it doesn't matter which path you take because your basically going to the same place just taking a different route. This place is very complicated and will often confuse you. The only item of importance is the ALEXANDER MATERIA. The other non-important item includes a MIND SOURCE, POISON MATERIA, SAFETY BIT, ELIXIR, and an ALL MATERIA. Basically you can wait until you pass out from the cold and Mr.Holzoff will rescue you and you can rest and save at his house anytime you want. Coincidentalaly his house is right in front of your destination, the Gaea Cliffs. But if you want the ALEXANDER SUMMON MATERIA, follow these instructions:

- 1) Just battle a few times and wait until you faint.
- 2) Now when you arrive at Mr.Holzoff's house go outside.
- 3) Now return to great glacier and go right.
- 4) Just remember that the wind blows you off course so when the wind

- blows stop and wait until the wind dies down and continue going right.
- 5) Just make it past through the linear course until you see some cliffs.
 - 6) Keep going right until you see your path stop and until you see three different paths in front of you, take the most upper right handed path.
 - 7) You'll encounter another linear area just keep going.
 - 8) Now take the cave in the upperright hand corner and enter it.

When you enter this cave make sure you have touched the Hot Springs you saw earlier or else you can't initiate a fight.

BOSS: Snow HP: 4000 Item: ALEXANDER SUMMON MATERIA

Okay this isn't exactly a boss, but it does play the boss music so I count it as a BOSS, but it has low HP and your party should have no trouble with it whatsoever. FIRE2 or FIRE3 should make quick work of her, infact you should only need to cast it once, most likely.

Now all you can do is just wait and faint until you arrive at Mr.Holzoff's house and continue north towards the Gaea Cliffs. Make sure to rest and save before heading on.

=====
GAEA CLIFFS
Items: Fire Armllet, Javelin, Speed Source, Megalixir, Enhance Sword, Elixir
Materia: None
Party's level: 25
Party: Cloud and whomever
=====

This part is very linear, so just climb up until you reach a cave but at each ledge hit the "square" button to warm Cloud up so that his temperature is at 37 degrees but don't let it fall below 28 degrees or you'll wind up at Mr.Holzoff's place again forcing you to start over from the beginning. When you reach the cave just continue to walk and into the next room. If you encounter a Stilva and you have the ENEMY SKILL MATERIA equipped then you can learn MAGIC BREATH which is a very powerful ENEMY SKILL. All you need to do now is go to the left room and that's it.

When you enter it you'll come across a bridge over the entrance of the cave, go straight and pick up an ELIXIR(I'm not sure if it was an elixir) it should be behind the wall and into the hidden room straight ahead. Now return out of the secret room and stop just in front of the entrance to the secret room and go up and walk around another bridge and into the next area, but don't foget to pick up the JAVELIN for Cid just near the bridge in a blue treasure chest. Now go straight into the next room and you should reappear at the top of the room on a small ledge with a boulder in front. Push the boulder over and watch it carefully to see what it knocks over. Remember where you couldn't get through earlier because of the ice? Well return there and go through that path.

Now keep going through these paths until you reach a room with two doors and a treasure chest on the top left corner that's inaccessible for now. Just head right and in the next room you'll encounter some giant icicles that stand in your way, and for some reason they fight back. All you have to do is destroy the Icicles with a regular DEMI spell that costs just fourteen MP's. Ignore the Evilheads because they are hard to hit and will distract you from the real target. Destroy the Icicle and the Evilheads go with it. Just do this four times and reach the treasure chest at the end of the walkway and including the one near the entrance and fall down below. And enter the room with icicle platforms in front of the door.

When you reach the other side of the mountain collect the ENHANCE SOWRD that sits right in front of your face in a yellow treasure box and continue until you reach the outside of the mountain and climb again and don't forget to hit the "square" button to keep Cloud's temperature above 37 degrees Celcius. Now when you reach inside you'll see a save point, first gain a level or two and have the party touch the hot springs to recover HP and MP and equip yourself with Materia combinations in your armor that protects against FIRE and ICE and QUAKE. I suggest having your MATERIA with FIRE3 and ICE3 before moving on because this next battle will be extremely tough. Now save your game and enter the next room when ready. When you enter the hallway an Old Sage is defeated and now you are forced to fight Schizo.

BOSS: Schizo HP: 36,000 Item: Dragon Fang

This boss fight is one of the toughest you'll ever encounter. They constantly attack with hard hitting spells like FIRE2 or FIRE3 or ICE2 or ICE3. Use FIRE3 on the right side and ICE3 on the left side. Don't use KJATA because you'll be healing them both and don't use IFRIT or SHIVA because you'll cause damage to one side but recover another side. And if you learned MAGIC BREATH don't use it here. REGEN is an excellent way to start things off as HASTE will to. If you don't have those high fire and ice spells yet use QUAKE3 or LIGHTNING3 or RAMUH, or BAHAMUT or COMET. Just use hard hitting non-ice or fire spells but having ICE3 and FIRE3 would be alot easier to manage. When one of the heads are defeated it will cast QUAKE3 causing about 800-1200 HP of damage, and yes they can cast it serveral times before they are defeated. You'll know one of the heads is defeated when the defeated side's head slouches down. Yes all you get is a DRGAON FANG which is a very cheap item since it just cast LIT3 on all opponents and wasted after one use.

When your done save the game and rest before heading on. Now leave the cliffs through the path of the defeated Schizo and climb up the mountain to reach the sunken crater.

=====

SUNKEN CRATER

Items: Poison Ring, Ether, Hi-Potion, Kaiser Knuckle

Materia: Neo Bahamut, MP Turbo Materia

Party's level: 29

Party: Cloud and whomever

=====

Now just go down the crator until you've reach a save spot. Now save and make sure to pick up and equip the NEO BAHAMUT MATERIA that's just right in front of the save point. When your done continue towards the center of the crater and watch for the green wind and only cross it when the green wind calms down when you enter it while its moving then your bumped back and forced into a fight. Make sure to check the fallen Old sages for some items. In the next are is pretty straight foward(linear, if you didn't know what linear meant) just make sure to pick up a KAISER KNUCKLE for Tifa and check the Old Sages for some items. The next part is the same as before, just enter when the wind is calm or you will be forced into a fight. In the next path don't forget to collect the POISON RING and the MP TURBO MATERIA.

Now equip the FIRE RING and keep the the materia you had earlier in your armor that protects against FIRE and have your most heavy magic user with a RIBBON to protect you from Silence. When you reach the next area you will encounter Sephiroth but you won't get the chance to fight him instead he has left a dirty surprise for you.

Basically this enemy is pretty easy and using your CHOCO/MOG SUMMON MATERIA should paralyze it. You can use SLOW but its not necessary, REGEN is an excellent way to start off again so you won't have to restore some HP during battle until REGEN wears off. When Jenova Death uses silence on the team have your RIBBON equipped party member use ESUNA or have your effected party members use an ECHO SCREEN or a REMEDY.

Afterwards give the BLACK MATERIA to either party member in your present group. Now continue on but if your HP is low keep your party healed. You'll flash through a series of past images you saw earlier that you saw in Kalm. When you approach the green barriers these barriers will not dicipate themselves so you need to dodge the green waves and lightning bolts. Continue on until you have reached the crater core.

Cloud will begin to see images of Zack and he laughs at them, but why is Tifa so sad? Shinra will now come into the picture and whoever is carrying the BLACK MATERIA will get a visit from Tifa and asks you to go to the center of the crater. It was not Tifa but Sephiroth all along. Now the character holding the BLACK MATERIA gives the BLACK MATERIA to Cloud and in turn gives the BLACK MATERIA to Sephiroth. Now the defenders of the Earth are awakened which are more obviously called WEAPONS. There are four WEAPONS and Sephiroth has control of all four. These are very powerful creatures but you only have to destroy one of them. The team escapes in the airship but to no avail.

=====
DEATH PENALTY
Items: None
Materia: None
Party's level: 30
Party: Tifa, Barret
=====

A week later Tifa is locked up in a cell with Barret as they are about to be publically executed on national television. The crater is now in a protective magic barrier, the WEAPONS are running amock, and METEOR the spell the team was suppose to stop has been summoned. All hope of ever stopping Sephiroth has been killed. After you've seen a few scenes a guard comes in and escort you to your deaths. Barret is furious that Tifa is the first to die, but that doesn't matter. She is now strapped to the sides of the gas chamber chair but apparently the guard has dropped the key and does not even know it. Before the switch to the gas chamber is released Shinra soldiers begin to fire on the EMERALD WEAPON and during the distraction Cait Sith reveals himself and frees Barret. The two try to open the gas chamber door but it won't open. Now talk to Cait Sith and look for the control room to shut off the gas chamber. Now Scarlet locks the room and Cait Sith tells Barret to go to the airport. Now the scene switches back to Tifa's scenario and she has the chance to free herself. First have Tifa use her legs(X button) twice to reach for the keys. Now have have her sit up by hitting the "triangle" button. Now hit the "triangle" and "X" button simultaneously together to put the key in her mouth. Hit the "O" and "triangle" button simultaneously together to unlock her arms. Now hit the switch to the left of the chair to shut off the gas chamber. She can't open the door now so you switch to the next scenario.

The Shinra soldiers try effortlessly to stop the EMERALD WEAPON but to no avail. The Weapon fires a giant beam into the gas chamber blowing a hole in the wall. Junon responds by unleashing their super cannon which sends off a huge blast that sends the EMERALD WEAPON back into the water. Now climb out of the gas chamber down the long side of the building and down the super

cannon and you will meet Scarlet. She'll slap you first but you will have the chance to slap her back so hit that "O" button to slap back. It doesn't matter if you win or lose, its just the fun part of the game. (^_^)

If you want to win just hit the "O" button right before Scarlet gets a chance to slap back. Afterwards Tifa runs down the super cannon and into the new airship, the Highwind. Well I guess Cait Sith number two has better fortune telling skills than the first one. Now you must find Cloud. Talk to everyone on board and head out, but you can stop in the operations room to REST, SAVE, and to use the PHS. Now go back to Icicle INN and talk to everybody for some information about Cloud's disappearance. They mention about a doctor to the south. Head for Mideel an Island south of the Chocobo Ranch.

=====
MIDEEL

Items: Elixir

Materia: Contain Materia

Party's level: 32

Party: Whomever
=====

When you reach the town pet the small puppy and Tifa will over hear the two guys talking about a spikey haired guy washing up on shore. It's obviously Cloud and now Tifa decides to stay with Cloud. Apparently Cloud has been flooded with Mako poisoning. Cait Sith talks about how Nibelheim was already raided and Shinra's next stop is North Corel. But who's the new leader? Well they picked Cid in the middle of his nap! Now head out and go back to North Corel.

=====
NORTH COREL TRAIN

Items: None

Materia: Huge Materia

Party's level: 32

Party: Cid and whomever
=====

When you reach North Corel, nothing has changed not even the enemies. When the team reaches the center they can't do a thing but watch the Shinra train leave, now Cid has to steal one of the trains. Once Cid catches up with the train they must fight an enemy on each car, but the fights are easy.

When you encounter the Wolfmeister hit it with everything you've got because it has 10,000 HP and you have no time to lose since you must stop the train in ten minutes. The Wolfmeister gives away 10,000 experience points though! When you reach the front of the train you must fight two Attack Squads which is a pretty easy battle. Now with the guards gone you must stop the train before it colides with North Corel. Just hit the control pad up and down continously and the "Triangle" and "X" button continously to stop the train. If you don't manage to stop the train you not only lose the HUGE MATERIA but you have to pay 50,000 Gil if you want the ULTIMA MATERIA! Don't worry you won't have to start over. If you do save the town you get the HUGE MATERIA nad the ULTIMA MATERIA for free. Now go outside and save. Now head for Fort Condor just south of the Mithril Mines from way back in the game.

=====
DEFEND FORT CONDOR NOW!

Items: None

Materia: Pheonix, Huge Materia

Party's level: 33

Party: Cid and whomever

=====

When you reach here talk to the guy at the top and he'll ask you to pay for some troops to defend against Shinra. You really don't need to purchase any soldiers. When your in the strategy game just let the soldiers come to you and you'll be forced to fight the Enemy Commander.

BOSS: ENEMY COMMANDER HP: 15,000

Hit this boss with everything you've got, he isn't even that hard anyways. Use Neo Bahamut and Comet...he won't survive many hits from comet...especially Comet2. Have Yuffie or Cait Sith be the healers and have Cid and Barret attack as normal.

After the battle the Condor is killed but the Baby PHEONIX lives in an egg. Go outside and check the egg to recive the PHEONIX SUMMON MATERIA. Now go downstairs and talk to the guy who has his head on the table. He will give you the second HUGE MATERIA. Now head back to Mideel.

=====

RETURN TO MIDEEL

Items: None

Materia: None

Party's level: 35

Party: Cid and whomever

=====

Now when you return to Mideel make sure to save it outside. When you enter the town ULTIMATE WEAPON arrives after you have talked to Tifa. Cid trash talks the heck out of Ulimite Weapon, that's not a good idea. >_<

BOSS: ULTIMATE WEAPON HP: 18,000

Basically just keep hammering away at this guy. But first keep an MBARRIER up to cut down the damage of ULTIMATE WEAPON's attacks. If you don't you'll be eating 1500 HP of damage to every character and don't forget to cast REGEN. Having Regen on in this battle will definitely help since it makes it almost impossible for this guy to kill you. Magic spells like Ultima or Comet2 will definitely be a benefactor to the party in the battle. Attack and keep your HP up!

Afterwards the tremors the ULTIMATE WEAPON caused forced the Lifestream to burst through the town of Mideel. As Tifa tries to get Cloud out of Mideel they are both caught in the middle of the Lifestream.

=====

WAKE UP CLOUD!

Items: None

Materia: None

Party's level: 36

Party: Tifa

=====

Now Tifa has no idea where she is, she runs scared of the dark and sinks into the darkness. Now Tifa enters Cloud's mind first talk to Cloud that's sitting in front of Nibelheim which is the Cloud at the top. Here you'll get the full scenario of what really happened at Nibelheim when Cloud first arrived. Now talk to the Cloud on the left. Then on the right. Apparently Cloud wanted to attract Tifa's attention and joining SOLDIER seemed like the answer. Later

when Sephiroth had gone mad and destroyed Nibelheim Cloud apparently was in a Shinra uniform. Afterwards Tifa heads to Mt. Nibel to avenge the death of her parents but fails and Zack comes in (the guy from Gongaga and the guy in the picture) and Sephiroth defeats him.

Now Cloud comes in and takes Zack's sword and slays Sephiroth apparently, but didn't Cloud get stabbed? We all saw it with our own eyes right? So how did Cloud survive? Also Tifa was with some boys the other day when she was very young and she went to Mt. Nibel and one by one the three boys chickened off but Cloud was still trailing behind her, later the bridge collapsed and Tifa was left in a coma for days and Cloud was balme for hurting Tifa, being at the wrong place at the wrong time. With the hidden truth uncovered Cloud has rejoined the team and now must go to Junon. Before you go anywhere buy some Mimett Greens from Chocobo Bill and feed it to the White Chocobo in the destroyed Mideel up in the left part of town and tickle it behind its ear to receive the CONTAIN MATERIA, which is basically an very strong elemental materia with certain effects.

=====
RETURN TO JUNON

Items: Leviathan Scales, Scimitar, Battle Trumphet

Materia: Huge Materia

Party's level: 36

Party: Cloud and whomever
=====

Remember where you had that big parade while disguised as a Shinra troop for the celebration of the new president? Well now there is no need for a disguise and you can go through the previous unaccessible elevator for the very cheap price of ten gil. When you reach the top of Junon Cloud will mention that something is missing. Well what is it? It's the Junon Cannon! That's not important right now, for now just head straight down the streets and keep going until you see a long hallway that goes up and down, but this time go down instead of going forward. Now when you enter the elevator two Submarine Crew will attack to get a date with the elevator operator, defeat them and continue on. When the elevator stops to the left of Cloud you will see a dog, you can not access this area or should you need to just keep going down the hallways until you see a save point. Here is a good time to save your game.

When your done head towards the Underwater Reactor, when you enter the long underwater tunnel, you'll occasionally encounter a Ghost Ship, you can morph it for a GUIDE BOOK if you choose to decide to fight the EMERALD WEAPON, for more details go to the Side Area section. When you enter the reactor you'll encounter alot of Shinra Submarine Crews but they are not are to beat anyways. After you have defeated all the troops take the underwater elevator down. When you reach the reactor it is basically all linear when you encounter Reno of the Turks he will leave a new invention behind to stall some time.

BOSS: Carry Armor HP: 38,000 Item: God's Hand

This boss is very difficult so don't cry when you when lose. Lightning spells surprisingly has a normal effect on this creature. It's arm has 10,000 HP each and the body is 18,000 incase your wondering. First set up a BARRIER and MBARRIER or just cast WALL once on the entire party. REGEN works really nice as well. HASTE is optional but watch for the Lapis Laser attack causing about 1600 HP of damage to every party member but having your MBARRIER on will cut the damage taken in half. Also when the Carry Armor picks up one of your party members quickly destroy the arm with everything you've got or if it

kills the party member bring him/her back to life. If he happens to capture two of your party members and the third party member dies, you all die so be careful. Basically hit it with everything you've got and no status effect like SLOW or MUTE will work on the Carry Armor because it is a machine.

After the hard fight the submarine escapes off with the HUGE MATERIA. But luckily there is another submarine that is just about to leave, follow the sub but collect the treasure chests on the way because they contain some very valuable items. There is also a treasure chest that is behind the stairway leading to the submarine and the item contained in there is the LEVIATHAN SCALES I suggest you take them because this is absolutely the only time you can take them, If forgot to take them once and I even tried digging for it in Bone Village but no dice there so just take it although it is completely optional. You should use the LEVIATHAN SCALES to put out the fire at the side of DA-CHAO in Wutai.

NOTE: If you do not pick up the scales now, YOU CAN NEVER pick them up again.

When you reach the submarine you will be forced to fight several battles with some Submarine Crews defeat them and continue on until you reach the cockpit. Now your friends from the parade are here but you do not have to fight them, but if you do you will get the chance to steal a SHINRA ALPHA which is a fairly pretty decent piece of armor, just make sure you steal it from the commander. I chose to fight them though, ha! You should see the reaction you get when you fight them during battle. If you do choose to fight them, just use one COMET2 spell and they should be gone. If you don't want to fight them they'll be held prisoners everytime you use the submarine.

Afterwards you will enter a mini game in a submarine battle. Follow the red submarine and do not lose track of it because you have to destroy the submarine in under ten minutes. You can fire up to four torpedos at a time and always hit the R1 button incase you lose track of the red submarine. After you have sunked the enemy submarine you can use the submarine as a vehicle for the rest of the game but the only place you can land it on is the port near Junon. Shinra does not know it, but they accidently release information about the other HUGE MATERIA leaving. When the team surfaces the plane leaves off with the HUGE MATERIA but they know where the HUGE MATERIA is headed, Rocket Town.

=====
RETURN TO ROCKET TOWN

Items: None

Materia: Huge Materia

Party's level: 38

Party: Cloud and whomever
=====

When you first arrive hear just go to the rocket and make your way to the control room. Cid will be forced into your party on the way and make sure to equip him well. When you get past the Attack Squads you will encounter Rude of the Turks and two Attack Squads.

BOSS: Rude HP: 10,000

There is basically no trouble coming from this boss. Hit it with everything you've got like NEO BAHAMUT or COMET2. First take out the two Attack Squads that will try to put you to sleep. When Rude's HP drops below 1500 he will start to use CURE2, so make sure you save your strong summons for the end of battle. If you have a STEAL MATERIA you can steal a ZIEDRICH from Rude which can make the most strongest elemental spells seem like the most weakest

elemental spells. If you do not manage to steal the item fear not, you will be given one more chance near the end of the game.

When you reach the control room the rocket is about ready to launch. But Cid's dreams haven't passed yet. Cid decides to steer the rocket into outer space. The rocket launches and is in a collision course with METEOR. At this point Cid tells you about the HUGE MATERIA, wait a minute how did Cid know where the HUGE MATERIA was? The HUGE MATERIA is locked in the Rocket's core and Cid's clues will tell you how to unlock the combination. But forget that, take out a sheet of paper and write this down:

"Circle", "Square", "X", "X"

That's the combination for the lock. Regardless if you have gotten the HUGE MATERIA or not its time to leave and there just so happens to be an escape pod down through the engine room. Here a chunk of metal falls on Cid and the team is unable to get Cid free and it really was a faulty oxygen tank after all and Cid relizes what a mistake he made. But coincidentally Shera is aboard the rocket and helps the team free Cid. As the escape pod launches itself from the rocket the team witnesses the explosion of the rocket against METEOR. At first the rocket might have a chance to destroy METEOR but METEOR regroupes and is on a collision course to Earth with only days to spare. After the scenario take your submarine and head for the underwaters and take your Submarine. Before you go down just save your game and I mean it! When you go down here look for the red submarine you sank earlier and search it for the last red HUGE MATERIA.

If you see a floating emerald colored piece of junk lying around in the ocean, whatever you do IGNORE IT! If its in the way of something your trying to get surface and then resurface so that the WEAPON has relocated itself. Check my Side area section for more details. Now take all four HUGE MATERIA to Cosmo Canyon and show them to Bugenhagen and he'll store the HUGE MATERIA in his planetarium but not before you talk about how to get rid of METEOR. Afterwards inspect the BLUE HUGE MATERIA to get the BAHAMUT ZERO SUMMON MATERIA. Now you must head to the City of Ancients but first you will need the key. Now go back to your submarine but save before you go and head along the west wall and keep going until you see a small cut between the rocks and enter it and through a tunnel and at the end you should see the Key to the Ancients, inspect it and take it and head for the City of Ancients.

=====
RETURN TO CITY OF THE ANCIENTS

Items: None

Materia: None

Party's level: 38

Party: Cloud and whomever
=====

Take you airship and head over north of Bone Village and into the City of Ancients. When you reach the city go to the center of the city, no not the place where Aeris got killed but to the place I mentioned earlier that you needed to go for later on. When you reach here go to where Bugenhagen is standing and he will start to talk about how Sephiroth's evil presence keeps HOLY from reacting. You must kill Sephiroth to save the world and that should be sweet! He has taken your family, home, and even Aeris away from you, now you can finally settle the score. As you leave the City of Ancients Cait Sith reports about about the Junon Cannon. Now head for Midgar!

=====
RETURN TO MIDGAR

Items: None
Materia: None
Party's level: 38
Party: Cloud and whomever

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When the Highwind reaches here the ground releases huge tremors as the DIAMOND WEAPON is fast approaching. Land on the coast of Midgar and wait a long while before it finally arrives. Right before the DIAMOND WEAPON approaches the shores save your game. And make sure to put all party members in the back row.

BOSS: DIAMOND WEAPON HP: 45,000

Ouch! You finally get to fight one of the weapons and I hope your levels and materias are high enough. First off the basics, cast REGEN and WALL on the entire party. Then cast HASTE but make sure you either have a RIBBON equipped or if you have about ten ECHO SCREENs. Hit this guy with everything you've got and it will still be standing. Your physical attacks will do nothing against him so its a good idea to have a weapon equipped with alot of materia slots, about 6-8 slots should do. Use ULTIMA, BAHAMUT ZERO, COMET2 just any of your strong spells and that includes FIRE3 or ICE3 or LIGHTNING3. I'm not sure if DEMI works but its worth a shot. You can also steal the RISING SUN from him which has a quadruple Materia growth in the Japan version but a double Materia growth in the U.S. version. When the DIAMOND WEAPON counts down to one it will do the DIAMOND FLASH attack which will do 2500-3200 HP of damage to every character so watch out and keep plenty of PHEONIX downs or have a PHEONIX SUMMON or a LIFE or LIFE2 spell. DIAMOND WEAPON's basic attack can cause about 500-1000 HP of damage but REGEN should easily counter that.

Afterwards, the DIAMOND WEAPON is stunned, but is still headed towards Midgar. Just sit back and relax and watch the cool graphics. The party, apparently has given enough time for the Sister Ray to build up energy from the seven Mako Reactors except for the one you destroyed earlier of course. The Cannon's destructive power is huge isn't it? As the Cannon builds up it quiets down and releases a giant cataclysmic blast that blasts right through the DIAMOND WEAPON and blasts through the barrier Sephiroth had up earlier.

But the DIAMOND WEAPON had already fired the blast towards Midgar and what do you know, he aimed for President Rufus. The president is now dead but the team has more important issues at hand. Now use your TENT and save your game and take the HIGHWIND to the Crater. Before the team lands in the Crater Cait Sith or Reeve alerts the team about Hojo firing another blast to the Crater which will put the entire city of Midgar in danger and unless the team stops the cannon the city of Midgar could explode!

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STOP THAT CRAZY HOJO!

Items: Aegis Armlet, Megalixir, Magic Source, Mind Source, Missing Score, Mystile, HP Shout, Elixir(2), Guard Source, Pile Banger, Master Fist, Starlight Phone, Power Source, Glow Lance, Ragnarok

Materia: W-Item Materia
Party's level: 38
Party: Cloud and whomever

=====

You'll enter Midgar in parachutes and the view is quite breath taking isn't it? Now follow Cait Sith to the underground sewers and save it if you like. When you first arrive take the stairs down and continue down until you see another ladder to the right of Cloud, climb the ladder to get the AEGIS

ARMLET. Now go down and go into the doorway that is in front of a tunnel. Afterwards keep going until you see a treasure chest that contains a STARLIGHT MICROPHONE. The floor will drop but take the ladder on the dirty pipe and take the tunnel downwards.

Now follow up to the next area on the stairs and you should arrive at the save point. Save your game and if you want to go back for the rest of the items you can. Now when you enter the train tunnels the Turks will appear but it is your choice if you want to fight them. If you do fight them, you will get a good amount of experience points but not only that each one of the Turks are carrying a special piece of armor which you must steal from them in order to get. If you stole from Rude earlier he won't have the Ziedrich.

BOSS: ELENA, RENO, and RUDE of the Turks HP: 83,000 (total)

This is not an easy fight and is probably just as hard, if not harder than the fight with the DIAMOND WEAPON. You must fight all three of them at the same time. Elena has 30,000 Rude has 28,000 and Reno has 25,000 HP. Try to use SUMMONS and Spells that will hit all of the turks at the same time. Start the battle off by casting REGEN and WALL and HASTE. Try to avoid using elemental spells that hits all party members because each one of the Turks absorbs a certain type of elemental magic. Elena absorbs ICE, Rude absorbs FIRE, and Reno absorbs LIGHTNING. They all have no weaknesses and GRAVITY spells does not work. SUMMON MONSTERS are a great way to hit all members as is ULTIMA or COMET2. I think basically all you have to do is concentrate on one of the Turks and when one of the Turks has taken enough damage they all go away.

Afterwards go back to the save point and use a TENT and save cause you will need it. Now continue on and if you wish take a left and then take a right to collect some really valuable items like Cait Sith's ultimate weapon, or an extremely powerful GLOW LANCE for Cid. Also a really powerful MASTER FIST for Tifa. After you have retrieved all the weapons make sure to take a look at the banner that's all the way in the back wall of the lobby and go back to the train tunnels and continue forth towards the Sister Ray. Now the team encounters the new weapon built by Scarlet and Heidegger.

BOSS: Proud Clod HP: 100,000 Item: Ragnarok

This boss has a lot of HP and is very powerful so make sure you save before fighting this guy. First off cast REGEN on the team and the cast WALL. Use your strongest spells and summons against it. Its basic attack can cause up to 1000 HP of damage which is the side guns and the Knee Fire and he can do two in a row at any given time. Having REGEN should counter that, but it is also a good idea in case your HP runs really low and you don't want to wait for the REGEN. Also watch out for his MATERIA JAMMER which will prevent a party member from using any magic, so keep some ECHO SCREENS, REMEDIES, ESUNA, or have a RIBBON equipped. The Rainbow Ray will cast Reflect on a party member and since Proud Clod doesn't have any magic attacks it will prevent the party member from being healed so use DEBARRIER on that effected party member. Watch out for his Beam Cannon, he will prepare for this attack when he gets on his knees, this gives the party two rounds to attack unless you have HASTE casted on your party which gives you three rounds to attack. Watch out and be ready to heal after he does this attack because it will cause 1500 to 2000 HP of damage to all party members so have a CURE3 ready. LIGHTNING will not work well against this guy because he has no weaknesses so any negative status effect will not work either. There are two parts to this guy, Armor and Body, it really does not matter if you take out the armor or body first because you will cause the same amount of damage. The Armor has 40,000 HP and the body has 60,000.

Now equip Cloud's second strongest sword in the game which is the Ragnarok after you have defeated Proud Clod. Now save and continue onward. Watch out for the Grossspanzer, it is a random battle occurrence. This guy is like a mini boss, he looks like a tank with spikes on its wheels. He has five parts to attack, beware though it might look like a common enemy and has the HP for a boss, about 25,000 total. Its Ram attack hits all party members that causes up to 1000 Hp of damage. Its regular guns causes a 1000 HP of damage to a single character. First destroy the cannon and all you have to worry about is the Ram attack. Try running if you can because this guy gave me some trouble.

Now continue going on and if Barret is not in your party you will not find the MISSING SCORE if Barret is not in your party, which is his ultimate weapon. Along the stairway you will have several talks with all your other party. If you want you can equip it but Materia will not grow while in the weapon. Before you go any further equip someone with the COUNTER ATTACK MATERIA and a RIBBON before moving on. At the top you will encounter Hojo, here you will learn that Sephiroth is Hojo's son. And he needs to send another blast of Mako energy to feed power for Sephiroth, although Sephiroth does not know it Hojo is not about to let you interfere. Hojo has injected himself with Jenova Cells which has given him mutagenic powers sorta like the G-Virus in Resident Evil 2. (^_^)

BOSS: Hojo HP: 11,000

All you have to do is concentrate on Hojo and only Hojo. Its Capsule attack does not do any damage but will call upon the Poodler Sample(HP: 10,000) and the Bad Rap Sample(Hp: 13,000). They will always come back to life if you keep killing them. Now prepare for the next battle.

BOSS: Heletic Hojo HP: 64,000 (total)

This boss is a little tough but you do not have to worry so much. The Right Arm is taken out easily because it has 8,000 HP and that is the first thing you should do. The body has 26,000 HP is should be taken out next. The left arm has 30,000 HP and should be ignored. REGEN helps out a lot in this battle but it is not needed.

BOSS: Lifeform Hojo HP: 30,000 Item: Power Source

This form is the toughest of all three because its Combo attack hits the party four times each hit causing about 250-500 HP of damage and a different negative status effect. So a poorly equipped party member can have POISON, MUTE, SLEEP, and SLOW effected on them all at the same time after one Combo attack. Having the COUNTER ATTACK MATERIA mastered means countering all four of Hojo's Combo attack without wasting a turn. Having the RIBBON means that the party member that has the RIBBON on will not be effected by anything Hojo throws at him. I once came poorly equipped and lost because his Combo attack put all three of my party members to sleep and he kept attacking until I was dead. So having the spell ESUNA ready on a person equipped with a RIBBON is a good way to start out as keeping a couple of ECHO SCREENS is not a bad idea. REGEN will keep some effected party members alive for a bit while longer but if your asleep your just delaying your "game over."

After a strenuous battle and getting nothing but a cheap POWER SOURCE you hop on the highwind and approach the crater. Make sure you make a save point just outside of the crater so you can do other things you have missed earlier in the game.

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LET'S SETTLE THIS SEPHIROTH!

Items: Save Crystal, Elixir, Power Source(2), Hero Drink, Mind Source, Magic Source, Guard Source Megalixir

Materia: HP Abosrob Materia

Party's level: 44

Party: Cloud and whomever

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Before you go down I suggest you learn BIG GUARD from the Beachplugs in the beach area outside of Costa Del Sol before entering, just manipulate the Beachplugs and have them use the BIG GUARD on your party members. From here you will need to pack alot of FENIX DOWNS(99 tops) unless you have the LIFE and LIFE2 spells because these enemies have instant death attacks. Try to buy as much TENTS as you can as well. Do not worry, I will try to guide you through on some of these enemies. When you first enter here, it is very different from your last encounter in the crater. At first you will see a treasure chest, pick it up to recieve the SAVE CRYSTAL which is a very important item and key for your survival. Do not use the crystal yet because with this item you can create a save point anywhere in the crater as you wish, but you can only use this once and it can only be used in the crater and no where else.

Next to the treasure chest is a door or a cave leading back to the Highwind incase you need anything or just running low on supplies. Some enemies here are the Parasite which can cast L5 Death so levels that are divisible by 5 that means your party member with a level of 50 will die, do not worry though, it almost never casts it though. You can also Manipulate these guys and have them use the MAGIC BREATH on you if you have not learned it yet, otherwise just keep attacking because all they do is the head attack.

When you see a Gargoyle I suggest you run unless you have levels that are not divisible by 4, because the Gargoyles use this as their final attack 95% of the time. The Dark Dragon is pretty easy but at the levels your at now, he can cause quite a stir. You can Manipulate him and have him use the DRAGON FORCE and the LASER on a party member that has the ENEMY SKILL MATERIA(in my opinion one of the best MATERIA in the game) so he or she can learn the attack. As you continue down the spiral walkway you will see a second treasure chest, which contains a GUARD SOURCE. Use them on any party member and continue on until you reach the next area. Here to the left of the screen you will find a POWER SOURCE and an HP ABSORB MATERIA. Use the POWER SOURCE on anyone you like and continue on.

Make sure to explore all of this area if you want the items like a GUARD SOURCE, MIND SOURCE, and an ELIXIR. This place is pretty small and you should be through in no time. In the next area is a little complicated but not too hard. First enter the door on Cloud's right which is the left side of the screen. When you first enter here, ignore the treasure chest that is on a small cliff on the left side of the screen. Here you will notice a small hole on the top right of the screen on the rocks, go inside that hole to reach the treasure chest on the top right cliff and collect and use the POWER SOURCE and continue downward and collect the last GUARD SOURCE in the crater and use it on any party member you like.

Now go back to where you came in and go out the door. Do not go back up but instead keep going to the right until Cloud falls through and on the cliff he falls on has a treasure chest which contains a MIND SOURCE now use it and

continue on and keep going left until you reach the door and enter it to pick up the MEGAELIXIR and go back out and enter the cave on the right and continue through until you are outside and drop down and continue to drop down on the right side until you see a treasure chest pick up the item inside and continue downward.

In the next area you will meet up with the rest of the group. Here you will have to form groups that splits into two. Have two members in your party go the right and have the other four members go to the left. But if you choose to go to the right yourself just have three members in your group and send the other three to the left path. After that you cannot have the other party member join you if you had him or her sent down the opposite path. If you take the left path read below:

=====

LEFT PATH

Items: Turbo Ether, Vaccine, X-Potion(2), Speed Source

Materia: Mega-All Materia

Party's level: 46

Party: Cloud and whomever

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Hopefully you have at least four people going down this path which is comprised of two paths. Select two party members to go down the the other two to go up. If Cloud chose to go up then continue on and you will see some bright green terrain with a series of almost gold colored boulders all surrounding a small pond. In this area you will encounter plenty of Magic Pots and if you give them an ELIXIR and only the ELIXIR defeat them afterwards to recieve 8000 Expierience Points and 1000 Ability Points. I would not suggest giving up the ELIXIR because it can help you in the fight against Sephiroth. Do not give these guys a MEGAELIXIR though because it just will not work for some reason. Watch out for the Master Tonberry which looks like a Mole holding a lit lantern with a star above their heads. Here are the Master Tonberry's stats:

HP: 45,000

MP: 0

Morph: Ribbon

Steal: ELIXIR

Item: MEGAELIXIR

At first he may seem harmless but attack him three times and he will use the Everyone's Grudge attack on one party member, if your stats are high it will do alot of damage. If your stats are low do not worry because it should not do more than 500 HP of damage. At this point in the game when Cloud gets hit by this attack he will most likely fall and you will need to bring him back to life. After you have attacked him three times it takes two hits for the Master Tonberry to counter attack depending on who hit him last. Watch out when he gets to close because he can use his Knife Attack which will instantly kill any party member.

The only items in here are the REMEDY and the MAGIC SOURCE. Now keep going and you will enter another area similar to the previous area. On the right is the IMPERIAL GUARD, VACCINE and the SHIELD MATERIA which is the shining green piece of Materia. On the right is the HERO DRINK. In the next area you will find a bright shining pool of some sort in the very center, inspect it to get the COUNTER MATERIA and just above it is the W-MAGIC MATERIA. And enter the next area and you will be in the crater core with the rest of your party. Now is probably the most perfect spot to use the SAVE CRYSTAL. Save your game and use a tent.

If you took the Down path in the left path just follow through the linear path and collect the REMEDY, REMEDY, X-POTION, X-POTION, TURBO ETHER, SPEED SOURCE, and the MEGA ALL MATERIA. To get the MEGA ALL MATERIA which is the shining purple materia keep hitting the "O" button as he jumps on the platform, if you do not he will jump right over it. When you reach the next area you will meet up with the rest of the party. Whether you chose the Down or Up path you will always meet up at the same area.

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RIGHT PATH

Items: Luck Source, Tetra Elemental, Mystile, Elixir, Speed Source,
Megalixir(2)

Materia: None

Party's level: 46

Party: whomever
=====

This place is extremely linear, the items worth getting are MEGAELIXIR, MYSTILE, TETRA ELEMENTAL, ELIXIR, and a LUCK SOURCE. When you encounter a Dragon Zombie you can learn SHADOW FLARE from it, but hopefully it will hit the party member equipped with the ENEMY SKILL MATERIA and also PANDORA'S BOX. Afterwards you will meet up with the rest of your party members. NOTE: It does not matter which path you take UP, DOWN, or Right you will always meet up at the same point. When you reach the meeting point talk to everybody in your group and see what item they have collected along the way.

REMEMBER: Each party member will give you an item they have collected on the way, but remember your party members did not collect everything. When you have used a TENT and saved go down when ready. When you enter the crater's core sometimes you engage in a random battle you must win, especially against the Ironman. I have composed a guide to beating him, because chances are your levels are not high enough.

Random Encounter: Ironman HP: 20,000

A very tough mini-boss and you probably have to fight several of these before you reach the crater's core. Try to avoid Physical attacks because this will have the Ironman use his Adrenaline skill which is a barrier that will cut down all physical attacks down to half. Hit it with BAHAMUT ZERO, ULTIMA, or COMTET2 to deal some serious damage. Its basic attack hits all party members dealing 800 HP of damage to each party member and he can use this attack up to two times in a row. Watch out for the Grand Sword attack which can cause up 1400 HP of damage to a single character so be careful. Its a good way to start off the battle with BIG GUARD to cut down the attacks. Move very quickly because this guy moves fast.

As you continue to make your way down the core, in the middle Jenova-Synthesis will approach you.

BOSS: Jenova-SYNTHESIS HP: 80,000

Jenova has three parts, two arms and body. The arms are composed of 10,000 HP each while the body is 60,000. Try to take out the arms first so you will not have to deal with Jenova's quick attacks. Start off by casting BIG GUARD or WALL and HASTE(BIG GUARD is actually both WALL and HASTE and it only costs 56 MP and you can use it on all party members! You should only have to cast this spell once, in my opinion I see no disadvantages to this) and it is also nice to have Cloud with the SLASH-ALL MATERIA to hit all parts of the body at once. COUNTER ATTACK MATERIA is a good way to hit back without wasting a

turn. Use all of your best magics and summons like BAHAMUT ZERO, NEO BAHAMUT, COMET2, ULTIMA, anything that is strong and hits all parts of the body. When Jenova's HP drops below 15,000 it will start a count-down of 5, when the timer hits 0 she will cast ULTIMA which is more than likely to kill your party members. Just pray that the WALL is there to absorb some of the damage. Move quickly and attack hard and the fight should not be too tough.

After you have defeated Jenova for the last time, it is time to face off against the Big Ogre himself, yes Sephiroth. Here Sephiroth's power stuns the party at will, but while the party is near HOLY they are unaffected by Sephiroth's mind power. Here you will form two or three groups, I suggest two groups because you only have six people in your party. Have your strongest group with Cloud and the other three in another group but have them well equipped and have someone with the RIBBON on and also the MYSTILE. Having the ESUNA spell ready is very important as well as having a RIBBON equipped, the MYSTILE has a 60% magic evade rate, so 6 out of ten attacks whether physical or magical you can evade. BIG GUARD is a must. Heal your party's HP and MP to full and remember to equip your best weapons and armors. After you are through it is time to settle the score.

BOSS: Bizzaro Sephiroth HP: 107,000

Well this form of Sephiroth is not too tough, the only problem is, is that you have five parts to Bizzaro Sephiroth. The head has 9,000 HP, the Left Magic has 9,000, and the Right Magic has 9,000 HP as well. All those three should be taken out first. Next is the Torso which has 30,000, and then comes the main target: the Core: 50,000. You should use magics that hits all parts of Bizzaro Sephiroth. Use your strongest magics like BAHAMUT ZERO or ULTIMA, COMET2 does not really add a punch because Sephiroth cuts the COMET2 damage down to a half. The Core is invincible except when you destroy all the other four parts to Bizzaro Sephiroth. Bizzaro Sephiroth is incredibly slow at attacking so having HASTE on the group means a huge advantage. BIG GUARD and REGEN is a must. When Bizzaro Sephiroth uses his Fallen Angel attack, it will put all party members HP down to one, but if you have REGEN you will be just fine if you have not used REGEN then use CURE3 if REGEN has lost its affect. This guy can also hit the party members with several different negative status effects like Frog, Poison, Mute, etc. Did I mention this guy has a DEMI3 attack? So watch out for that attack, but on the good note it will build your Limit Break gauge very fast. Bizzaro Sephiroth also has a physical attack that causes up to 3,000 HP of damage to a single character up front so watch out, and keep all magic users in the back. Bizzaro Sephiroth also can revive fallen parts when he does the Bizzaro Energy and in turn also heal the Torso. This is one of the longest fights, and it took me a good twenty minutes to beat this guy. Also when your Max Summons runs out just switch to your other party when you have defeated one of the parts and then switch back. Also have Cloud use his FINISHING TOUCH over the METEORAIN, that way you can hit all four parts to Bizzaro Sephiroth without the risk of having one of the METEORS hit the Core which will do no damage.

After this fight the party with Cloud in it will fight the last and final battle. All positive and negative status will be carried onto the next fight except you will still have your maximum amount of summons still intact.

BOSS: Safer-Sephiroth HP: 120,000

When your BIG GUARD wears down you should still be in HASTE for the remainder of the battle. But when your barriers wear down immediately set them up again and do not wait to cast BIG GUARD the next available party member should cast WALL if your Materia is high enough. Wearing a RIBBON is very important in this battle because his Pale Horse attack will hit you with every status

effect in the book. Unless you have a LIMIT BREAK ready Sephiroth will immediately start the battle off by casting WALL, and it will last through the battle unless you have DEBARRIER to remove it, and you must do so if you want to stand any chance of winning. Watch out for the SHADOW FLARE attack, which can cause up 7,000 HP of damage to one character, hopefully if you have SHIELD it can easily nullify it, but if you have not been gaining Ability Points for the Materia then hopefully your BIG GUARD can cut it down to about 5,000, which is probably still enough to kill you. Watch out for Safer-Sephiroth's Summon, the SUPERNOVA. Sephiroth calculates all the math into this whopping behemoth as he summons what the Japanese think will destroy the world. This is a really long summon and it looks awesome! First he summons the SUPERNOVA from a distant galaxy thousands of light years away, then it enters the Milky Way, then into our Solar System, now is where the real fun begins. The SUPERNOVA then engulfs Pluto, Saturn, Jupiter, Neptune, then enters the sun which destroys Venus and Mercury and the flares of the sun crash land on earth and directly on the party which will drop all the party's HP down to several hundred and it does not matter how much HP you have and also it will hit the party with all the negative statuses in the book, but have a RIBBON prevents all of the negative statuses, make sure your REGEN is still working and you will most likely have to use a CURE3 along with the REGEN. Use everything you have against this guy as well as limit breaks. This guy moves fast so it is a good idea to keep HASTE on the whole battle and quickly remove any negative status effects, do this and you should win the long and very tough battle.

After the battle, well this part is a real spoiler, so continue to read on if you do not mind having the ending spoiled for you.

-----[Ending (CAUTION: SPOILERS!)]-----

Here the party can only wait for what approaches next. As the party leaves Cloud trails behind them, but Cloud is still feeling Sephiroth's presence. Now as Cloud tries to break free of Sephiroth's hold he splits apart from his body and goes off to finally settle the score. Here Cloud travels through a portal that leads to Sephiroth. Here you will be forced into the last battle against Sephiroth and it does not matter because you are not suppose to lose, so show Sephiroth how strong you have become, OMNISLASH style. Regardless if you have the OMNISLASH or not Cloud will do it anyways and if you have not seen yet, here is your chance to sample just how powerful it is, as Cloud goes berserk and does count' em twenty slashes each causing at least 3,000 HP of damage to him. If you just wait for Sephiroth to attack Cloud will just counter attack and you will see no OMNISLASH. After the quick battle Sephiroth's body and mind rips apart after his humiliating defeat and bursts into a stream of light. Cloud sees Aeris' and reaches for her hand but when reality starts to break loose it is really Tifa who is trying to pull him up and escape, but the rocks around Tifa break off but Cloud's quick reflexes save her as they jump onto the next platform. Tifa wonders if the other party members are safe and they are and suddenly hit with a small earthquake as the Highwind falls down below. The party hops on aboard but something's wrong, they can not get free, but luckily Cid's excessive cursing and emergency switch boosts the Highwind out of the collapsing crater. As the party escapes they wonder if they had worked fast enough for the HOLY MATERIA to work and METEOR is fast approaching as the scene switches to Midgar as Marlene looks out the window and METEOR has already started to destroy Midgar, but HOLY moves and slows down METEOR but HOLY is not enough and hope looks bleak. Wait! What's that? The Lifestream? It is countering METEOR along with HOLY as METEOR begins to break up. Afterwards Aeris' face appears. The credits roll and at the end it is 500 hundred years into the future and Nanaki is the only one left alive from

the group as he sees Midgar bright as day and full of green plants and he has never seen a more prettier site.

THE END

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-----[SIDE AREAS]-----
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Well this is the side area section and they are not required to complete to beat the game.

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ULITMATE WEAPONS

=====
Cloud: ULTIMA WEAPON
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In the Basin near Junon after you have defeated Hojo you will find the ULTIMATE WEAPON hovering over the basin. Use the Highwind and bump right into the WEAPON to initiate the fight.

BOSS: ULTIMATE WEAPON HP: 40,000 Item: Ultima Weapon

Here just start the battle off by using BAHAMUT ZERO and he should fly off. You only have to lose him 8,000 HP anyways. But probably not before the ULIMATE WEAPON has used the SHADOW FLARE on one of your party members which causes up to 9,000 HP of damage.

When he flies off revive the party member to full if he or she is wounded. Now go search either Nibelheim, Midgar, Mideel, or Cosmo Canyon. After you have repeated the same steps just keep doing this until he stops at Cosmo Canyon, right in front of the Ancient Forest. Afterwards Cloud will get the ULTIMA WEAPON which is the strongest weapon in the game and can easily deal 9,999 HP of damage with each hit.

=====
Tifa: PREMIUM HEART
=====

When you get the KEY TO SECTOR 5 in Bone Village in the area or around the area where you found the Lunar Harp. Go to Midgar and back to the Wall Market and to the broken vending machine that kept shooting at you everytime you went near it, now use the key and recieve the PREMIUM HEART.

=====
Aeris: PARASOL
=====

Go to speed arena and score 4,000 Points or better to recieve the PARASOL.

=====
RED XIII: LIMITED MOON
=====

After the event in the Ancient City on the second disc go back to Cosmos Canyon and enter the telescope tower and Nanaki(Red XIII) will find

Bugenhagen wounded and he is about to past away, after his death Red XIII will decided to follow up on Bugenhagen's words to join the team and he recieves the LIMITED MOON.

=====
CAIT SITH: HP SHOUT
=====

During your second trip to the Shin-Ra tower go to the 64th floor by the way off the train tunnels and on the top part of the floor check the top row of lockers and recieve the HP SHOUT. NOTE: You only have one chance to do this, if you fail to get the HP SHOUT during your revisit trip to Shin-Ra tower you can never get the HP SHOUT again, unless you decide to play the game again.

=====
VINCENT: DEATH PENALTY
=====

When you aquire a submarine or Black Chocobo go to the waterfall southeast of Nibelheim and if you used a submarine place it around the the rock area and have Vincent in your party and enter behind the waterfall. After Vincent has visited the cave leave and come back a few minutes later and check the light Lucrecia was standing on to pick up the DEATH PENALTY on Disc 3.

=====
BARRET: MISSING SCORE
=====

You must have Barret in your party to get the MISSING SCORE when you are on the stairway that leads to HOJO on your return trip to the Shin-Ra tower. You only get one chance though, and if Barret is not in your party, the treasure chest will not be there.

=====
CID: VENUS GOSPEL
=====

Go to rocket town after the rocket has collided with METEOR and talk to the guy repeatedly outside the Item Shop to recieve the VENUS GOSPEL which is probably the second strongest weapon in the game.

----- [LEVEL 4 LIMIT BREAKS] -----

=====
CLOUD: OMNISLASH
=====

In the battle arena in gold saucer fight in the battle arena and gain 32,000 Battle Points and check the machines near the entrance of the arena to pick up the OMNISLASH and do not leave the Battle Arena or else your Battle Points will reset back to zero.

=====
TIFA: FINAL HEAVEN
=====

Go back to Tifa's house and play her piano and play the following:

Do-Re-Mi-Ti-La-Do-Re-Mi-So-Fa-Do-Re-Do

After she see's the music sheet and she will recieve the FINAL HEAVEN. Take as much time as you want. NOTE: You must have Tifa in your group.

=====
AERIS: GREAT GOSPEL
=====

Go to the cave near Junon that is only accesible by the highwind or a blue chocobo. Talk to the sleeping man and if the number of battles you fought where the last two digits are equal you will recieve the Mythril most likely. Now go to the Weapon Seller east of Gongaga and talk to the Weapon Seller and take the small box on the top.

=====
YUFFIE: ALL CREATION
=====

After she has defeated all five of the Mighty Gods in the Pagoda in Wutai.

=====
CID: HIGHWIND
=====

In the crashed Gelnika, go to the cargo bay and inspect the crashed helicopter to recieve the HIGHWIND.

=====
RED XIII: COSMO MEMORY
=====

Defeat the Loss Number in the safe in the Shin-Ra mansion in Nibelheim.

=====
VINCENT: CHAOS
=====

When you aquire a submarine or Black Chocobo go to the waterfall southeast of Nibelheim and if you used a submarine place it around the the rock area and have Vincent in your party and enter behind the waterfall. After Vincent has visited the cave leave and come back a few minutes later and check the light Lucrecia was standing on to pick up the CHAOS LIMIT BREAK on Disc 3.

=====
BARRET: CATASTROPHE
=====

Revisit North Corel after the Execution and talk with the lady in the tent near the entrance to recieve the CATASTROPHE.

=====
CAIT SITH: SLOTS
=====

Fight enough battles using the DICE and recieve the SLOTS during the level gain screen.

----- [Miscellaneous Events] -----

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SUNKEN GELNIKA

Items: Heaven's Cloud, Outsider, Highwind, Spirit Lance, Megalixir(2),
Conformer, Escort Guard

Materia: Double Cut Materia, Hades

Recommended level: 58

=====

West of the Underwater Reactor you will find the sunken ship in a passage between some rocks. This area is not big and is very linear. When you enter here use the save spot because these monsters are tough if your levels are low, otherwise they are just pushovers. In the room to the right of the save point is the DOUBLE CUT MATERIA, ESCORT GUARD, CONFORMER, and a MEGAELIXIR. TO the left of the save point is Reno and Rude of the turks, unless you have encountered them in the second trip to the Shin-Ra tower in the train tunnels a fight will start.

BOSS: Rude and Reno of the Turks HP: 24,000

Not very tough each of them carries 12,000 HP and you can paralyze them with the CHOCO/MOG SUMMON MATERIA then attack all out. Use Comet2, Bahamut Zero, Hades, whatever.

Afterwards go through the door to pick up the HIGHWIND LEVEL 4 LIMIT BREAK, HADES SUMMON MATERIA, SPIRIT LANCE, MEGAELIXIR, and the OUTSIDER.

Watch out when you leave the ship because sometimes the EMERALD WEAPON is right in front of the crashed Gelnika so save before leaving.

=====

UNLIMITED SOURCES

Location: Sunken Gelnika

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Well have you ever wondered is it possible to raise your stats after your at level 99? Well me niether, but you can get unlimited sources by morphing each creature into an item. There are six different creatures aboard the Gelnika each of them morphs into a different source:

Bad Rap-LUCK SOURCE

Poodler-SPEED SOURCE

SERPENT-MIND SOURCE

Unknown-POWER SOURCE

Unknown2-GUARD SOURCE

Unknown3-MAGIC SOURCE

=====

LUCKY 7 EFFECT

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When your HP is over 7,777 and an opponent or ally hits you and your HP falls exactly on 7,777, the characters name will emit a Rainbow Glow and goes berserk landing hits non-stop doing 7,777 damage each time until all enemies are gone. After battle the party member who was effected by the Lucky 7 Effect his or her HP will drop to 1.

=====

AQUIRING VINCENT

Location: Nibelheim

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In the safe in the Shin-Ra mansion (in the back part of Nibelheim) unlock the safe using this combination:

Right-36, Left-10, Right-59, Right-97

Afterwards a boss fight will initiate.

BOSS: Loss Number HP: 7,000 Item: ODIN SUMMON MATERIA, COSMO MEMORY, SAFE KEY

This boss is pretty easy if you came here either on the second DISC or the third DISC. Just use CHOCO/MOG to paralyze it and pummel it or use ULTIMA, COMET2, BAHAMUT ZERO, TYPOON, or FLARE once. One of these spells should finish it off if your magic is high.

Now go to the basement using the spiral staircase and go to the locked door just before the library and enter it and you will encounter a man in a coffin named Vincent. Tell him about Sephiroth and talk to him again and he will just close his coffin. Enter the library and now leave and before you hit the spiral staircase Vincent will approach you and join your party.

=====

AQUIRING YUFFIE
Location: Forest just outside near Junon Harbor
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Before your first trip to Junon you should find a nearby forest and you will fight Yuffie.

NOTE: You can acquire Yuffie anytime you want might I add.

BOSS: Mystery Ninja HP: Depends on Levels

Just attack Yuffie like normal, use powerful spells and such, etc, etc, etc.

Afterwards, Yuffie will be lying on the ground, and DO NOT USE THAT SAVE POINT! That means Yuffie gets away! Inspect Yuffie and copy the following dialogue:

Yuffie: "You Spikey Headed Jerk! One more time, let's go one more time!"

Cloud: Not interested.

Yuffie: "You're pretty scared of me huh!?"

Cloud: Petrified.

Yuffie: "I'm really gonna leave! REALLY!"

Cloud: Wait a Second!

Yuffie: "You want me to go with you?"

Cloud: ...That's right.

Yuffie: "All Right! I'll go with you!"

Cloud: ...Let's hurry on.

That's it.

=====

SECRET ROOM IN COSMO CANYON
Items: Elixir, Magic Source
Materia: Full Cure Materia
=====

In the Item Shop in Cosmo Canyon when the team first arrives the doorway that looks a little like a window is cut off, but revisit this exact same place later in the game and the doorway is now open. The items in the room are

ELIXIR, MAGIC SOURCE, and the FULL CURE MATERIA.

=====

KEY TO SECTOR 5

Items: Sector 5 Key

Location: Bone Village

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In Bone Village you can find the KEY TO SECTOR 5 in the second or third DISC around the tent, most likely in front of the tent's entrance. Tell the site manager that you are looking for normal treasure. Afterwards you can go back to Midgar and go to the Wall Market and visit the Item and Weapon shops to pick up both the SNEAK GLOVE(129,000 Gil) and PREMIUM HEART for Tifa.

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THE SIX FLYERS

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In Wutai, Turtle's Paradise is holding a contest and giving away prizes for whoever can locate all the six flyers posted around the world. Start looking in these places:

FLYER 1: In the Ghost Hotel Lobby in Gold Saucer

FLYER 2: Right next to Turtle's Paradise, in Yuffie's basement right next to the trap room.

FLYER 3: The INN in Cosmo Canyon right next to the INN employee's front desk.

FLYER 4: The Weapon Shop in Cosmo Canyon, it is directly north of the save point.

FLYER 5: In Midgar visit the boys house who had five gil in his drawer, check to the left wall.

FLYER 6: You only have two chances during your visit and revisit to Shin-Ra tower, check around the lobby.

When you have found all six FLYERS go back to Turtle's Paradise to receive a POWER SOURCE, MIND SOURCE, MAGIC SOURCE, SPEED SOURCE, GUARD SOURCE, LUCK SOURCE, and a MEGAELIXIR.

=====

WHY DID CLOUD BECOME A MERCENARY?

Location: Nibelheim basement

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After Cloud's encounter with the Lifestream go to the library in the basement of Nibelheim. Here you will see that both Cloud and Zack underwent the Mako treatment and Zack was the only one out of the two who had taken the Mako energy well enough. After Zack breaks free he also frees Cloud and helps him escape, later they hitch a ride on the back of a truck towards Midgar, on the ride Zack tells Cloud that he wants to become a mercenary to make a lot of money, but Cloud hears little as he is still a little dizzy from the Mako energy. Just before they reach Midgar Zack fights off some Shin-Ra troops but they overwhelm him and they shoot Zack dead, the troops investigate Cloud and thought that Cloud was a goner anyways. Cloud, still a little dizzy went over to his friend Zack to see that if he was still breathing, but sadly Zack died defending Cloud. The only way Cloud feels he can repay Zack is by becoming a Mercenary like Zack wanted to be and by taking his sword and swear revenge on Shin-Ra.

=====

WUTAI

Items: Dragoon Lance, Oritsuru, Elixir, Swift Bolt, Hairpin

Materia: Steal As Well Materia, Leviathan, MP Absorb Materia, HP Absorb
Materia

Party: Cloud, and whomever

Recommended level: 30

=====

You will need Yuffie for this next area (but you do not need her in your party), otherwise it is just a regular town. Before you go anywhere I suggest you get out a sheet of paper and write down the materia that is equipped with each party member in the exact links and slots and keep the sheet of paper after you are through with Wutai. The town of Wutai is on the northern part of the most western island. You should come back here after probably around the end of the second DISC, so that you are strong enough to face off against the five Mighty Gods in the Pagoda. When you come close to Wutai Yuffie will stop you but before she can finish Shin-Ra troops come after you. After you have defeated the troops, something valuable is missing...YOUR MATERIA!

Now head for Wutai and talk to the town people and they will talk about Godo and his house in the north part of Wutai. When your in the northern part of Wutai check the house to the right and enter it and you will see Master Godo sleeping in his room, talk to him several times and Yuffie will finally pop out of hiding. She does not seem very happy and Godo chases his daughter out of the house. Along the right side of the house you will see a fake wall all the way to the right of Godo's bedroom, check it to receive Red XIII's HAIRPIN.

Now go to the Item Shop in southern Wutai and pick up the MP ABSORB MATERIA, but before you put it in your pocket Yuffie comes down and snatches it from you. Now go to the house that is to the right of the entrance of Wutai and inside you will see a grandfather and a boy, check the blind to the left side of the room to scare Yuffie out of her hiding place. Afterwards check the pot that is in front of Turtle's Paradise, the party will seal off both bridges and Cloud will approach the pot, well what do you know, it is Yuffie! Now she apologizes and she says she left all the party's materia in her basement, she asks you to pull a lever, and it does not matter which one you pull because they are both a trap, now Yuffie has tricked you and you fell for it! She runs off, but first you must free your other party members.

Now head to the northern part of Wutai and to the left house you will see that the gate that was previously locked is now unlocked, but how to get in...wait! I have it, bang the gong to open the door to Yuffie's hideout and inside you will learn that the girl crazy, overweight Corneo is back and this time he has captured both Elena of the Turks and Yuffie, but before you can do a thing you will engage in a fight against some Shin-Ra attack squads. Afterwards go to the southern part of Wutai and you will walk into Reno and Rude of the Turks, do not worry because you will not have to fight them this time, but they tell you that Corneo is hiding in the Da-Chao mountains. Now go Da-Chao located in the back of southern Wutai and find Corneo. When you find Corneo he has strapped both Elena and Yuffie to the side of the Da-Chao statues, but before you can rescue them have Barret switch his LIMIT BREAK to Level 1. You will engage in a battle against Rapps, Corneo's ugly pet.

BOSS: Rapps HP: 6,000 Item: Peace Ring

Have Barret use his MIND BLOW to knock out 100 MP from Rapps so that he does not use his AERO3 attack that can cause up 1,400 HP of damage to a single character. Then pummel him and use your LIMIT BREAKS as they come up. This boss is a little tough, but with quick blows and having lots of HI-POTIONS, this should be a pretty easy fight.

Afterwards Corneo is not about to play fair but Reno comes in and drops Corneo to the mountains below. Now that you have your Materia back you can save, but your MAteria is all out of order, so if you have that sheet of paper I told you about earlier you will be fine. Now put Yuffie in your party and you might want to visit the Cat House that is on the top right corner of southern Wutai. Give Yuffie your strongest Materia and head for the Pagoda to face off against the five mighty gods.

When you reach the pagoda you will first face off with Gorki.

BOSS: Gorki HP: 4,000 Item: X-POTION

Watch out when he uses DEMI2, but you can instantly beat him with either ULITMA or COMET2.

Next continue up the pagoda and onto the next fight, heal if you were weak from the last battle, if you so happen to lose, do not worry, you can try again.

BOSS: Shake HP: 5,000 Item: TURBO ETHER

You can paralyze it if you want with the CHOCO/MOG SUMMON MATERIA, but when you have BAHAMUT ZERO in your possession, why would you wanna waste your time? Just use any strong spell once and he should be toast. Just watch out when he does his Rage Bomber attack that causes up to 600 HP of damage.

Continue up the pagoda and enter the next battle. And heal if your life is low.

BOSS: Chekhov HP: 6,000 Item: ICE RING

This guy is real easy to beat, just use any strong spell to knock him out like BAHAMUT ZERO, ULTIMA, COMET2, or FLARE. Sometimes he can stun you with his Stare Down attack but having the RIBBON equipped makes it impossible.

Continue up the pagoda and enter the next battle. And heal if your life is low.

BOSS: Staniv HP: 6,000 ITEM: ELIXIR

Just pummel this guy to bits with your regular attacks if you want, otherwise use a strong spell to knock him out quick because all he does is use his War Cry attack which cause SADNESS, which slows down the rate of your limit guage. Use magic and the works...etc, etc, etc.

Continue up the pagoda and enter the next battle. And heal if your life is low. But wait, Yuffie's father is the mighty God of the pagoda? Yuffie will have a hard time with this next battle.

BOSS: Godo HP: 18,000 Item: LEVIATHAN SUMMON MATERIA and ALL CREATION

Okay he is a little easy since your levels are high. Use either BREAK, FREEZE, TORNADO, FLARE, ULITMA, COMET2, or BAHAMUT ZERO with every chance you get. But when the battle starts you might wanna start the battle off by casting REGEN on yourself. After three or four rounds he should be defeated.

Afterwards you should get the LEVIATHAN SUMMON MATERIA and the LEVEL 4 LIMIT BREAK ALL CREATION. That is basically it, there is nothing else to do here.

- DA-CHAO FIRE CAVE

When you try to find Corneo you might have bumped into a cave that is blocked off by intense fire, if you have picked up the LEVIATHAN SCALES in the Underwater Reactor then you can use them here to put out the fires and collect both the ORITSURU for Yuffie and the STEAL AS WELL MATERIA.

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MASTERED MATERIA

Location: Cosmo Canyon

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Remember when you went to store the HUGE MATERIA in Bugenhagen's planetarium? Well if you have mastered materia you can mold it to form one materia that does not affect your stats like magic and summon materia would. Here is the materia you must master in certain categories if you want a master materia for that group:

RED SUMMON MATERIA: MASTER SUMMON

CHOCO/MOG

SHIVA

IFRIT

RAMUH

TITAN

LEVIATHAN

ODIN

BAHAMUT

KJATA

ALEXANDER

NEO BAHAMUT

PHEONIX

HADES

BAHAMUT ZERO

TYPOON

KNIGHTS OF THE ROUND

GREEN MAGIC MATERIA: MASTER MAGIC

BARRIER

COMET

CONTAIN

DESTRUCT

EARTH

EXIT

FIRE

FULLCURE

GRAVITY

HEAL

ICE

LIGHTNING

MYSTIFY

POISON

RESTORE

REVIVE

SEAL

SHIELD

TIME

TRANSFORM

ULITMA

YELLOW COMMAND MATERIA: MASTER COMMAND

DEATHBLOW

MANIPULATE
MIME
MORPH
SENSE
STEAL
THROW

ONCE you have mastered each one of these they can be molded into one, and you can summon monsters unlimitedly.

=====

ANCIENT FOREST

Items: Minerva Band, Spring Gun Clip, Supershot ST, Apocalypse, Elixir

Materia: Slash All Materia, Typhoon Materia

Location: Forest neat Cosmo Canyon

=====

You can only get here if you have a Mountain Chocobo or better or if you have defeated the ULTIMA WEAPON. When you enter here take the first three insects and place each one of them in a Pitcher Flowers(the pods behind the bridge). Then quickly use the small hill to the left and use the Pitcher Flowers(who are now eating the flies) as platforms and hop across. You can get the item on the Mutant Flytrap if you just barely step on the plant and if you do so you will recieve the SUPERSHOT ST.

Now in the next area you must pick up an insect and reach the highest ledge and put the insect to the left side of the Pitcher Flower so that it jumps into the Pitcher Flower. Quickly let a frog eat an insect and place it in the next flower pitcher and wait a while until Cloud will be launched to the other side. Now pick up the Beehive and put it in the Mutant Flytrap and it will shut automatically and then you can collect the SLASH ALL MATERIA and also do not forget the treasure box's location(the treasure box that is unaccesible right now). Now put the frog back in the right Flower Pitcher and wait a while and he will be flung towards the next area. In this area put the two insects in the pitcher flowers and Cloud should be able to reach the springy stamen which brings him up above the Forest floor and into the high canopy and wal all the way to the right and pick up the TYPOON MATERIA.

Now go back all the way to the left side of the Ancient Forest and Cloud will climb down a limb so he can reach the previously inaccessible treasure box which contains a MINERVA BAND. And go back to the area before you had gotten the TYPOON SUMMON MATERIA. Now put an insect in the Pitcher Flower and pick up the beehive after you have used the Pitcher Flower as a platform. Put the Beehive in the Mutant Flytrap. Now pick use the other insect and put it in the Pitcher Flower. Grab the other insect and put it in front of a forest tree(the tree with a hole in it) to lure out a frog. Now leave the frog alone and put it in the pitcher flower and then grab the frog and put it in the Pitcher Flower and you will be propelled to the next area. In this area is only a cave, the APOCALYPSE and an ELIXIR is all that is in here. Once you exit through the top part of the cave, you will have to go through everything again incase you decide to come back here on any item you have missed.

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MORE GIL AND EXPIEREINCE POINTS

Location: Gold Saucer

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There are two very special materia in the game that can increase the amount of GIL and Expierience Points you gain and you can only get it if you have enough GP at Gold Saucer. There is a lady standing inside the entrance of

Wonder Square and she will ask you to exchange your GP for some prizes. There are two prizes labeled with "?????????" one of them cost 1000 GP and the other 2000:

1000 GP: GIL PLUS MATERIA

2000 GP: EXPERIENCE PLUS MATERIA

With these you can double the amount of GIL and EXPERIENCE gained from battle, but you cannot pair two of them up in the same person and get four times the amount of GIL and EXPERIENCE gained though.

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AMERICAN WEAPONS

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All I can say is that you will need all the Master Materia and levels you can get to beat these guys except for the ULTIMATE WEAPON and DIAMOND WEAPON of course.

During your trip back to Midgar on the second DISC you will encounter the DIAMOND WEAPON coming from sea.

BOSS: DIAMOND WEAPON HP: 45,000

Ouch! You finally get to fight one of the weapons and I hope your levels and materias are high enough. First off the basics, cast REGEN and WALL on the entire party. Then cast HASTE but make sure you either have a RIBBON equipped or if you have about ten ECHO SCREENs. Hit this guy with everything you've got and it will still be standing. Your physical attacks will do nothing against him so its a good idea to have a weapon equipped with alot of materia slots, about 6-8 slots should do. Use ULTIMA, BAHAMUT ZERO, COMET2 just any of your strong spells and that includes FIRE3 or ICE3 or LIGHTNING3. I'm not sure if DEMI works but its worth a shot. You can also steal the RISING SUN from him which has a quadruple Materia growth in the Japan version but a double Materia growth in the U.S. version. When the DIAMOND WEAPON counts down to one it will do the DIAMOND FLASH attack which will do 2500-3200 HP of damage to every character so watch out and keep plenty of PHEONIX downs or have a PHEONIX SUMMON or a LIFE or LIFE2 spell. DIAMOND WEAPON's basic attack can cause about 500-1000 HP of damage but REGEN should easily counter that.

The other WEAPON is the ULTIMATE WEAPON which is not too tough. Look above for Cloud's Ultima Weapon to find the location of this WEAPON.

BOSS: ULTIMATE WEAPON HP: 40,000 Item: Ultima Weapon

Here just start the battle off by using BAHAMUT ZERO and he should fly off. You only have to lose him 8,000 HP anyways. But probably not before the ULIMATE WEAPON has used the SHADOW FLARE on one of your party members which causes up to 9,000 HP of damage.

When he flies off revive the party member to full if he or she is wounded. Now go search either Nibelheim, Midgar, Mideel, or Cosmo Canyon. After you have repeated the same steps just keep doing this until he stops at Cosmo Canyon, right in front of the Ancient Forest. Afterwards Cloud will get the ULTIMA WEAPON which is the strongest weapon in the game and can easily deal 9,999 HP of damage with each hit.

Here is where the stakes get high, both the RUBY WEAPON and the EMERALD WEAPON are equally tough and very hard to beat, but if you follow these steps and have the required items and levels, then you should be able to beat them.

First you must get the FINAL ATTACK MATERIA at the Battle Arena, you do this by collecting both OMNISLASH and the W-SUMMON MATERIA.

Afterwards talk to the lady again and have Cloud equipped with his ULTIMATE WEAPON and take the special battle and after seven battles you face off against the suped up version of Proud Clod and if you beat him you will receive the FINAL ATTACK MATERIA and that is the only thing you should fight the special battle for. Next You must also morph a guide book from the Ghost Ship in the underwater reactor and give it to the Kalm Traveler in Kalm and after you have received the UNDERWATER MATERIA equip it on anyone of of your party members that will help fight the EMERALD WEAPON. Also pack your party members down with HP PLUS and MP PLUS MATERIA so that they have 999 MP and 9,999 HP. You can find the EMERALD WEAPON in the ocean by using your submarine, it should be wandering around somewhere, so just bump your submarine into it to initiate the fight.

Items or status suggested/required:

ALL PARTY MEMBERS AT LEVEL 90 OR HIGHER
KNIGHTS OF THE ROUND SUMMON MATERIA AT LEVEL 2 OR HIGHER
W-SUMMON MATERIA
MASTER MAGIC
MIME
BIG GUARD ENEMY SKILL
MYSTILE
UNDERWATER MATERIA
MASTERED PHEONIX SUMMON MATERIA(link with mastered FINAL ATTACK MATERIA)
MASTERED FINAL ATTACK MATERIA(link with Mastered PHEONIX MATERIA)
MASTERED REVIVE MATERIA(optional)
OMNISLASH
HIGHWIND
CATASTROPHE
MASTERED DOUBLE CUT MATERIA
ULTIMATE WEAPONS(optional)

BOSS: EMERALD WEAPON HP: 1,900,000 Item: Earth Harp

Hopefully you have the UNDERWATER materia equipped on either party member to eliminate the twenty minute time mark, making the fight easier. Well you can start the battle off by casting KNIGHTS OF THE ROUND twice with the W-SUMMON MATERIA and have your party MIME it, afterwards have your party members attack with DEMI which will cause 9,999 damage until he almost dies of course. Have another party cast BIG GUARD and put all Magic users in the back and have the attacker hit with the 4X-CUT (basically Cloud) using his APOCALYPSE sword(if you want to triple your Ability Points, but if you want to deal 9,999 Damage you can equip him with his ULTIMA WEAPON). Next have someone cast REGEN and BIG GUARD on the entire party. Now keep attacking with DEMI and Cloud's regular attacks, but if you want you can MIME Cloud's 4X-CUT attack dealing alot of damage. When the smaller EMERALDS come out quickly knock them out because they can hit you with four consecutive attacks before you can do a thing about it. Two EMERALDs drain 300-700 MP while the other two drain 1500-4000 HP. Each EMERALD has 20,000 HP so knock them out quickly by having a party member either cast KNIGHTS OF THE ROUND once or casting BAHAMUT ZERO twice and MIME it the other party members. This guy can attack hard and fast, but without his EMERALDs, he just another pushover. The EMERALD WEAPON can attack with the TET-RAM STORM which will deal 9,999 Damage to every party member, so having the linked and Mastered SUMMON PHEONIX MATERIA and FINAL ATTACK MATERIA should bring your party members back to life, but you must have at least 180 MP before the EMERALD WEAPON kills you otherwise, you can not cast the PHEONIX and therefore you will die and cannot come back.

The EMERALD WEAPON can only attack with its super weapon if one of the EMERALDS are still active. Continue to pummel him away with the repeating steps but I suggest you have Cid, Barret, and Cloud in your group because their LIMIT BREAKS cause massive damage and the EMERALD WEAPON's attack can easily build up their guages with one hit. So keep repeating the process and you can obtain:

Experience Points: 50,000 Ability Points: 50,000 Item: Earth Harp

If Cloud has his APOCALYPSE sword any materia contained in it will recieve 150,000 Ability Points! The same goes for the SCIMTAR! Now go use a TENT and save your game outside and go to the desert you went to earlier(with Corel Prison in the middle of the desert) and move the Highwind or a Gold Chocobo into the beast to initiate the fight. But before you fight take the time to equip one party member with the following:

FINAL ATTACK-REVIVE MATERIA COMBINATION(both mastered)

MASTER SUMMON

W-SUMMON MATERIA

MYSTILE(armor)

ENEMY SKILL MATERIA(to cast BIG GUARD)

MASTER MAGIC

RIBBON(accessory)

Afterwards kill the other two party members before fighting the RUBY WEAPON and move that character to the front row and make sure to pack them down with HP PLUS and MP PLUS MATERIA so that they have 999 MP and 9,999 HP.

BOSS: RUBY WEAPON HP: 1,550,000 Item: Desert Rose

First wait for the RUBY WEAPON to put its claws in the sand and use KNIGHTS OF THE ROUND twice with the W-SUMMON. If you have three alive members in your party the RUBY WEAPON will use his Whirlsand Attack which sucks the party member into the sand making him or her unavailable to use for the entire battle and he will use this attack twice making the battle extremely tough, that is why you must kill the other party members you do not want to fight RUBY WEAPON, in a random encounter around Gold Saucer. After that RUBY WEAPON will counter with ULTIMA, but if you have the MYSTILE you will easily dodge the magic attack. Afterwards set up BIG GUARD and then HASTE and use a TURBO ETHER to restore your MP. The RUBY WEAPON has three parts, Body, Claw1, and Claw2. The body has super defense meaning all Magic and Physical attacks cause one tenth the normal damage except for KNIGHTS OF THE ROUND SUMMON MATERIA, TYPOON SUMMON MATERIA, and BAHAMUT ZERO SUMMON MATERIA. The Claw1 which is the Claw on the left drains your MP by up 600, and the Claw2 can damage you with a single attack that does up to 9500 HP of damage but if you are put in the front row and have the BIG GUARD on then damage will be cut down to a third of the regular damage. The Claw have 150,000 HP each and can be revived over and over again, once you destroy the body the whole creature dies. Watch out for the Ruby Flame attack which is incredibly powerful that can cause up to 8,500 HP of damage to you and not to mention hitting you with every single status effect in the book, but having the RIBBON on can easily counter that and it has a COMET2 spell which is very powerful and can most likely leave you with very little HP, but having the MYSTILE equipped means that you can dodge at least two of the Comets that hit you or maybe all four. Once you are revived just repeat with W-SUMMON KNIGHTS OF THE ROUND ATTACK until he dies, but make sure your MP is above 100 so that you can cast LIFE2 before you die, do not combine the PHEONIX SUMMON MATERIA with the FINAL ATTACK MATERIA which will bring all your party members back to life and that makes the RUBY WEAPON use his Whirlsand attack and the possibility of taking your main character out of the battle. Keep repeating the process and you can

gain:

EXPERIENCE POINTS: 45,000 ABILITY POINTS: 50,000

So if you used your APOCALYPSE sword in the battle against EMERALD WEAPON and you have used your APOCALYPSE sword in this battle you can gain 300,000 Ability Points for KNIGHTS OF THE ROUND SUMMON MATERIA leaving you with 200,000 left to go, which is a long way but still! After the battle you receive the DESERT ROSE which is basically a useless item.

Now take both the DESERT ROSE and the EARTH HARP to the Kalm Traveler in the right house in Kalm and with the EARTH HARP you can receive a three piece set of Mastered Materia which are the MASTER COMMAND, MASTER SUMMON, and MASTER MAGIC. Give your DESERT ROSE to the Kalm Traveler and he will give you basically a useless prize which is a GOLD CHOCOBO, well why is it useless? Well you have already gotten KNIGHTS OF THE ROUND SUMMON MATERIA right?

=====
CHOCOBO BREEDING
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First off you will need at least two million Gil if you want a gold chocobo and you will endure a long process that takes days to complete. Buy at least four Chocobo Ranches for 10,000 Gil each by speaking to Chocobo Bill. Now have your CHOCOBO LURE MATERIA equipped and capture a good and average chocobo. If you have done so send them back to the Ranch and to tell if you have got a good and average chocobo:

Good: "Mmm, this one's not bad"

Average: "This is a pretty average chocobo"

That is all you should hear to see that you got the right chocobos and make sure one of them is a male and the other one is a female. Now go to the Chocobo Sage in the mountains up north that is directly north above Bone Village. Inside you will see a Green Chocobo talk to it and it will drop an ENEMY SKILL MATERIA. Now talk to the guy on the top who is the Chocobo sage and he will tell you about Chocobos, afterwards buy as much SYLKIS GREENS as you can. Go back to the ranch and feed your chocobos by talking to Chocobo Billy, try to spread out your Greens to both the chocobos, try to max out their stats for the long term better result.

After you have maxed out their statistics race them at the Chocobo Race in Gold Saucer. During the race you can leave your Chocobo on Automatic control as he sails by Class-C. After winning three races(does not have to be won consecutively) you are moved to Class-B. Just let your chocobo run on Automatic and if he or she does not win then run them on Manual. After you have won three races you have moved up a rank which is the Class-A. You do not need to proceed any further. Do the same for your other Chocobo, so now you should have two Class-A chocobos.

NOTE: Occasionally Cid or Tifa(mostly Cid) will ask to ride a chocobo if they are in your party, this does not change a thing, not even the prizes won it is your choice if you choose to let him or her ride or not.

Afterwards go to a small island forest that is directly north of the Chocobo Ranch and steal a ZEIO NUT from the Goblins. Return to the Chocobo Ranch and have your two chocobos mate with one another and feed them a ZEIO NUT. In the morning you should either have a RIVER CHOCOBO(blue) or a MOUNTAIN CHOCOBO (green), if not just try again. It does not matter which one you get, but for the easiest way to reach the ultimate chocobo follow the steps below:

MOUNTAIN CHOCOBO-

Two Class-A chocobos mate with a ZEIO NUT.

RIVER CHOCOBO-

Two Class-A chocobos mate with a ZEIO NUT. NOTE: After you have either Chocobo do something for ten minutes in the game and come back and have the save parents mate again to get the other chocobo and make sure you have one Male Blue or Green Chocobo and a Female Blue or Green Chocobo, keep trying until you have both.

BLACK CHOCOBO-

Have one Male Blue or Green Chocobo mate with a Female Blue or Green Chocobo(both chocobos must be Class-A or higher) and feed them a ZEIO NUT.

GOLD CHOCOBO-

Have a regular Class-A chocobo(male or female) mate with a Class-S Black Chocobo and feed them a CAROB NUT which can be stolen from the Vlakorados near the plain area around Bone Village.

That's all you need to have your Ulitmate Chocobo, and each time a new offspring is born their parents statistics are passed down so do not worry about feeding them 100 SYLKIS GREENS again, but the offspring can be fed more greens to max out greater statistics.

Now with your new chocobo you can reach all four normally impossible to reach materias:

MIME COMMAND MATERIA-

There is a mountain cave southeast of Wutai which can be reached by a Green Chocobo or a Gold Chocobo.

QUADRA MAGIC SUPPORT MATERIA-

Just north of Mideel Island and southeast of the Chocobo Ranch you will find a cave surrounded by shallow water on the lower part of the island. Have a Blue or Gold Chocobo ride off the coast east of the Chocobo Ranch and walk along the shallow water and find your entrance to the cave.

HP<-->MP MATERIA-

Directly north of Nibel Mountains have a Black or Gold Chocobo reach across a small river and into a cave that is surrounded by brown rocks and a small river(which is the one you have crossed).

KNIGHTS OF THE ROUND SUMMON MATERIA-

Take your Gold chocobo and head to the northeast corner of the World Map and find an island that has a forest in the middle of the island surrounded my mountain ranges and into the cave.

NOTE: This island is not located on the World Map.

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COLLECTING PRIZES

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If you have an S-Class Gold Chocobo and if you win 15 consecutive S-Class races you will recieve some valuable items which can be the following:

- CAT'S BELL
- X-POTION

SNEAK ATTACK
 MEGAELIXIR
 BOLT PLUME
 FIRE VAIL
 SPRINT SHOES
 COUNTER MATERIA
 MAGIC COUNTER MATERIA

You can only do this once though. So don't become over greedy because it's useless!!

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-----[MATERIA LISTING]-----

=====

Materia is practically the whole basis of this game, without it there probably would be no storyline. As you all know that once a piece of materia is mastered a new duplicated materia is born which you can master over again and so on. Below is practically all the materia in the game but if I am missing one, then eh. I'm not going to update this guide over an insignificant detail anyways.

Name-----	Effect-----	MP
COMMAND MATERIA (YELLOW)		
DEATH BLOW	Either a serious blow or miss	0
DOUBLE CUT		
2X-Cut	Hit enemy twice in a row	0
4X-Cut	Hit four times on all enemies randomly	0
ENEMY SKILL	Learn Attacks enemies have used on you	Varies
MANIPULATE	Control one opponent	0
MIME	Very powerful, mimic last party command	0
SENSE	Senes enemies LVL/HP/MP/Weakness	0
SLASH-ALL		
Slash-All	Hit all enemies with a single command	0
Flash	Sometimes useless, Instantly kills all opponents	0
STEAL		
Steal	Steal an item from an opponent	0
Mug	Attack and steal from an opponent	0
THROW		
Throw	Throw an item at an opponent	
Coin	Throws 600,000 Gil at opponents	0
W-ITEM	Use an item two times in a row in battle	0
W-MAGIC	Use a spell two times in a row in battle	Varies
W-SUMMON	Use a Summon two times in a row in battle	Varies
MASTER COMMAND	STEAL/COIN/THROW/MIME/SENSE/D.BLOW/MORPH/MAN.	0

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SUMMON MATERIA (RED)		
CHOCO/MOG	A strong physical attack that can cause paralysis	14
SHIVA	ICE2 Attack on all opponents	32
IFRIT	FIRE2 Attack on all opponents	34
RAMUH	LIGHTING2 Attack on all opponenets	40
TITAN	QUAKE2 Attack on all opponents	46
ODIN		80
Stl.Bld.Swd.	Cuts all enemies in two	
Gunge Lance	Powerful Holy Spear Attack on one opponent	
KJATA	ICE/FIRE/LIGHTING/QUAKE Elemental Attack	110
LEVIATHAN	WATER Attack on all opponents	78

ALEXANDER	HOLY FLARE Attack on all opponents	120
BAHAMUT	MEGA FLARE Attack on all opponents	100
NEO BAHAMUT	GIGA FLARE Attack on all opponents	140
BAHAMUT ZERO	TERRA FLARE Attack on all opponents	180
PHEONIX	FIRE3 Attack and LIFE2 on party	180
TYPOON	AERO4 Attack on all opponents	160
HADES	BLACK MAGIC ATTACK plus all status effect(all enemies)	150
KNGT.OF.THE.RND.13	Knights attack all enemies each hit doing 6000 DMG	250

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SUPPORT MATERIA (BLUE)

ALL	Allows your magic to spread to all allies or enemies	0
ADDED EFFECT	Adds linked Materia status to Armor or Weapon	0
ADDED CUT	Attack at the same time attached orb is being used	0
COUNTER	Counter Attack with the attached Yellow Orb	0
ELEMENTAL	Adds linked Materia element to Armor or Weapon	0
FINAL ATTACK	Attached Orb goes into effect when character dies	0
HP ABSORB	Take HP as the attached Orb damages	0
MAGIC COUNTER	Counter Attack with the attached Green or Red Orb	0
MP ABSORB	Take MP as the attached Orb damages	0
MP TURBO	Uses extra MP to increase power of paired Magic	0
QUADRA MAGIC	Casts attached Orb four times in a row w/o counters	Varies
SNEAK ATTACK	Start battle off by using attached Orb	Varies

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INDEPENDANT MATERIA (PURPLE)

CHOCOBO LURE	Lure Chocobos out of hiding on chocobo tracks	0
COUNTER ATTACK	Attack enemy who damages you w/o wasting a turn	0
COVER	Little defense increase, protect others randomly	0
ENEMY AWAY	Random Encounter Rate% down	0
ENEMY LURE	Random Encounter Rate% Up	0
EXPERIENCE PLUS	Double experience gained(if your on the 2nd level)	0
GIL PLUS	Double Gil gained(if your on the 2nd level)	0
HP<-->MP	Swap Max HP and MP	0
HP PLUS	Raises Max HP	0
LONG RANGE	Same damage from both front and back row	0
LUCK PLUS	Increases Luck	0
MAGIC PLUS	Increases Magic	0
MEGA ALL	"All" affect on all commands and magics	0
MP PLUS	Raises MAX MP	0
PRE-EMPTIVE	First Attack Rate% Up	0
SPEED PLUS	Raises Speed(if mastered it works better than HASTE)	0
UNDERWATER	Lets party breathe in water in battle w/EMERALD WPN.	0

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MAGIC MATERIA (GREEN)

BARRIER

Barrier	Cuts Physical attacks in half in battle	16
MBarrier	Cuts Magic attacks in half in battle	24
Reflect	Reflects magic three times(cannot reflect SUMMONS)	30
Wall	BARRIER and MBARRIER	58

COMET

Comet	Strong Non-Elemental Attack on one opponent	70
Comet2	Strong Non-Elemental Attack on all opponents(random)	110

CONTAIN

Freeze	ICE4 Attack that can cause Paralysis on one enemy	82
Break	QUAKE4 Attack that can cause Stone on one enemy	86

TORNADO	AERO4 Attack that can cause Confusion on one enemy	90
Flare	FIRE4 Attack on one opponent	100
DESTRUCT		
DeBarrier	Removes Barrier, MBarrier, and Reflect	12
DeSpell	Casts MUTE on all opponents or allies	20
Death	Instant Death on one opponent	30
EARTH		
Quake	Low Earth Attack	6
Quake2	Med Earth Attack	28
Quake3	High Earth Attack	68
EXIT		
Escape	Escape from battle (doesn't work with bosses)	16
Remove	Remove an opponent from battle	99
FIRE		
Fire	Low Fire Attack	4
Fire2	Med Fire Attack	22
Fire3	High Fire Attack	52
FULLCURE		
Fullcure	Cure4 (restores all HP to one ally)	99
GRAVITY		
Demi	Decreases opponents HP by 1/4	14
Demi2	Decreases opponents HP by 2/4	33
Demi3	Decreases opponents HP by 3/4	48
HEAL		
Poisona	Cures Poison	3
Esuna	Cures all known negative statuses except for Timer	15
Resist	Cast before being affected by Frog or Small	120
ICE		
Ice	Low Ice Attack	4
Ice2	Med Ice Attack	22
Ice3	High Ice Attack	52
LIGHTNING		
Bolt	Low Lightning Attack	4
Bolt2	Med Lightning Attack	22
Bolt3	High Lightning Attack	52
MYSTIFY		
Confu	Confuses opponent	18
Berserk	Berserks opponent (unable to control themselves)	28
POISON		
Bio	Low Poison attack followed by low constant drain	8
Bio2	Med Poison attack followed by med constant drain	28
Bio3	High Poison attack followed by high constant drain	80
RESTORE		
Cure	Low HP restoration	5
Cure2	Med HP restoration	24
Regen	Constant HP restoration	30
Cure3	High HP restoration	64
REVIVE		
Life	Revives fallen character to 20% of Max HP	34
Life2	Revives fallen character to full HP	100
SEAL		
Sleep	Puts an opponent to sleep	8
Silence	Mutes an opponent making them unable to use magic	24
SHIELD		
Shield	Extreme Magic Defense	180
TIME		
Haste	Speeds up character's wait gauge	18
Slow	Slows down opponents wait gauge	20
Stop	Stops an opponent from moving	34
TRANSFORM		

Mini	Transform and changes you/enemy back from Small	10
Frog	Transform and changes you/enemy back from Toad	14
ULITMA		
Ultima	Extreme Magic Attack	130

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-----[ Monster Listing and Item Listing Charts ]-----
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Well that's basically what this is. Look on if you need it.

USE THIS BELOW AS A LEGEND

```
-----
Monster:      | Name of Monster
Level:        | What level they are at
HP:           | Amount of HP the monster has
MP:           | Amount of MP the monster has
EXP:          | The amount of experience they give
GIL:          | The amount of gil(money they give)
AP:           | The amount of ability points the monster gives.
Weakness:     | Any weaknesses the monster may have.
Strengths:    | Anything the monster may absorb.
Ineffective:  | Anything that would be rendered useless when used against the
              | monster.
Abnormal:     | Everything that WILL NOT affect the monster
Steal:        | The item which can be stolen from the monster
Morph:        | The item the monster turns into when morphed
Attacks:      | Any attacks, other than physical attacks the monster may have
Location:     | The event/location of where this monster can be found
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None.-- This means that the monster does not have any weaknesses/strengths/ items to steal/other attacks/and cannot be morphed. Also when the None. is put next to the Abnormal part, it means the monster can be affected by anything.

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Monster:      | 1st-Ray
Level:        | 4
HP:           | 18
MP:           | 0
EXP:          | 12
GIL:          | 5
AP:           | 1
Weakness:     | Lightning
Strengths:    | None.
Ineffective:  | None.
Abnormal:     | Sleep, Return, Poison, Paralysis, Dark, Transform, Death
Steal:        | None.
Morph:        | None.
Attacks:      | Lasers
Location:     | 1st Reactor
-----
```

Monster: | 2-faced
Level: | 18
HP: | 330
MP: | 80
EXP: | 100
GIL: | 156
AP: | 10
Weakness: | None.
Strengths: | None.
Ineffective: | Earth.
Abnormal: | Return, Paralysis, Manipulate, Stop
Steal: | Pheonix Down
Morph: | None.
Attacks: | Self-Destruct, Cure3
Location: | Gold Saucer Desert

Monster: | 8 Eye
Level: | 30
HP: | 500
MP: | 220
EXP: | 1000
GIL: | 720
AP: | 100
Weakness: | Poison
Strengths: | None.
Ineffective: | Demi
Abnormal: | Return, Berserk, Confusion, Silence, Manipulate
Steal: | None.
Morph: | None.
Attacks: | Life Drain
Location: | Temple of Ancients

Monster: | Acrophies
Level: | 35
HP: | 2400
MP: | 220
EXP: | 800
GIL: | 1200
AP: | 90
Weakness: | None.
Strengths: | Aero
Ineffective: | Water

Abnormal: | Return, Confusion, Manipulate
Steal: | Water Ring
Morph: | None.
Attacks: | Claw, Huge Tidal Wave
Location: | Coral Valley

Monster: | Adamantaimai
Level: | 30
HP: | 1600
MP: | 240
EXP: | 720
GIL: | 2000
AP: | 100
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Return, Confusion, Transform
Steal: | Adaman Bangle
Morph: | None.
Attacks: | Light Shell, Death Force, Barrier, MBarrier
Location: | Costa Del Sol (outside around beach area)

Monster: | Aero Combatant
Level: | 11
HP: | 190
MP: | 0
EXP: | 40
GIL: | 110
AP: | 4
Weakness: | Demi, Aero
Strengths: | None.
Ineffective: | Earth
Abnormal: | Return, Confusion, Berserk, Paralysis, Break, Manipulate,
| Death, Transform, Stop
Steal: | Potion
Morph: | None.
Attacks: | Propeller Slash, Sword Rush
Location: | Shinra Tower

Monster: | Airbuster
Level: | 15
HP: | 1200
MP: | 0
EXP: | 180
GIL: | 150
AP: | 16
Weakness: | Lightning
Strengths: | None.
Ineffective: | Earth, Demi
Abnormal: | Sleep, Return, Berserk, Poison, Confusion, Paralysis, Silence,
| Stone, Break, Dark, Manipulate, Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Counter Attack, Big Bomber, Rear Gun
Location: | 2nd Reactor

Monster: | Allemange
Level: | 48
HP: | 8000
MP: | 200
EXP: | 1300
GIL: | 1360
AP: | 100
Weakness: | Aero
Strengths: | None.
Ineffective: | Quake
Abnormal: | Sleep, Return, Confusion, Poison, SPAralysis, Stone, Break,
| Manipulate, Dark, Transform, Death
Steal: | Eye Drop
Morph: | None.
Attacks: | Claw, L3 Flare, L4 Death
Location: | Last Crater

Monster: | Ancient Dragon
Level: | 34
HP: | 2400
MP: | 450
EXP: | 800
GIL: | 800
AP: | 80
Weakness: | Aero, Demi
Strengths: | None.
Ineffective: | Earth, Water
Abnormal: | Poison, Stop, Return
Steal: | None.
Morph: | None.
Attacks: | Southern Cross, Horn
Location: | Temple of Ancients

Monster: | Aps
Level: | 4
HP: | 1200
MP: | 150
EXP: | 550
GIL: | 1000
AP: | 35
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Sewer Tsunami, Tail
Location: | Underground Midgar Sewers(after Corneo Mansion incident)

Monster: | Ark Dragon
Level: | 18
HP: | 280
MP: | 124
EXP: | 84
GIL: | 180
AP: | 10
Weakness: | Aero

Strengths: | Fire
Ineffective: | Earth
Steal: | Ether
Morph: | Pheonix Down
Attacks: | Claw, Flame Thrower
Location: | Mythril Mines

Monster: | Armored Golem
Level: | 41
HP: | 10000
MP: | 200
EXP: | 2500
GIL: | 2680
AP: | 100
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Confusion, Berserk, Paralysis, Stone, Break,
| Manipulate, Dark, Transform, Death
Steal: | Turbo Ether
Morph: | None.
Attacks: | Golem Laser
Location: | Last Crater

Monster: | Attack Squad
Level: | 34
HP: | 1300
MP: | 100
EXP: | 300
GIL: | 420
AP: | 10
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | 8-inch Cannon
Morph: | None.
Attacks: | Machine Gun, Smaoke Bullet, Grenade
Location: | Wutai

----- [B] -----

Monster: | Bad Rap
Level: | 38
HP: | 9000
MP: | 120
EXP: | 1050
GIL: | 2500
AP: | 70
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Ink

Morph: | Luck Source
Attacks: | None.
Location: | Sunken Gelnika

Monster: | Bad Rap Sample
Level: | 53
HP: | 10000
MP: | 200
EXP: | 0
GIL: | 0
AP: | 0
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | None.
Location: | Second Raid on Midgar

Monster: | Bagnarada
Level: | 16
HP: | 450
MP: | 60
EXP: | 110
GIL: | 120
AP: | 11
Weakness: | Ice
Strengths: | None.
Ineffective: | Fire, Demi
Abnormal: | Return, Paralysis, Stone, Manipulate, Tranform, Stop, Death
Steal: | Diamond Pin
Morph: | Guard Source
Attacks: | Horn, Claw, Poison Breath
Location: | Mt.Corel

Monster: | Bandersnatch
Level: | 30
HP: | 860
MP: | 100
EXP: | 510
GIL: | 600
AP: | 40
Weakness: | Fire
Strengths: | None.
Ineffective: | Ice
Abnormal: | Return, Confusion, MAnipulate, Transform
Steal: | None.
Morph: | Ice Crystal
Attacks: | Fang, Bodyblow
Location: | Bone Village area

Monster: | Bandit
Level: | 17
HP: | 360
MP: | 0

EXP: | 99
GIL: | 220
AP: | 10
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Return
Steal: | X-Potion
Morph: | None.
Attacks: | Mug, Hold Up, Hit
Location: | Gold Saucer Desert

Monster: | Battery Cap
Level: | 24
HP: | 640
MP: | 58
EXP: | 270
GIL: | 386
AP: | 32
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Return, Confusion, Transform, Manipulate
Steal: | Dazers
Morph: | None.
Attacks: | Four Lasers, Seed Shooting
Location: | Rocket Town

Monster: | Beach Plug
Level: | 16
HP: | 200
MP: | 100
EXP: | 95
GIL: | 155
AP: | 10
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | Turbo Ether
Attacks: | Bite, Ice, Big Guard
Location: | Costa Del Sol (shore area)

Monster: | Behemoth
Level: | 45
HP: | 7000
MP: | 400
EXP: | 1500
GIL: | 2200
AP: | 100
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Return, Confusion, Paralysis, Stone, Death, Transform, Stop
Steal: | Pheonix Down
Morph: | None.

Attacks: | Horn Lift, Claw
Location: | Second Raid on Midgar, Last Crater

Monster: | Bizzare Bug
Level: | 28
HP: | 975
MP: | 0
EXP: | 420
GIL: | 340
AP: | 40
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Return, Berserk, Confusion, Manipulate
Steal: | None.
Morph: | None.
Attacks: | Toxic Powder
Location: | Western Continent

Monster: | Black Bat
Level: | 25
HP: | 550
MP: | 0
EXP: | 270
GIL: | 80
AP: | 24
Weakness: | None.
Strengths: | None.
Ineffective: | Earth
Abnormal: | Return, Paralysis
Steal: | None.
Morph: | Vampire Fang
Attacks: | Blood Suck
Location: | Nibelheim Mansion Basement Area

Monster: | Bloatfloat
Level: | 18
HP: | 240
MP: | 0
EXP: | 90
GIL: | 125
AP: | 9
Weakness: | Aero
Strengths: | None.
Ineffective: | Earth
Abnormal: | Return, Paralysis, Stop
Steal: | Soft
Morph: | Hi-Potion
Attacks: | Body Blow, Vacuum, Spikey Hell
Location: | Mt.Corel

Monster: | Blood Taste
Level: | 8
HP: | 72
MP: | 0
EXP: | 24

GIL: | 32
AP: | 2
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Tentacle Drain, Bite
Location: | 2nd Reactor

Monster: | Blue Dragon
Level: | 41
HP: | 8800
MP: | 500
EXP: | 1200
GIL: | 1000
AP: | 200
Weakness: | None.
Strengths: | Ice
Ineffective: | Demi
Abnormal: | Sleep, Berserk, Return, Confusion, Silence, Paralysis, Stone,
| Break, Manipulate, Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Great Gale, Blue Dragon Breath, Bite, Tail, Dragon Force
Location: | Gaea's Cliffs

Monster: | Blugu
Level: | 4
HP: | 120
MP: | 0
EXP: | 18
GIL: | 35
AP: | 2
Weakness: | Holy, Lightning
Strengths: | None.
Ineffective: | Earth
Abnormal: | Return, Paralysis, Stop
Steal: | None.
Morph: | None.
Attacks: | Hell Bubbles, Bite
Location: | Midgar

Monster: | Bomb
Level: | 18
HP: | 600
MP: | 30
EXP: | 150
GIL: | 192
AP: | 20
Weakness: | None.
Strengths: | None.
Ineffective: | Earth, Fire
Abnormal: | Berserk, Return, Confusion, Paralysis, Manipulate, Transform
| Stop
Steal: | Right Arm

Morph: | Shrapnel
Attacks: | Ram, Bomb Blast, Fireball
Location: |

Monster: | Bottomswell
Level: | 23
HP: | 2500
MP: | 100
EXP: | 550
GIL: | 1000
AP: | 52
Weakness: | Aero
Strengths: | None.
Ineffective: | Earth
Abnormal: | Berserk, Return, Confusion, Silence, Paralysis, Stone, Death,
| Manipulate, Break, Transform
Steal: | None.
Morph: | None.
Attacks: | Rail Attack, Moonstrike, Big Wave
Location: | Junon Shores

Monster: | Boundfat
Level: | 27
HP: | 500
MP: | 80
EXP: | 420
GIL: | 350
AP: | 40
Weakness: | None.
Strengths: | Ice
Ineffective: | None.
Abnormal: | None.
Steal: | Dazers
Morph: | Dazers
Attacks: | Ice2, Death Sentence, Dark Needle
Location: | Bone Village

Monster: | Brain Pod
Level: | 15
HP: | 240
MP: | 46
EXP: | 52
GIL: | 95
AP: | 6
Weakness: | Holy
Strengths: | Poison
Ineffective: | Earth
Abnormal: | Return, Poison
Steal: | Antidote
Morph: | None.
Attacks: | Refuse, Ram
Location: | Shinra Tower

Monster: | Bullmotor
Level: | 19
HP: | 420

MP: | 96
EXP: | 92
GIL: | 140
AP: | 9
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | X-Potion
Morph: | None.
Attacks: | Body Blow, Mantra Magic
Location: | Gold Saucer Desert

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----- [C] -----

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Monster: | Cactuar
Level: | 20
HP: | 200
MP: | 20
EXP: | 0
GIL: | 0
AP: | 0
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | None.
Location: | Gold Saucer Desert

Monster: | Cactuar
Level: | 20
HP: | 200
MP: | 20
EXP: | 0
GIL: | 0
AP: | 0
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | Tetra Elemental
Attacks: | 1000 Needles
Location: | Cactuar Island(southwest of Western Continent)

Monster: | Capparwire
Level: | 15
HP: | 210
MP: | 20
EXP: | 60
GIL: | 103
AP: | 6

Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Ether
Morph: | None.
Attacks: | Wire Attack, Grand Spark
Location: |

Monster: | Carry Armor
Level: | 45
HP: | 24000
MP: | 200
EXP: | 2800
GIL: | 4000
AP: | 240
Weakness: | None.
Strengths: | None.
Ineffective: | Poison, Demi
Abnormal: | Sleep, Return, Poison, Paralysis, Berserk, Confusion, Silence,
| Stone, Break, Slow, Dark, Manipulate, Transform, Death, Stop
Steal: | None.
Morph: | None.
Attacks: | Lapis Laser
Location: | Underwater Reactor

Monster: | Carry Armor(Left Arm)
Level: | 45
HP: | 10000
MP: | 100
EXP: | 1400
GIL: | 0
AP: | 95
Weakness: | None.
Strengths: | None.
Ineffective: | Poison, Demi
Abnormal: | Sleep, Return, Poison, Paralysis, Berserk, Confusion, Silence,
| Stone, Break, Slow, Dark, MAnipulate, Transform, Death, Stop
Steal: | None.
Morph: | None.
Attacks: | Claw Slam, Grab
Location: | Underwater Reactor

Monster: | Carry Armor(Right Arm)
Level: | 45
HP: | 10000
MP: | 100
EXP: | 1500
GIL: | 0
AP: | 90
Weakness: | None.
Strengths: | None.
Ineffective: | Poison, Demi
Abnormal: | Sleep, Return, Poison, Paralysis, Berserk, Confusion, Silence,
| Stone, Break, Slow, Dark, MAnipulate, Transform, Death, Stop
Steal: | None.
Morph: | None.

Attacks: | Grab, Claw Slam
Location: | Underwater Reactor

Monster: | Castanets
Level: | 15
HP: | 190
MP: | 0
EXP: | 65
GIL: | 113
AP: | 7
Weakness: | Fire
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | 2-Stage attack, Scissors Spark
Location: | Mythril Mines

Monster: | Ceasar
Level: | 8
HP: | 120
MP: | 0
EXP: | 23
GIL: | 55
AP: | 2
Weakness: | Ice
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Tranquilizer
Morph: | None.
Attacks: | Ram, Bubble
Location: | Midgar Underground Sewers(after Corneo Mansion incident)

Monster: | Checkhov
Level: | 34
HP: | 5000
MP: | 210
EXP: | 2900
GIL: | 0
AP: | 50
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Sleep, Berserk, Return, Confusion, Silence, Stone, Break,
| Manipulate, Death, Transform
Steal: | None.
Morph: | None.
Attacks: | Absorb
Location: | Wutai Pagoda

Monster: | Christopher(always with Gighee)
Level: | 34
HP: | 6000
MP: | 200

EXP: | 1300
GIL: | 800
AP: | 80
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Paralysis, Stop
Steal: | Earth Drum
Morph: | None.
Attacks: | Stardust March, High/Low Suite
Location: | Last Crater

Monster: | Chuse Tank
Level: | 6
HP: | 36
MP: | 0
EXP: | 23
GIL: | 30
AP: | 2
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Rolling Claw, Slap
Location: | Midgar

Monster: | Cokatolis
Level: | 17
HP: | 420
MP: | 0
EXP: | 97
GIL: | 168
AP: | 10
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Stone, Break
Steal: | Soft
Morph: | Soft
Attacks: | Beak, Bird Kick, Pretrify Smog
Location: | Mt.Corel

Monster: | Corneo's Lackey
Level: | 8
HP: | 42
MP: | 0
EXP: | 8
GIL: | 10
AP: | 0
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.

Attacks: | Machine Gun, Stab
Location: | Corneo's Mansion

Monster: | Corvette
Level: | 36
HP: | 3200
MP: | 260
EXP: | 1050
GIL: | 2200
AP: | 60
Weakness: | None.
Strengths: | None.
Ineffective: | Earth
Abnormal: | Paralysis, Stop
Steal: | Hyper
Morph: | Light Curtain
Attacks: | Bodyblow, Gash, Spinning Cut, Slap
Location: | Underwater Tunnel

Monster: | Crawler
Level: | 15
HP: | 140
MP: | 48
EXP: | 56
GIL: | 65
AP: | 6
Weakness: | Earth
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Bite, Cold Breath
Location: | Mythril Mines

Monster: | Cripshay
Level: | 8
HP: | 100
MP: | 0
EXP: | 26
GIL: | 53
AP: | 3
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Potion
Morph: | None.
Attacks: | Ram, Dual Spike, Fire
Location: | Trainwreck Graveyard

Monster: | Cromwell
Level: | 42
HP: | 3500
MP: | 120
EXP: | 800

GIL: | 1500
AP: | 80
Weakness: | Lightning
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Poison, Paralysis, Dark, Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Normal Shell
Location: | Second Raid on Midgar

Monster: | Crown Lance
Level: | 20
HP: | 440
MP: | 70
EXP: | 225
GIL: | 400
AP: | 23
Weakness: | Fire
Strengths: | Lightning
Ineffective: | Earth
Abnormal: | Berserk, Confusion, Paralysis, Manipulate, Stop
Steal: | None.
Morph: | Dream Powder
Attacks: | Sleepel, Sting, Bolt
Location: | Cosmo Canyon(shore area)

Monster: | Cuahl
Level: | 33
HP: | 1300
MP: | 60
EXP: | 720
GIL: | 800
AP: | 70
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Tranquilizer
Morph: | Tranquilizer
Attacks: | Light Spell
Location: | Gaea's Cliffs

Monster: | Custom Sweeper
Level: | 15
HP: | 300
MP: | 100
EXP: | 63
GIL: | 120
AP: | 7
Weakness: | Lightning
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Posion, Paralysis, Dark, Transform, Death
Steal: | Atomic Scissors
Morph: | X-Potion
Attacks: | W Machine Gun, Smoke Shot, Mantra Magic

Location: | Outside Kalm area

-----[D]-----

Monster: | Dark Dragon
Level: | 57
HP: | 14000
MP: | 600
EXP: | 5000
GIL: | 2500
AP: | 350
Weakness: | None.
Strengths: | None.
Ineffective: | Lightning
Abnormal: | None.
Steal: | Dragon Armlet
Morph: | None.
Attacks: | Laser, Dragon Force, Claw, Bite
Location: | Last Crater

Monster: | Death Claw
Level: | 19
HP: | 400
MP: | 120
EXP: | 96
GIL: | 168
AP: | 10
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Platinum Bangle
Morph: | None.
Attacks: | Claw, Death Claw, Laser
Location: | Gold Saucer Prison

Monster: | Death Claw
Level: | 48
HP: | 7000
MP: | 400
EXP: | 1800
GIL: | 1200
AP: | 200
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Berserk, Poison, Confusion, Paralysis, Stone,
| Dark, Transform, Death, Manipulate, Break
Steal: | Turbo Ether
Morph: | None.
Attacks: | Death Claw, Death Roulette, Spin Turn, Star
Location: | Last Crater

Monster: | Death Machine
Level: | 35
HP: | 2500
MP: | 150
EXP: | 900
GIL: | 1200
AP: | 80
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | W Machine Gun
Morph: | None.
Attacks: | W Machine Gun, 100 Needles, Matra Magic
Location: | Junon

Monster: | Deenglow
Level: | 10
HP: | 120
MP: | 72
EXP: | 35
GIL: | 70
AP: | 4
Weakness: | Aero
Strengths: | Ice
Ineffective: | Earth, Demi, Water
Abnormal: | Return, Paralysis, Stop
Steal: | Ether
Morph: | None.
Attacks: | Slash, Ice, Demi
Location: | Trainwreck Graveyard

Monster: | Demon's Gate
Level: | 45
HP: | 10000
MP: | 400
EXP: | 3800
GIL: | 400
AP: | 220
Weakness: | None.
Strengths: | None.
Ineffective: | Poison, Demi
Abnormal: | Sleep, Berserk, Return, Confusion, Paralysis, Silence, Break,
| Manipulate, Death, Transform, Death, Stop
Steal: | None.
Morph: | None.
Attacks: | Rock Drop, Cave In, Demon Crush
Location: | Temple of Ancients

Monster: | Desert Sahagin
Level: | 20
HP: | 580
MP: | 0
EXP: | 230
GIL: | 300
AP: | 21
Weakness: | Ice

Strengths: | Water
Ineffective: | None.
Abnormal: | None.
Steal: | Potion
Morph: | Fire Veil
Attacks: | Harpoon, Snadgun
Location: | Cosmo Canyon

Monster: | Devil Ride
Level: | 13
HP: | 240
MP: | 0
EXP: | 60
GIL: | 100
AP: | 6
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Berserk, Return, Confusion, Paralysis, Poison, Dark,
| Transform, Death
Steal: | Hi-Potion
Morph: | Hi-Potion
Attacks: | Wheelie, Drift Turn
Location: | Midgar

Monster: | Diablo
Level: | 41
HP: | 4000
MP: | 200
EXP: | 1600
GIL: | 900
AP: | 70
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Flame, Cold, Horn Bomber
Location: | Ancient Forest

Monster: | Diver Nest
Level: | 38
HP: | 2800
MP: | 100
EXP: | 1340
GIL: | 1250
AP: | 60
Weakness: | None.
Strengths: | None.
Ineffective: | Earth
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Tidal Wave, Bodyblow, Tornado Wave
Location: | Underwater Tunnel

Monster: | Doorbull
Level: | 35
HP: | 2800
MP: | 160
EXP: | 760
GIL: | 680
AP: | 50
Weakness: | None.
Strengths: | Fire
Ineffective: | Gravity
Abnormal: | Manipulate
Steal: | Hi-Potion
Morph: | None.
Attacks: | Fire Shell, Fang, Slash, Light Shell
Location: | Temple of Ancients

Monster: | Dorky Face
Level: | 23
HP: | 520
MP: | 80
EXP: | 300
GIL: | 202
AP: | 35
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Echo Screen
Morph: | Mute Mask
Attacks: | Cutter, Curses, Funny Breath
Location: | Nibelheim Mansion

Monster: | Dragon
Level: | 32
HP: | 3500
MP: | 250
EXP: | 900
GIL: | 1400
AP: | 110
Weakness: | None.
Strengths: | Fire
Ineffective: | Demi
Abnormal: | Return, Confusion, Paralysis, Stone, Transform, Death, Stop
Steal: | Gold Armlet
Morph: | None.
Attacks: | Dragon Fang, Flame Thrower
Location: | Nibelheim Mountains (Mt.Niebl)

Monster: | Dragon Rider
Level: | 35
HP: | 3500
MP: | 180
EXP: | 1000
GIL: | 690
AP: | 80
Weakness: | None.

Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Hi-Potion
Morph: | Mind Source
Attacks: | Bite, Head Hunting, Dual Attack, Head Hunting2, Rider Breath
Location: | Crater Area

Monster: | Dragon Zombie
Level: | 54
HP: | 13000
MP: | 400
EXP: | 4000
GIL: | 2800
AP: | 300
Weakness: | Holy
Strengths: | None.
Ineffective: | None.
Abnormal: | Berserk, Return, Confusion, Silence, Paralysis, Transform,
| Death, Stop, Stone, Break
Steal: | Cauldron
Morph: | None.
Attacks: | Poison Bite, Shadow Flare, Body Tail, Pandora's Box
Location: | Last Crater

Monster: | Dyne
Level: | 23
HP: | 1200
MP: | 20
EXP: | 600
GIL: | 750
AP: | 55
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Berserk, Return, Confusion, Stone, Break, Manipulate,
| Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Molotov Cocktail, Needle-Gun, S-Mine
Location: | Gold Saucer Desert

----- [E] -----

Monster: | Eagle Gun
Level: | 46
HP: | 17000
MP: | 50
EXP: | 2000
GIL: | 3800
AP: | 90
Weakness: | Lightning
Strengths: | None.
Ineffective: | Earth, Water

Abnormal: | Sleep, Return, Poison, Paralysis, Stone, Break, Confusion,
| Silence, Transform, Manipulate, Death, Dark, Berserk
Steal: | Warrior Bangle
Morph: | None.
Attacks: | Single Wing Fire, Dual Wing Fire
Location: | North Corel Train

Monster: | Elfadunk
Level: | 14
HP: | 220
MP: | 34
EXP: | 64
GIL: | 140
AP: | 7
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Hi-Potion
Morph: | None.
Attacks: | Shower, Bodyblow
Location: | Chocobo Farm Area

Monster: | Epsilonis
Level: | 36
HP: | 1800
MP: | 90
EXP: | 950
GIL: | 1500
AP: | 70
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Wizard Bracelet
Morph: | None.
Attacks: | Bird Kick, Catapult, Acid Rain
Location: | Ancient Forest

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----- [F] -----
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Monster: | Flap Beat
Level: | 18
HP: | 330
MP: | 60
EXP: | 140
GIL: | 186
AP: | 15
Weakness: | Aero
Strengths: | None.
Ineffective: | Earth
Abnormal: | Return, Paralysis, Stop
Steal: | T/S Bomb
Morph: | T/S Bomb

Attacks: | Tailbeat, Flying Sickle
Location: | Gold Saucer area

Monster: | Flower Prong
Level: | 19
HP: | 550
MP: | 68
EXP: | 240
GIL: | 400
AP: | 24
Weakness: | Earth and Fire
Strengths: | Poison
Ineffective: | None.
Abnormal: | Berserk, Return, Confusion, Stone, Break, Manipulate,
| Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Bio2
Location: | Gongaga

Monster: | Formula
Level: | 16
HP: | 240
MP: | 100
EXP: | 65
GIL: | 120
AP: | 7
Weakness: | Aero
Strengths: | None.
Ineffective: | Earth
Abnormal: | Return, Paralysis, Manipulate, Stop
Steal: | Boomerang
Morph: | Speed Drink
Attacks: | Swoop, Blue Impulse
Location: | Fort Condor Mountain area

Monster: | Foulander
Level: | 27
HP: | 800
MP: | 100
EXP: | 440
GIL: | 460
AP: | 34
Weakness: | None.
Strengths: | Fire
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Claw, Flame Dance
Location: | Wutai Da Chao Mountains

Monster: | Gagighandi
Level: | 19
HP: | 480
MP: | 55
EXP: | 173
GIL: | 220
AP: | 18
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Soft
Morph: | Remedy
Attacks: | Claw, Stone Stare
Location: | Cosmo Canyon area

Monster: | Gargoyle
Level: | 43
HP: | ????
MP: | 200
EXP: | 800
GIL: | 2500
AP: | 80
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Petrify, Bite, L4 Death
Location: | Last Crater

Monster: | Garuda
Level: | 29
HP: | 1400
MP: | 200
EXP: | 520
GIL: | 520
AP: | 30
Weakness: | None.
Strengths: | Lightning, Ice
Ineffective: | Earth
Abnormal: | Return, Paralysis, Stop
Steal: | None.
Morph: | None.
Attacks: | Rod, Ice2, Bolt2
Location: | Wutai Da Chao Mountains

Monster: | Gas Ductor
Level: | 42
HP: | 3000
MP: | 200
EXP: | 900
GIL: | 1200
AP: | 80
Weakness: | None.

Strengths: | Poison
Ineffective: | None.
Abnormal: | Sleep, Return, Poison, Paralysis, Dark, Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Punch, Smog Alert
Location: | North Corel Train

Monster: | Ghirofelgo
Level: | 26
HP: | 1600
MP: | 0
EXP: | 380
GIL: | 300
AP: | 44
Weakness: | Demi
Strengths: | None.
Ineffective: | Earth
Abnormal: | Berserk, Return, Poison, Confusion, Paralysis, Stone, Break,
| Slow, Manipulate, Transform, Death, Stop
Steal: | None.
Morph: | None.
Attacks: | Slash
Location: | Nibelheim Mansion

Monster: | Ghost
Level: | 10
HP: | 130
MP: | 80
EXP: | 30
GIL: | 22
AP: | 3
Weakness: | Holy, Fire
Strengths: | None.
Ineffective: | Earth, Water
Abnormal: | Return, Silence, Paralysis, Stop
Steal: | Ghost Hand
Morph: | None.
Attacks: | Slap, Drain
Location: | Trainwreck Graveyard

Monster: | Ghost Ship
Level: | 44
HP: | 6600
MP: | 100
EXP: | 1600
GIL: | 2000
AP: | 60
Weakness: | Holy
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Confusion, Paralysis, Manipulate, Death, Stop,
| Transform
Steal: | Pheonix Down
Morph: | Guide Book
Attacks: | St.Elmos Fire, Slap, Goannai
Location: | Underwater Tunnel

Monster: | Gighee(always along side with Christopher)
Level: | 34
HP: | 5500
MP: | 100
EXP: | 700
GIL: | 600
AP: | 60
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Elixir
Morph: | None.
Attacks: | Stardust March, Kick
Location: | Last Crater

Monster: | Gi Nattak
Level: | 29
HP: | 5500
MP: | 200
EXP: | 1400
GIL: | 3000
AP: | 150
Weakness: | Holy
Strengths: | None.
Ineffective: | Earth, Demi, Water
Abnormal: | Berserk, Return, Confusion, Paralysis, Silence, Stone, Break,
| Manipulate, Transform, Death, Stop
Steal: | None.
Morph: | None.
Attacks: | Take Over, Aspil, Hit
Location: | Cave of Gi Nattak

Monster: | Gi Spector
Level: | 23
HP: | 450
MP: | 88
EXP: | 260
GIL: | 150
AP: | 20
Weakness: | Holy, Fire
Strengths: | None.
Ineffective: | None.
Abnormal: | Return
Steal: | None.
Morph: | None.
Attacks: | Death Sentence
Location: | Cave of Gi Nattak

Monster: | Goblin
Level: | 40
HP: | 2000
MP: | 80
EXP: | 20
GIL: | 20

AP: | 20
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Zeio Nut
Morph: | None.
Attacks: | Fight, Goblin Punch, Sleepel
Location: | Goblin Island, northeast of Eastern Continent

Monster: | Godo
Level: | 36
HP: | 18000
MP: | 240
EXP: | 5000
GIL: | 40000
AP: | 60
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Berserk, Return, Confusion, Silence, Stone, Paralysis,
| Break, Manipulate, Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Confu, Beast Sword, Bio2, Dmei3, Drain
Location: | Wutai Pagoda

Monster: | Golem
Level: | 24
HP: | 1000
MP: | 0
EXP: | 300
GIL: | 500
AP: | 22
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Berserk, Return, Confusion, Manipulate, Transform
Steal: | Turbo Ether
Morph: | None.
Attacks: | Finger Shot, Megaton Punch
Location: | Cosmo Canyon

Monster: | Gorki
Level: | 30
HP: | 3000
MP: | 150
EXP: | 1500
GIL: | 0
AP: | 50
Weakness: | Aero
Strengths: | None.
Ineffective: | Earth, Demi
Abnormal: | Sleep, Return, Confusion, Silence, Berserk, Stone, Break,
| Manipulate, Transform, Death
Steal: | None.
Morph: | None.

Attacks: | Barrier, Regen, Demi2, Kick
Location: | Wutai Pagoda

Monster: | Grand Horn
Level: | 19
HP: | 460
MP: | 43
EXP: | 180
GIL: | 240
AP: | 15
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | Hi-Potion
Attacks: | Punch, Grand Punch
Location: | Cosmo Canyon/Gongaga

Monster: | Grangalan
Level: | 16
HP: | 550
MP: | 60
EXP: | 88
GIL: | 220
AP: | 10
Weakness: | None.
Strengths: | None.
Ineffective: | Earth, Demi, Water
Abnormal: | Return, Confusion, Paralysis, Stone, Manipulate, Transform,
| Death, Stop
Steal: | None.
Morph: | None.
Attacks: | Silver Wheel
Location: | Costa Del Sol

Monster: | Grangalan Jr.
Level: | 15
HP: | 330
MP: | 40
EXP: | 77
GIL: | 110
AP: | 8
Weakness: | None.
Strengths: | None.
Ineffective: | Earth, Demi, Water
Abnormal: | Return, Confusion, Paralysis, Stone, MANipulate, Transform,
| Death, Stop
Steal: | None.
Morph: | None.
Attacks: | Silver Wheel
Location: | Costa Del Sol

Monster: | Grangalan Jr. Jr.
Level: | 14
HP: | 110

MP: | 20
EXP: | 66
GIL: | 55
AP: | 6
Weakness: | None.
Strengths: | None.
Ineffective: | Demi, Earth, Water
Abnormal: | Return, Confusion, Paralysis, Stone, MAnipulate, Transform,
| Death, Stop
Steal: | None.
Morph: | None.
Attacks: | Silver Wheel
Location: | Costa Del Sol

Monster: | Grashstike
Level: | 8
HP: | 42
MP: | 0
EXP: | 20
GIL: | 20
AP: | 2
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Silk, Slash
Location: | Midgar

Monster: | Gremlin
Level: | 36
HP: | 1500
MP: | 100
EXP: | 750
GIL: | 750
AP: | 60
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Tent
Morph: | X-Potion
Attacks: | Claw, Bad Mouth
Location: | Crater area

Monster: | Grenade
Level: | 32
HP: | 2000
MP: | 0
EXP: | 900
GIL: | 400
AP: | 100
Weakness: | None.
Strengths: | None.
Ineffective: | Fire, Earth
Abnormal: | Berserk, Return, Confusion, Paralysis, Manipulate, Transform,

Stop
Steal: | Right Arm
Morph: | None.
Attacks: | Bodyblow, Bomb Blast
Location: | Crater area

Monster: | Grenade Combatant
Level: | 10
HP: | 130
MP: | 0
EXP: | 42
GIL: | 72
AP: | 4
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Tranquilizer
Morph: | None.
Attacks: | Gun, Hand Grenade
Location: | Shinra Tower

Monster: | Griffin
Level: | 21
HP: | 760
MP: | 40
EXP: | 260
GIL: | 350
AP: | 25
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Berserk, Confusion, Paralysis, Silence,
| Manipulate, Transform, Stop
Steal: | Pheonix Down
Morph: | Pheonix Down
Attacks: | Peacock, Slash
Location: | Cosmo Canyon

Monster: | Griffon
Level: | 18
HP: | 800
MP: | 200
EXP: | 148
GIL: | 210
AP: | 14
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | None.
Location: | Gold Saucer Desert

Monster: | Grimguard

Level: | 31
HP: | 880
MP: | 120
EXP: | 600
GIL: | 560
AP: | 45
Weakness: | None.
Strengths: | None.
Ineffective: | Ice, Lightning
Abnormal: | Berserk, Return, Confusion, MAnipulate, Transform
Steal: | Shrivel
Morph: | None.
Attacks: | Ice2, Bolt2, Spin Shield, Grim Rod
Location: | Corral Valley

Monster: | Grosspanzer
Level: | 46
HP: | 4800
MP: | 200
EXP: | 800
GIL: | 2100
AP: | 80
Weakness: | Lightning
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Poison, Berserk, Confusion, Paralysis, Stone,
| Break, Slow, Stop, Transform, Death, Dark, Manipulate
Steal: | None.
Morph: | None.
Attacks: | Ram
Location: | Second Raid on Midgar

Monster: | Grosspanzer (cannon)
Level: | 43
HP: | 4000
MP: | 200
EXP: | 0
GIL: | 0
AP: | 0
Weakness: | Lightning
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Poison, Berserk, Confusion, Paralysis, Stone,
| Break, Slow, Stop, Transform, Death, Dark, Manipulate
Steal: | None.
Morph: | None.
Attacks: | Midgar Missile
Location: | Second Raid on Midgar

Monster: | Grosspanzer (side guns)
Level: | 46
HP: | 3000
MP: | 200
EXP: | 100
GIL: | 2000
AP: | 0
Weakness: | Lightning

Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Poison, Berserk, Confusion, Paralysis, Stone,
| Break, Slow, Stop, Transform, Death, Dark, Manipulate
Steal: | None.
Morph: | None.
Attacks: | Machine Guns
Location: | Second Raid on Midgar

Monster: | Grosspanzer
Level: | 40
HP: | 4500
MP: | 0
EXP: | 0
GIL: | 0
AP: | 0
Weakness: | Lightning
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Confusion, Berserk, Poison, Paralysis, Stone,
| Break, Slow, Stop, Transform, Death, Dark, Manipulate
Steal: | None.
Morph: | None.
Attacks: | Ram
Location: | Second Raid on Midgar

Monster: | Grunt
Level: | 7
HP: | 40
MP: | 0
EXP: | 22
GIL: | 15
AP: | 2
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Punch, Beam Gun
Location: | 1st Reactor

Monster: | Guard Hound
Level: | 3
HP: | 42
MP: | 0
EXP: | 20
GIL: | 12
AP: | 2
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Bite
Location: | Streets of Midgar(after 1st reactor incident)

Monster: | Guardian
Level: | 40
HP: | 4000
MP: | 340
EXP: | 940
GIL: | 500
AP: | 60
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Confusion, Poison, Paralysis, Stone, Break,
| Slow, Dark, Manipulate, Transform, Death, Stop
Steal: | None.
Morph: | None.
Attacks: | Jumping Blow, Rocket Punch, W Rocket Punch
Location: | Underwater Reactor

Monster: | Guard Scorpion
Level: | 12
HP: | 800
MP: | 0
EXP: | 100
GIL: | 100
AP: | 10
Weakness: | Lightning
Strengths: | None.
Ineffective: | Demi
Abnormal: | Sleep, Return, Confusion, Berserk, Poison, Silence, Stone,
| Break, Manipulate, Transform, Dark, Death
Steal: | None.
Morph: | None.
Attacks: | Search Scope, Scorpion Tail, Rifle Tail
Location: | 1st Reactor

Monster: | Guard System
Level: | 35
HP: | 2200
MP: | 200
EXP: | 1100
GIL: | 1200
AP: | 80
Weakness: | Lightning
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Berserk, Return, Poison, Paralysis, Confusion, Stone,
| Break, MAnipulate, Death, Dark, Transform
Steal: | None.
Morph: | None.
Attacks: | None.
Location: | Junon

Monster: | Gun Carrier
Level: | 39
HP: | 3400
MP: | 240

EXP: | 860
 GIL: | 1600
 AP: | 75
 Weakness: | Lightning
 Strengths: | None.
 Ineffective: | None.
 Abnormal: | Sleep, Return, Poison, Paralysis, Dark, Transform, Death
 Steal: | None.
 Morph: | None.
 Attacks: | Normal Shell, Bodyblow
 Location: | Underwater Reactor

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 ----- [H] -----
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Monster: | Hammer Blaster
 Level: | 12
 HP: | 210
 MP: | 0
 EXP: | 43
 GIL: | 80
 AP: | 5
 Weakness: | Lightning
 Strengths: | None.
 Ineffective: | None.
 Abnormal: | Return, Berserk, Confusion, Stone, Break, Manipulate, Stop,
 | Transform
 Steal: | Echo Screen
 Morph: | None.
 Attacks: | Pound
 Location: | Shinra Tower

Monster: | Hard Attacker
 Level: | 32
 HP: | 2500
 MP: | 150
 EXP: | 750
 GIL: | 600
 AP: | 58
 Weakness: | None.
 Strengths: | None.
 Ineffective: | None.
 Abnormal: | None.
 Steal: | None.
 Morph: | None.
 Attacks: | Bodyblow, Oil
 Location: | Underwater Reactor

Monster: | Headbomber
 Level: | 35
 HP: | 1600
 MP: | 200
 EXP: | 640
 GIL: | 460
 AP: | 64

Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Tranquilizer
Morph: | Tranquilizer
Attacks: | Dorsal Punch, Extreme Bomber
Location: | Gaea's Cliffs

Monster: | Headhunter
Level: | 30
HP: | 2000
MP: | 100
EXP: | 650
GIL: | 333
AP: | 80
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Tranquilizer
Morph: | None.
Attacks: | Sickle, Rising Daggar
Location: | Mideel Islands

Monster: | Heavy Tank
Level: | 21
HP: | 1600
MP: | 25
EXP: | 340
GIL: | 1300
AP: | 45
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Return
Steal: | Pheonix Down
Morph: | Power Source
Attacks: | Charge, Wheelie Attack, Big Spiral
Location: | Gongaga

Monster: | Hedgehog Pie
Level: | 6
HP: | 40
MP: | 52
EXP: | 6
GIL: | 40
AP: | 52
Weakness: | Ice
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Fire, Charge
Location: | Midgar Church

Monster: | Heg
Level: | 22
HP: | 400
MP: | 0
EXP: | 250
GIL: | 240
AP: | 20
Weakness: | Ice
Strengths: | Poison
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Poison Fang, Holt Whip
Location: | Cave of Gi Nattak

Monster: | Heli Gunner
Level: | 19
HP: | 1000
MP: | 0
EXP: | 250
GIL: | 200
AP: | 25
Weakness: | Aero, Lightning
Strengths: | None.
Ineffective: | Earth
Abnormal: | Sleep, Return, Confusion, Berserk, Poison, Paralysis, Stone,
| Break, Manipulate, Dark, Death, Transform, Stop
Steal: | None.
Morph: | None.
Attacks: | Firing Line, AB Cannon, C Cannon, Flying Drill
Location: | Shin-Ra Tower escape elevator

Monster: | Hell Rider VR2
Level: | 18
HP: | 350
MP: | 50
EXP: | 72
GIL: | 165
AP: | 8
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Return, Paralysis, Stone, MAnipulate, Transform, Stop, Death
Steal: | Hi-Potion
Morph: | Hi-Potion
Attacks: | Stomp, Electromag
Location: | Fort Condor Mountains

Monster: | Hippogriff
Level: | 37
HP: | 3000
MP: | 280
EXP: | 800
GIL: | 1500
AP: | 80

Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Confusion, Paralysis, Stone, Manipulate,
| Transform, Death, Stop
Steal: | None.
Morph: | None.
Attacks: | L2 Confuse, Peck, Peacock
Location: | Mideel Islands

Monster: | Hojo
Level: | 34
HP: | 11000
MP: | 120
EXP: | 2000
GIL: | 2200
AP: | 150
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Sleep, Return, Confusion, Berserk, Poison, Confusion,
| Paralysis, Stone, Silence, Slow, Break, Manipulate, Transform,
| Death, Stop
Steal: | None.
Morph: | None.
Attacks: | Capsule
Location: | Second Raid on Midgar

Monster: | Hellectic Hojo
Level: | 55
HP: | 26000
MP: | 260
EXP: | 0
GIL: | 0
AP: | 0
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Sleep, Return, Poison, Berserk, Confusion, Paralysis, Stone,
| Break, Manipulate, Transform, Death, Stop, Silence
Steal: | None.
Morph: | None.
Attacks: | None.
Location: | Second Raid on Midgar

Monster: | Hellectic Hojo (Left Arm)
Level: | 55
HP: | 5000
MP: | 300
EXP: | 0
GIL: | 0
AP: | 0
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Poison, Stone, Confusion, Paralysis, Break,
| Manipulate, Transform, Death, Stop, Silence

Steal: | None.
Morph: | None.
Attacks: | Stab, Confusion
Location: | Second Raid on Midgar

Monster: | Hellectic Hojo (Right Arm)
Level: | 55
HP: | 24000
MP: | 400
EXP: | 0
GIL: | 0
AP: | 0
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Poison, Stone, Confusion, Paralysis, Break,
| Manipulate, Transform, Death, Stop, Silence
Steal: | None.
Morph: | None.
Attacks: | None.
Location: | Second Raid on Midgar

Monster: | Hellhouse
Level: | 11
HP: | 450
MP: | 0
EXP: | 44
GIL: | 250
AP: | 6
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Berserk, Return, Confusion, Confusion, Stone, Break,
| Transform, Manipulate
Steal: | None.
Morph: | None.
Attacks: | Demi, Hell Bomber, Suicide Drop
Location: | Sector 6/7 Slums

Monster: | Hojo: Lifeform NA
Level: | 58
HP: | 30000
MP: | 100
EXP: | 25000
GIL: | 6000
AP: | 2500
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Sleep, Return, Confusion, Silence, Berserk, Poison, Paralysis,
| Stone, Break, Manipulate, Death, Transform, Stop
Steal: | None.
Morph: | None.
Attacks: | Combo, Tentacle
Location: | Second Raid on Midgar

Monster: | Hundred Gunner
Level: | 18
HP: | 1600
MP: | 0
EXP: | 330
GIL: | 300
AP: | 35
Weakness: | Earth
Strengths: | None.
Ineffective: | Water
Abnormal: | Sleep, Return, Berserk, Poison, Confusion, Paralysis, Silence,
| Stone, Break, Manipulate, Dark, Transform, Death, Stop
Steal: | None.
Morph: | None.
Attacks: | Hidden Artillery, Main Artillery, Auxiliary Artillery, Wave
| Artillery
Location: | Shin-Ra Tower Escape Elevator

Monster: | Hungry
Level: | 33
HP: | 2000
MP: | 100
EXP: | 700
GIL: | 600
AP: | 60
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Return, Confusion, Transform
Steal: | None.
Morph: | None.
Attacks: | Mini, Hit
Location: | Temple of Ancients

=====
-----[I]-----
=====

Monster: | Ice Golem
Level: | 40
HP: | 4000
MP: | 30
EXP: | 1000
GIL: | 1500
AP: | 70
Weakness: | None.
Strengths: | Ice
Ineffective: | None.
Abnormal: | Return, Confusion, Berserk, Manipulate, Transform
Steal: | Hi-Potion
Morph: | None.
Attacks: | Cold Snap, Wide Grazer, Bodyblow
Location: | Great Glacier area

Monster: | Icicle
Level: | 30

HP: | 3000
MP: | 300
EXP: | 500
GIL: | 0
AP: | 0
Weakness: | Fire, Demi, Earth
Strengths: | Ice
Ineffective: | None.
Abnormal: | Sleep, Berserk, Poison, Confusion, Paralysis, Silence, Stone,
| Break, Manipulate, Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Icicle Drop
Location: | Gaea's Cliffs

Monster: | Ironite
Level: | 30
HP: | 2400
MP: | 100
EXP: | 900
GIL: | 680
AP: | 48
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Return
Steal: | Pheonix Down
Morph: | None.
Attacks: | Bodyblow, Fry Upper, Sleepel
Location: | Crater area

=====
----- [J] -----
=====

Monster: | Jayjujaye
Level: | 28
HP: | 640
MP: | 20
EXP: | 410
GIL: | 350
AP: | 35
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Bite, Silk Thread, Confu-Scales
Location: | Wutai Da Chao Mountains

Monster: | Jemnezmy
Level: | 24
HP: | 800
MP: | 80
EXP: | 510

GIL: | 400
AP: | 50
Weakness: | Poison
Strengths: | None.
Ineffective: | Ice
Abnormal: | Sleep, Berserk, Return, Confusion, Paralysis, Manipulate,
| Transform
Steal: | None.
Morph: | None.
Attacks: | Fascination, Cold Breath
Location: | Temple of Ancients

Monster: | Jenova Birth
Level: | 25
HP: | 4000
MP: | 110
EXP: | 680
GIL: | 800
AP: | 52
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Sleep, Return, Berserk, Poison, confusion, Paralysis, Silence
| Stone, Break, Manipulate, Tranform, Death, Stop
Steal: | None.
Morph: | None.
Attacks: | Tail Laser, W-Laser, Gas
Location: | Shinra Boat

Monster: | Jenova Death
Level: | 55
HP: | 25000
MP: | 800
EXP: | 6000
GIL: | 5000
AP: | 400
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Sleep, Confusion, Poison, Return, Berserk, Silence, Stone,
| Break, Manipulate, Transform, Stop, Death
Steal: | None.
Morph: | None.
Attacks: | Silence, Red Light, Tropic Wind
Location: | Crater area

Monster: | Jenova Life
Level: | 50
HP: | 10000
MP: | 300
EXP: | 4000
GIL: | 1500
AP: | 350
Weakness: | Earth
Strengths: | Water
Ineffective: | Demi
Abnormal: | Sleep, Return, Berserk, Poison, Confusion, Silence, Stone,

Break, Manipulate, Transform, Death, Stop
Steal: | None.
Morph: | None.
Attacks: | None.
Location: | City of Ancients

Monster: | Jersey
Level: | 25
HP: | 500
MP: | 100
EXP: | 320
GIL: | 384
AP: | 30
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Berserk, Return, Confusion, Paralysis, Manipulate, Stop
Steal: | Turbo Ether
Morph: | None.
Attacks: | Spin Attack
Location: | Nibelheim Mansion

Monster: | Joker
Level: | 18
HP: | 370
MP: | 0
EXP: | 150
GIL: | 260
AP: | 30
Weakness: | Aero
Strengths: | None.
Ineffective: | Earth
Abnormal: | Return, Transform, Manipulate
Steal: | None.
Morph: | None.
Attacks: | Heart, Club, Joker, Diamond, Spade
Location: | Gold Saucer Area/Bone Village Area

Monster: | Jumping
Level: | 24
HP: | 999
MP: | 0
EXP: | 400
GIL: | 50
AP: | 30
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | Anartic Wind
Attacks: | Dive Kick, Club Sword
Location: | Bone Village area

=====

Monster: | Kalm Fang
Level: | 10
HP: | 160
MP: | 0
EXP: | 53
GIL: | 92
AP: | 5
Weakness: | Fire
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Ether
Morph: | Hi-Potion
Attacks: | Fang, Bodyblow
Location: | Midgar

Monster: | Kelzmelzer
Level: | 30
HP: | 800
MP: | 0
EXP: | 410
GIL: | 400
AP: | 35
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Antidote
Morph: | Antidote
Attacks: | Claw, Liquid Poison
Location: | Cetra Shrine

Monster: | Kimara Bug
Level: | 19
HP: | 700
MP: | 25
EXP: | 190
GIL: | 278
AP: | 19
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | None.
Steal: | Spider-Web
Morph: | Hourglass
Attacks: | Butterfly Attack, Stop Web, Spider Web
Location: | Gongaga

Monster: | King Behemoth
Level: | ??
HP: | 18,000
MP: | 1000
EXP: | 2000
GIL: | 950

AP: | 100
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Return, Confusion, Paralysis, Stone, Transform,
| Stop, Death
Steal: | Pheonix Down
Morph: | None.
Attacks: | Comet2, Claw, King Tail, Bite, Counter
Location: | Last Crater

Monster: | Kyuvildens
Level: | 24
HP: | 800
MP: | 0
EXP: | 340
GIL: | 368
AP: | 34
Weakness: | Fire
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | Hi-Potion
Attacks: | Lay Flat
Location: | Nibelheim Mountains (Mt.Nibel)

Monster: | Kyuvilduns
Level: | 24
HP: | 800
MP: | 0
EXP: | 340
GIL: | 368
AP: | 34
Weakness: | Fire
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | Hi-Potion
Attacks: | Lay Flat
Location: | Rocket Town

=====
----- [L] -----
=====

Monster: | Land Worm
Level: | 22
HP: | 1500
MP: | 80
EXP: | 400
GIL: | 256
AP: | 40
Weakness: | Ice
Strengths: | Fire, Demi

Ineffective: | Earth
Abnormal: | Return, Confusion
Steal: | Turbo Ether
Morph: | None.
Attacks: | Earthquake, Sandstorm
Location: | Gold Saucer Desert

Monster: | Levrikon
Level: | 14
HP: | 200
MP: | 0
EXP: | 65
GIL: | 128
AP: | 7
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Ether
Morph: | Hi-Potion
Attacks: | Bird Kick, Flaming Peck
Location: | Chocobo Farm area

Monster: | Lessaloploth
Level: | 34
HP: | 2000
MP: | 400
EXP: | 920
GIL: | 800
AP: | 65
Weakness: | Holy
Strengths: | None.
Ineffective: | Ice, Demi, Poison, Aero
Abnormal: | Return, Paralysis, Stop
Steal: | Pheonix Down
Morph: | Pheonix Down
Attacks: | Wing Cut, Scorpion's Tail, Avalanche
Location: | Great Glacier area

Monster: | Lost Number
Level: | 35
HP: | 7000
MP: | 300
EXP: | 2000
GIL: | 2000
AP: | 80
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Berserk, Return, Confusion, Silence, Stone, Break, Manipulate,
| Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Quake2, Fire2, Bolt2
Location: | Nibelheim Mansion

Monster: | Madouge
Level: | 16
HP: | 220
MP: | 0
EXP: | 70
GIL: | 150
AP: | 8
Weakness: | None
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Grand Glove
Morph: | Hi-Potion
Attacks: | Iron Ball, Swampy Shoot
Location: | Mythril Mines

Monster: | Magic Pot
Level: | 41
HP: | 4096
MP: | 128
EXP: | 8000
GIL: | 8500
AP: | 1000
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Poison, Paralysis, Dark, Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Elixir, Bad Mouth, (stealing attack)
Location: | Last Crater
NOTE: | To defeat the Magic Pot, you MUST first give him an elixir,
| and note that a Megalixir WILL NOT DO.

Monster: | Magnade
Level: | 35
HP: | 1000
MP: | 100
EXP: | 980
GIL: | 1200
AP: | 50
Weakness: | Demi, Fire
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Confusion, Poison, Berserk, Paralysis, Stone,
| Break, Manipulate, Slow, Transform, Stop
Steal: | Pheonix Down
Morph: | None.
Attacks: | Shield Throw, W-Shield Throw
Location: | Great Glacier area

Monster: | Malboro

Level: | 44
HP: | 4400
MP: | 900
EXP: | 1000
GIL: | 100
AP: | 100
Weakness: | WWater
Strengths: | Poison
Ineffective: | Demi
Abnormal: | Return, Confusion, Transform, Manipulate, Break, Stone,
| Berserk
Steal: | M-Tentacles
Morph: | None.
Attacks: | Frozen Breath, Bad Breath, Bio2
Location: | Gaea's Cliffs

Monster: | Malldancer
Level: | 32
HP: | 600
MP: | 100
EXP: | 500
GIL: | 700
AP: | 56
Weakness: | None.
Strengths: | None.
Ineffective: | Poison, Water
Abnormal: | Return, Paralysis, Stop
Steal: | Pheonix Down
Morph: | X-Potion
Attacks: | Claw, Dance
Location: | Bone Village

Monster: | Mandragora
Level: | 10
HP: | 120
MP: | 0
EXP: | 55
GIL: | 135
AP: | 6
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Lasan Nut
Morph: | Ether
Attacks: | Grass Punch, Slow Dance
Location: | Chocobo Forest Area

Monster: | Manhole
Level: | 35
HP: | 2500
MP: | 220
EXP: | 900
GIL: | 3000
AP: | 80
Weakness: | None.
Strengths: | None.

Ineffective: | None.
Abnormal: | Sleep, Return, Confusion, Poison, Confusion, Silence, Break,
| Stone, Silence, Slow, Dark, Manipulate, Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Throw
Location: | Second Raid on Midgar

Monster: | Marine
Level: | 16
HP: | 300
MP: | 20
EXP: | 75
GIL: | 150
AP: | 8
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | ShinRa Defense
Morph: | None.
Attacks: | Sleep Gun, Grenade
Location: | Shinra Boat

Monster: | Master Tonberry
Level: | 45
HP: | 45,000
MP: | 1000
EXP: | 6000
GIL: | 6800
AP: | 200
Weakness: | None.
Strengths: | Demi
Ineffective: | None.
Abnormal: | Sleep, Return, Confusion, Berserk, Poison, Paralysis, Stone,
| Dark, Manipulate, Transform, Death, Break
Steal: | Elixir
Morph: | Megalixir
Attacks: | Everyone's Grudge, Knife
Location: | Last Crater

Monster: | Materia Keeper
Level: | 38
HP: | 8400
MP: | 300
EXP: | 3000
GIL: | 2400
AP: | 200
Weakness: | None.
Strengths: | Fire
Ineffective: | Demi
Abnormal: | Sleep, Berserk, Return, Confusion, Silence, Stone, Break,
| Manipulate, Death, Transform
Steal: | None.
Morph: | None.
Attacks: | Big Horn, Hell Combo, Trine
Location: | Nebelheim Mountains (Mt.Nibel)

Monster: | Midgar Zolom
Level: | 26
HP: | 4000
MP: | 348
EXP: | 250
GIL: | 400
AP: | 25
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Berserk, Return, Confusion, Paralysis, Silence, Stone, Break,
| Slow, Manipulate, Death, Transform, Stop
Steal: | None.
Morph: | X-Potion
Attacks: | Bite, Push, Beta
Location: |

Monster: | Mighty Grunt
Level: | 12
HP: | 230
MP: | 0
EXP: | 50
GIL: | 98
AP: | 5
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Return, Berserk, Stone, Break, MAnipulate, Transform, Death
Steal: | Grenade
Morph: | None.
Attacks: | Double Gun, Rollerspin, Gun
Location: | Shinra Tower

Monster: | Mirage
Level: | 24
HP: | 570
MP: | 0
EXP: | 290
GIL: | 280
AP: | 22
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Berserk, Return, Confusion, Manipulate
Steal: | None.
Morph: | None.
Attacks: | Slice
Location: | Nibelheim Mansion

Monster: | Mondo Drive
Level: | 2
HP: | 28
MP: | 28
EXP: | 18
GIL: | 8

AP: | 3
Weakness: | Aero
Strengths: | None.
Ineffective: | Earth
Abnormal: | Return, Paralysis, Stop
Steal: | None.
Morph: | None.
Attacks: | Ram, Fire
Location: | 1st Reactor

Monster: | Moth Slasher
Level: | 13
HP: | 260
MP: | 0
EXP: | 46
GIL: | 75
AP: | 5
Weakness: | Lightning
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Carbon Bangle
Morph: | None.
Attacks: | Speed Slash, Ram
Location: | Shinra Tower

Monster: | Motor Ball
Level: | 19
HP: | 2600
MP: | 120
EXP: | 440
GIL: | 350
AP: | 45
Weakness: | Lightning
Strengths: | None.
Ineffective: | Demi
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Twin Burner, Arm Attack, Rolling Fire
Location: | Shinra Tower Escape

Monster: | MP
Level: | 2
HP: | 30
MP: | 0
EXP: | 16
GIL: | 10
AP: | 2
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Machine Gun, Punch
Location: | 1st Reactor

Monster: | Mu
Level: | 12
HP: | 210
MP: | 52
EXP: | 54
GIL: | 130
AP: | 6
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Return, Confusion, Stone, Break, Manipulate, Transform
Steal: | None.
Morph: | None.
Attacks: | Hot Springs, Sinking, L4 Suicide
Location: | Chocobo Farm area

-----[N]-----

Monster: | Needle Kiss
Level: | 17
HP: | 180
MP: | 40
EXP: | 75
GIL: | 130
AP: | 8
Weakness: | Aero
Strengths: | None.
Ineffective: | Lightning, Earth
Abnormal: | Return, Paralysis
Steal: | Soft
Morph: | Remedy
Attacks: | Chute Attack, Thunder Kiss
Location: | Mt. Corel

Monster: | Nerosuferoth
Level: | 16
HP: | 150
MP: | 20
EXP: | 53
GIL: | 146
AP: | 5
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Beak, Heatwing
Location: | Junon area

Monster: | Nibel Wolf
Level: | 23

HP: | 700
MP: | 0
EXP: | 265
GIL: | 160
AP: | 24
Weakness: | None.
Strengths: | None.
Ineffective: | None,
Abnormal: | None.
Steal: | Luchile Nut
Morph: | Hi-Potion
Attacks: | Bodyblow, Fang
Location: | Nibelheim area (duh)

=====
-----[O]-----
=====

There are no monsters for the letter "O"

=====
-----[P]-----
=====

Monster: | Palmer
Level: | 38
HP: | 6000
MP: | 240
EXP: | 1800
GIL: | 5000
AP: | 98
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Sleep, Berserk, Return, Confusion, Silence, Break, Stone,
| Manipulate, Death, Transform
Steal: | None.
Morph: | None.
Attacks: | Mako Gun
Location: | Rocket Town

Monster: | Parasite
Level: | 51
HP: | 6000
MP: | 300
EXP: | 1100
GIL: | 1000
AP: | 100
Weakness: | Holy, Aero
Strengths: | None.
Ineffective: | Earth
Abnormal: | Sleep, Return, Poison, Confusion, Berserk, Stone, Break, Dark,
| Manipulate, Transform, Death
Steal: | Remedy
Morph: | Remedy
Attacks: | Head Attack, L5 Death, Magic Breath, Paratail
Location: | Last Crater

Monster: | Pollensalta
Level: | 41
HP: | 4000
MP: | 220
EXP: | 1000
GIL: | 1000
AP: | 100
Weakness: | None.
Strengths: | Fire
Ineffective: | None.
Abnormal: | None.
Steal: | Hyper
Morph: | None.
Attacks: | None. Cold Breath, Fire3, Fire2, Angel Whisper, Fascination
Location: | Last Crater

Monster: | Poodler
Level: | 42
HP: | 6000
MP: | 220
EXP: | 1000
GIL: | 2500
AP: | 70
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Turbo Ether
Morph: | Speed Source
Attacks: | None.
Location: | Sunken Gelnika

Monster: | Proto Machine Gun
Level: | 4
HP: | 100
MP: | 0
EXP: | 16
GIL: | 15
AP: | 2
Weakness: | None.
Strengths: | None.
Ineffective: | Lightning
Abnormal: | Sleep, Return, Poison, Paralysis, Dark, Transform Death
Steal: | None.
Morph: | None.
Attacks: | Machine Gun
Location: | 2nd Reactor

Monster: | Proud Clod
Level: | 53
HP: | 60000
MP: | 320
EXP: | 7000
GIL: | 10000
AP: | 1000

Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Sleep, Berserk, Return, Poison, Confusion, Paralysis, Silence,
| Slow, Break, Manipulate, Transform, Death, Stop, Stone
Steal: | None.
Morph: | None.
Attacks: | Wrist Laser, Materia Jammer, Knee Fire, Machine Guns, Beam
| Cannon
Location: | Second Raid on Midgar

Monster: | Proud Clod Armor(Battle Arena Edition)
Level: | 72
HP: | 90000
MP: | 1000
EXP: | 0
GIL: | 0
AP: | 0
Weakness: | 0
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Berserk, Poison, Paralysis, Silence, Return, Confusion,
| Break, Stone, Manipulate, Transform, Stop, Death, Slow
Steal: | None.
Morph: | None.
Attacks: | Wrist Laser, Materia Jammer, Knee Fire, Machine Guns,
Location: | Battle Arena(after acquiring Omnislash and W-Summon Materia)

Monster: | Proud Clod Bare(Battle Arena Edition)
Level: | 73
HP: | 65,000
MP: | 0
EXP: | 0
GIL: | 0
AP: | 0
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Berserk, Poisonm Paralysis, Silence, Return, Confusion,
| Break, Stone, MAnipulate, Transform, Stop, Death, Slow
Steal: | None.
Morph: | None.
Attacks: | Wrist Laser, Materia Jammer, Knee Fire, Machine Guns, Beam
| Cannon
Location: | Battle Arena(after acquiring Omnislash and W-Summon Materia)
NOTE: | You must defeat the Prod Clod Armor to attack Proud Clod Bare

Monster: | Prowler
Level: | 12
HP: | 150
MP: | 0
EXP: | 55
GIL: | 160
AP: | 5
Weakness: | None.
Strengths: | None.
Ineffective: | None.

Abnormal: | Return
Steal: | Ether
Morph: | Hi-Potion
Attacks: | Hit Grind
Location: | Midgar

=====
-----[Q]-----
=====

There are no monsters for the letter "Q"

=====
-----[R]-----
=====

Monster: | Rapps
Level: | 39
HP: | 6000
MP: | 300
EXP: | 3200
GIL: | 20000
AP: | 33
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Berserk, Return, Poison, Confusion, Paralysis, Silence,
| Stone, Break, Manipulate, Transfrom, Death
Steal: | None.
Morph: | None.
Attacks: | Scorpion's Tail, Aero3
Location: | Wutai Da Chao Mountains

Monster: | Razor Weed
Level: | 27
HP: | 1000
MP: | 145
EXP: | 375
GIL: | 350
AP: | 30
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Glass Cutter, Spaz Voice, Magic Hammer
Location: | Western Continent

Monster: | Red Dragon
Level: | 39
HP: | 6800
MP: | 300
EXP: | 3500
GIL: | 1000
AP: | 200

Weakness: | None.
Strengths: | Fire
Ineffective: | Demi
Abnormal: | Sleep, Return, Confusion, Silence, Stone, Break, Poison,
| Manipulate, Transform, Death, Stop
Steal: | None.
Morph: | None.
Attacks: | Red Dragon Breath, Tail, Bite
Location: | Temple of Ancients

Monster: | Reno
Level: | 22
HP: | 2000
MP: | 80
EXP: | 660
GIL: | 1500
AP: | 60
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Berserk, Return, Confusion, Silence, Stone, Break, Manipulate,
| Death, Transform
Steal: | None.
Morph: | None.
Attacks: | Slap, Turklight, Electropod
Location: | Gongaga

Monster: | Reno
Level: | 50
HP: | 25000
MP: | 200
EXP: | 5500
GIL: | 5000
AP: | 600
Weakness: | None.
Strengths: | Water
Ineffective: | Demi
Abnormal: | Sleep, Poison, Confusion, Silence, Paralysis, Stone, Break,
| Manipulate, Berserk, Return, Transform, Death, Stop
Steal: | Tough Ring
Morph: | None.
Attacks: | Turk Light, Electro Pod
Location: | Second Raid on Midgar (underground old subway transit)

Monster: | Rilfsak
Level: | 40
HP: | 2000
MP: | 500
EXP: | 750
GIL: | 1000
AP: | 70
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.

Attacks: | Bloodsuck, Autumn Leaves
Location: | Ancient Forest

Monster: | Rocket Launcher
Level: | 5
HP: | 50
MP: | 0
EXP: | 13
GIL: | 7
AP: | 3
Weakness: | Lightning
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Poison, Paralysis, Dark, Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Rocket LAuncher
Location: | 1st Reactor

Monster: | Rocket Launcher
Level: | 20
HP: | 1000
MP: | 0
EXP: | 600
GIL: | 300
AP: | 60
Weakness: | Lighting
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Berserk, Return, Poison, Confusion, Paralysis, Stone,
Break, MAnipulate, Dark, Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Missile
Location: | Junon

Monster: | Roulette Cannon
Level: | 38
HP: | 3000
MP: | 200
EXP: | 1200
GIL: | 1600
AP: | 100
Weakness: | Lighting
Strengths: | None.
Ineffective: | Poison
Abnormal: | Sleep, Berserk, Return, Poison, Confusion, Paralysis, Stone,
Break, MAnipulate, Dark, Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Missile, Roulette
Location: | Junon

Monster: | Rude
Level: | 23
HP: | 2000

MP: | 135
EXP: | 720
GIL: | 2000
AP: | 70
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Berserk, Return, Confusion, Silence, Stone, Break, Manipulate,
| Death, Transform
Steal: | None.
Morph: | None.
Attacks: | Punch, Fire, Cure
Location: | Gongaga

Monster: | Rude
Level: | 42
HP: | 9000
MP: | 240
EXP: | 3400
GIL: | 3000
AP: | 80
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Sleep, Return, Confusion, Berserk, Silence, Stone, Break,
| Manipulate, Death, Transform
Steal: | Ziedrich
Morph: | None.
Attacks: | MBarrier, Grandspark, Punch
Location: | Rocket Town(just prior to capturing Huge Materia from Rocket)

Monster: | Rude
Level: | 51
HP: | 28000
MP: | 250
EXP: | 5500
GIL: | 5000
AP: | 600
Weakness: | None.
Strengths: | Fire
Ineffective: | Demi
Abnormal: | Sleep, Return, Berserk, Confusion, Paralysis, Silence, Stone,
| Break, Manipulate, Transform, Death, Stop
Steal: | Ziedrich
Morph: | None.
Attacks: | Punch, Grand Spark
Location: | Second Raid on Midgar(underground old subway transit)

Monster: | Rufus
Level: | 21
HP: | 500
MP: | 0
EXP: | 240
GIL: | 400
AP: | 35
Weakness: | None.
Strengths: | None.

Ineffective: | Demi
Abnormal: | Berserk, Return, Confusion, Silence, Stone, Break, Manipulate,
| Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Shotgun
Location: | Shinra Tower Roof

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----- [S] -----

=====

Monster: | Sahagin
Level: | 10
HP: | 150
MP: | 0
EXP: | 30
GIL: | 89
AP: | 3
Weakness: | None.
Strengths: | Water
Ineffective: | None.
Abnormal: | None.
Steal: | Hyper
Morph: | None.
Attacks: | Water Gun, Trident
Location: | Underground Midgar Sewers(after Corneo MAnsion incident)

Monster: | Schizo(left)
Level: | 43
HP: | 18000
MP: | 350
EXP: | 2200
GIL: | 1500
AP: | 120
Weakness: | None.
Strengths: | Ice
Ineffective: | Demi
Abnormal: | Sleep, Return, Paralysis, Poison, Berserk, Silence, Stone,
| Slow, Break, Manipulate, Death, Transform, Stop
Steal: | None.
Morph: | None.
Attacks: | Frozen Breath, Quake3
Location: | Gaea's Cliffs

Monster: | Schizo(right)
Level: | 43
HP: | 18000
MP: | 350
EXP: | 2200
GIL: | 1500
AP: | 120
Weakness: | None.
Strengths: | Ice
Ineffective: | Demi
Abnormal: | Sleep, Return, Poison, Berserk, Stone, Break, Silence, Death,

Slow, Manipulate, Transform, Stop, Paralysis,
Steal: | None.
Morph: | None.
Attacks: | Flame Breath, Quake3
Location: | Gaea's Cliffs

Monster: | Scotch
Level: | 11
HP: | 150
MP: | 0
EXP: | 22
GIL: | 60
AP: | 0
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Machine Gun
Location: | Corneo's Mansion

Monster: | Screamer
Level: | 26
HP: | 800
MP: | 40
EXP: | 400
GIL: | 400
AP: | 33
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | None.
Steal: | None.
Morph: | Power Source
Attacks: | Iron Ball, Iron Attack, War Cry
Location: | Nibelheim Mountains (Mt. Nibel)

Monster: | Scrutin Eye
Level: | 15
HP: | 240
MP: | 60
EXP: | 80
GIL: | 120
AP: | 8
Weakness: | Aero
Strengths: | None.
Ineffective: | Earth, and Water
Abnormal: | Paralysis, Return, Stop
Steal: | Ether
Morph: | None.
Attacks: | Fire2, Ice2, Ram
Location: | Shinra Boat

Monster: | Search Crown
Level: | 16

HP: | 150
MP: | 30
EXP: | 0
GIL: | 111
AP: | 8
Weakness: | None.
Strengths: | Fire
Ineffective: | None.
Abnormal: | Return, Confusion, Manipulate, Transform
Steal: | Turbo Ether
Morph: | Hi-Potion
Attacks: | Seed Shooting, Four Laser
Location: | Mt.Corel

Monster: | Sea Worm
Level: | 22
HP: | 9000
MP: | 200
EXP: | 333
GIL: | 333
AP: | 200
Weakness: | Ice
Strengths: | Earth
Ineffective: | Demi, Fire
Abnormal: | Return, confusion, Paralysis, Stone, Manipulate, Transform,
| Death, Stop
Steal: | Dragon Scales
Morph: | Dragon Scales
Attacks: | Sandstorm, Crush, Earthquake
Location: | Mideel Islands(shore area)

Monster: | Senior Grunt
Level: | 35
HP: | 2600
MP: | 245
EXP: | 930
GIL: | 800
AP: | 90
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Handclaw, Harrier Beam, Water Wave
Location: | Underwater Reactor

Monster: | Serpent
Level: | 40
HP: | 14000
MP: | 290
EXP: | 1400
GIL: | 2500
AP: | 70
Weakness: | None.
Strengths: | None.
Ineffective: | None.

Abnormal: | None.
Steal: | Water Ring
Morph: | Mind Source
Attacks: | Viper Breath, Aqualung
Location: | Sunken Gelnika

Monster: | Shadow Maker
Level: | 42
HP: | 2000
MP: | 120
EXP: | 500
GIL: | 500
AP: | 25
Weakness: | Lightning
Strengths: | None.
Ineffective: | None.
Abnormal: | Sleep, Return, Poison, Paralysis, Dark, Transform, Manipulate,
| Death
Steal: | Graviball
Morph: | None.
Attacks: | Slow
Location: | Second Raid on Midgar

Monster: | Shake
Level: | 32
HP: | 4000
MP: | 180
EXP: | 2200
GIL: | 0
AP: | 50
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Sleep, Berserk, Return, Confusion, Silence, Stone, Break,
| Manipulate, Death, Transform,
Steal: | None.
Morph: | None.
Attacks: | Beak, Rage Bomber
Location: | Wutai Da Chao Mountains

Monster: | Shred
Level: | 32
HP: | 900
MP: | 100
EXP: | 500
GIL: | 950
AP: | 40
Weakness: | Aero, Fire
Strengths: | None.
Ineffective: | Ice, Earth, Water
Abnormal: | Return, Paralysis, Stop
Steal: | None.
Morph: | None.
Attacks: | Tail, Crazy Claw, Cure3
Location: | Great Glacier area

Monster: | Skeeskee
Level: | 20
HP: | 540
MP: | 0
EXP: | 222
GIL: | 222
AP: | 22
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Return
Steal: | Tranquilizer
Morph: | Hyper
Attacks: | Rage Bomber, Beak
Location: | Cosmo Canyon

Monster: | Slalom
Level: | 37
HP: | 1600
MP: | 30
EXP: | 700
GIL: | 1500
AP: | 70
Weakness: | None.
Strengths: | Poispm
Ineffective: | None.
Abnormal: | Sleep, Return, Poison, Paralysis, Dark, Transform, Death
Steal: | Smoke Bomb
Morph: | Hi-Potion
Attacks: | Punch, Smog
Location: | Junon

Monster: | Slaps
Level: | 29
HP: | 900
MP: | 50
EXP: | 370
GIL: | 450
AP: | 30
Weakness: | Aero
Strengths: | None.
Ineffective: | Earth
Abnormal: | Berserk, Return, Confusion, Paralysis,
Steal: | None.
Morph: | Hyper
Attacks: | Bug Needle, Berserk Needle, Paralyzer Needle
Location: | Cetra Shrine

Monster: | Smogger
Level: | 8
HP: | 90
MP: | 0
EXP: | 32
GIL: | 60
AP: | 3
Weakness: | None.
Strengths: | Poison

Ineffective: | None.
Abnormal: | Sleep, Return, Poison, Paralysis, Dark, Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Smog, Hit, Poison
Location: | 2nd Reactor

Monster: | Sneaky Step
Level: | 21
HP: | 600
MP: | 65
EXP: | 270
GIL: | 330
AP: | 24
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Triple Attack
Location: | Cave of Gi Nattak

Monster: | Snow
Level: | 32
HP: | 4000
MP: | 160
EXP: | 500
GIL: | 700
AP: | 42
Weakness: | Fire
Strengths: | Ice
Ineffective: | None.
Abnormal: | Sleep, Return, Berserk, Confusion, Silence, Stone, Break,
| Manipulate, Transform, Death
Steal: | Circlet
Morph: | None.
Attacks: | Cold Breath, Fascination, Ice2
Location: | Great Glacier area

Monster: | Solider-1st
Level: | 44
HP: | 5000
MP: | 400
EXP: | 960
GIL: | 2400
AP: | 90
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Manipulate
Steal: | Shinra Alpha
Morph: | None.
Attacks: | Sword of Doom, Slash
Location: | Second Raid on Midgar

Monster: | Soldier-2nd
Level: | 5
HP: | 4000
MP: | 340
EXP: | 1000
GIL: | 750
AP: | 85
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Remedy
Morph: | None.
Attacks: | Fight, Sword of Doom
Location: | Junon

Monster: | Soldier-3rd
Level: | 13
HP: | 250
MP: | 40
EXP: | 54
GIL: | 116
AP: | 6
Weakness: | Fire
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Hardedge
Morph: | None.
Attacks: | Slash, Flying Sickle, Ice2
Location: | Shinra Tower

Monster: | Sonic Speed
Level: | 26
HP: | 750
MP: | 50
EXP: | 370
GIL: | 330
AP: | 28
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Return, Paralysis, Manipulate, Stop
Steal: | Ether
Morph: | Speed Drink
Attacks: | Harrier, Swoop
Location: | Nibelheim Mountains (Mt. Nibel)

Monster: | Soul Fire
Level: | 21
HP: | 1300
MP: | 220
EXP: | 200
GIL: | 100
AP: | 10
Weakness: | Holy, Aero
Strengths: | Fire

Ineffective: | Earth, Demi, Poison, Water
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Fire2
Location: | Cave of Gi Nattak

Monster: | Special Combatant
Level: | 9
HP: | 60
MP: | 0
EXP: | 28
GIL: | 40
AP: | 3
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | Hit, Wave, Beam Gun
Location: | 2nd Reactor

Monster: | Spencer
Level: | 17
HP: | 250
MP: | 0
EXP: | 110
GIL: | 175
AP: | 11
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Saraha Nut
Morph: | None.
Attacks: | Swordblade, Uppercutter
Location: | Gold Saucer area/Icicle Inn area

Monster: | Spiral
Level: | 39
HP: | 2800
MP: | 100
EXP: | 700
GIL: | 333
AP: | 80
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | X-Potion
Morph: | Guard Source
Attacks: | Spin, Charge
Location: | Mideel Islands

Monster: | Staniv

Level: | 36
HP: | 6000
MP: | 240
EXP: | 3600
GIL: | 0
AP: | 50
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Sleep, Return, Confusion, Berserk, Silence, Stone, Break,
| Manipulate, Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Chain, War Cry
Location: | Wutai Pagoda

Monster: | Stilva
Level: | 40
HP: | 5000
MP: | 300
EXP: | 1000
GIL: | 1100
AP: | 110
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Berserk, Return, Confusion, Transform
Steal: | None.
Morph: | None.
Attacks: | Big Red Clipper, Trine, Magic Breath
Location: | Gaea's Cliffs

Monster: | Stinger
Level: | 25
HP: | 2200
MP: | 60
EXP: | 290
GIL: | 358
AP: | 25
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Paralysis
Steal: | Ether
Morph: | None.
Attacks: | Hit, Sting Bomb
Location: | Cave of Gi Nattak

Monster: | Submarine Crew
Level: | 32
HP: | 1500
MP: | 85
EXP: | 850
GIL: | 500
AP: | 80
Weakness: | None.
Strengths: | None.

Ineffective: | None.
Abnormal: | None.
Steal: | 8-Ince Cannon
Morph: | None.
Attacks: | Machine Gun, Hand Grenade
Location: | Underwater Reactor

Monster: | Sweeper
Level: | 8
HP: | 140
MP: | 0
EXP: | 27
GIL: | 30
AP: | 3
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | None.
Attacks: | None.
Location: | Outside Kalm

Monster: | Sword Dance
Level: | 11
HP: | 160
MP: | 0
EXP: | 39
GIL: | 90
AP: | 6
Weakness: | Mone.
Strengths: | None.
Ineffective: | Earth
Abnormal: | Paralysis, Stop
Steal: | Hyper
Morph: | None.
Attacks: | Thrash, Slap, Sawback
Location: | Shinra Tower

=====
----- [T] -----
=====

Monster: | Thunderbird
Level: | 28
HP: | 800
MP: | 80
EXP: | 385
GIL: | 420
AP: | 36
Weakness: | None.
Strengths: | Lightning
Ineffective: | None.
Abnormal: | Return, Paralysis, Stop
Steal: | Bolt Plume
Morph: | Swift Bolt

Attacks: | Stab, Lightning
Location: | Western Continent

Monster: | Tonadu
Level: | 30
HP: | 1600
MP: | 0
EXP: | 600
GIL: | 600
AP: | 45
Weakness: | Aero
Strengths: | None.
Ineffective: | Water, Earth
Abnormal: | Return, Paralysis, Stop
Steal: | Bird Wing
Morph: | None.
Attacks: | Claw, Great Gale, Big Sound
Location: | Cetra Shrine

Monster: | Touch Me
Level: | 18
HP: | 300
MP: | 74
EXP: | 170
GIL: | 180
AP: | 23
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Return, Transform
Steal: | Impaler
Morph: | Remedy
Attacks: | Frog Song, Frog Jab
Location: | Cosmo Canyon area(jungle)

Monster: | Toxic Frog
Level: | 26
HP: | 500
MP: | 100
EXP: | 420
GIL: | 260
AP: | 30
Weakness: | Ice
Strengths: | Earth
Ineffective: | None.
Abnormal: | Return, Transform
Steal: | Impaler
Morph: | Remedy
Attacks: | Frong Jab, Frog Song, Poison
Location: | Temple of Ancients

Monster: | Trick Play
Level: | 24
HP: | 1500
MP: | 100
EXP: | 480

GIL: | 800
AP: | 35
Weakness: | None.
Strengths: | Earth
Ineffective: | None.
Abnormal: | Return, Confusion, Stone, Break, MAnipulate, Transform
Steal: | None.
Morph: | None.
Attacks: | Magma, Sewer, Gold Mountain, L4 Suicide, Sinking
Location: | Icicle Inn area

Monster: | Twin Brain
Level: | 25
HP: | 400
MP: | 20
EXP: | 340
GIL: | 320
AP: | 32
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Ether
Morph: | Turbo Ether
Attacks: | Absorb, Stare Down
Location: | Nibelheim Mountains (Mt.Nibel)

=====
----- [U] -----
=====

Monster: | Underwater MP
Level: | 34
HP: | 1000
MP: | 100
EXP: | 820
GIL: | 600
AP: | 80
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Shinra Alpha
Morph: | None.
Attacks: | Machine Gun, Hand Grenade
Location: | Underwater Reactor

Monster: | Unknown
Level: | 50
HP: | 11000
MP: | 110
EXP: | 1500
GIL: | 5000
AP: | 150
Weakness: | None.
Strengths: | None.

Ineffective: | None.
Abnormal: | None.
Steal: | Fire Armlet
Morph: | Power Source
Attacks: | Fire, Fire2, Tail, Tongue
Location: | Sunken Gelnika

Monster: | Unknown 2
Level: | 51
HP: | 13000
MP: | 130
EXP: | 3000
GIL: | 10000
AP: | 300
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Aurora Armlet
Morph: | Guard Source
Attacks: | Abnormal Breath, Tentacle, Needle
Location: | Sunken Gelnika

Monster: | Unknown 3
Level: | 52
HP: | 150000
MP: | 150
EXP: | 2000
GIL: | 7500
AP: | 200
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Bolt Armlet
Morph: | Magic Source
Attacks: | Poison Fang, Creepy Touch
Location: | Sunken Gelnika

=====
-----[V]-----
=====

Monster: | Valron
Level: | 24
HP: | 950
MP: | 80
EXP: | 300
GIL: | 300
AP: | 30
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Return, Confusion, Berserk, Transform
Steal: | None.
Morph: | Hi-Potion

Attacks: | Speed Punch, Jump Kick, Dive Kick, MBarrier
Location: | Nibelheim area

Monster: | Vargid Police
Level: | 9
HP: | 140
MP: | 28
EXP: | 44
GIL: | 40
AP: | 7
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Tranquilizer
Morph: | None.
Attacks: | Needle, Suicide
Location: | Shinra Tower

Monster: | Velcher Task
Level: | 26
HP: | 900
MP: | 28
EXP: | 320
GIL: | 350
AP: | 31
Weakness: | None.
Strengths: | Poison
Ineffective: | None.
Abnormal: | None.
Steal: | Remedy
Morph: | Remedy
Attacks: | Claw, Poison Blow
Location: | Rocket Town area

Monster: | Vice
Level: | 7
HP: | 68
MP: | 0
EXP: | 24
GIL: | 80
AP: | 3
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | Return
Steal: | Speed Drink
Morph: | Potion
Attacks: | Hit
Location: | Sector 6/7 Slums

Monster: | Vlakorados
Level: | 33333
HP: | 333
MP: | 510
EXP: | 460

GIL: | 40
AP: | None.
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Return, Berserk, Confusion, Stone, Silence, Break, Manipulate,
| Transform
Steal: | Carob Nut
Morph: | Elixir
Attacks: | Tail, Violent Advance, Bolt Ball
Location: | Grass Area south of Bone Village

=====
----- [W] -----
=====

Monster: | Warning Board
Level: | 12
HP: | 270
MP: | 0
EXP: | 38
GIL: | 75
AP: | 4
Weakness: | None.
Strengths: | None.
Ineffective: | Lightning
Abnormal: | Sleep, Return, Confusion, Berserk, Poison, Paralysis, Poison,
| Stone, Break, Dark, Manipulate, Transform, Death
Steal: | None.
Morph: | None.
Attacks: | None.
Location: | Shinra Tower

Monster: | Wind Wing
Level: | 35
HP: | 1900
MP: | 350
EXP: | 800
GIL: | 500
AP: | 60
Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Hi-Potion
Morph: | Pheonix Down
Attacks: | Tailbeat, Sham Sela, Aero3, White Wind
Location: | Crater Area

Monster: | Whole Eater
Level: | 9
HP: | 72
MP: | 0
EXP: | 24
GIL: | 70
AP: | 2

Weakness: | None.
Strengths: | None.
Ineffective: | None.
Abnormal: | None.
Steal: | Potion
Morph: | Potion
Attacks: | Sickle
Location: | Sector 6/7 Slums

Monster: | Wolfmeister
Level: | 43
HP: | 10000
MP: | 200
EXP: | 10000
GIL: | 600
AP: | 100
Weakness: | Water
Strengths: | None.
Ineffective: | None.
Abnormal: | Berserk, Return, Poison, Confusion, Paralysis, Stone, Silence,
| Manipulate, Break, Dark, Transform, Death
Steal: | None.
Morph: | None.
Attacks: | Heavy Sword, Big Guard
Location: | North Corel Train

-----[X]-----

There are no monsters for the letter "X"

-----[Y]-----

Monster: | Ying/Yang
Level: | 24
HP: | 2400
MP: | 220
EXP: | 350
GIL: | 400
AP: | 35
Weakness: | None.
Strengths: | None.
Ineffective: | Demi
Abnormal: | Sleep, Return, Berserk, Poison, Confusion, Paralysis, Stone,
| Break, Manipulate, Transform, Death, Stop
Steal: | None.
Morph: | None.
Attacks: | Ice2, Bolt2
Location: | Nibelheim Mansion Basement Area

-----[Z]-----

Monster: | Zemzelett
Level: | 17
HP: | 285
MP: | 36
EXP: | 70
GIL: | 165
AP: | 7
Weakness: | Aero
Strengths: | None.
Ineffective: | Water, Demi, Earth
Abnormal: | Berserk, Return, Confusion, Paralysis, Transform, Stop
Steal: | None.
Morph: | Hi-Potion
Attacks: | Thunderbolt, White Wind
Location: | Fort Condor Mountains

Monster: | Zenene
Level: | 14
HP: | 250
MP: | 93
EXP: | 58
GIL: | 60
AP: | 6
Weakness: | Holy
Strengths: | Poison
Ineffective: | None.
Abnormal: | Poison
Steal: | Deadly Waste
Morph: | None.
Attacks: | Ghengana Tail, Piazzo Shower
Location: | Shinra Tower

Monster: | Zolkalter
Level: | 30
HP: | 950
MP: | 90
EXP: | 700
GIL: | 700
AP: | 60
Weakness: | None.
Strengths: | Poison
Ineffective: | None.
Abnormal: | None.
Steal: | None.
Morph: | Antidote
Attacks: | Bite, Toxic Barf
Location: | Gaea's Cliffs

Monster: | Zuu
Level: | 27
HP: | 1200
MP: | 40
EXP: | 450
GIL: | 430
AP: | 38
Weakness: | Aero

Strengths: | None.
 Ineffective: | Earth, Demi
 Abnormal: | None.
 Steal: | Bird Wing
 Morph: | Bird Wing
 Attacks: | Great Gale, Slash
 Location: | Nibelheim Mountains (Mt. Nibel)

 =====
 -----[Item Listing Charts]-----
 =====

Items	Effects
1/35 Soldier	(beats the heck out of me)
8-Inch Cannon	Very Powerful damage on against opponent
Antartic Wind	Casts Ice2 on all opponents
Antidote	The cure for poison status
Bird Wing	Casts Aero2 on all opponents
Bolt Plume	Casts Bolt2 on all opponents
Carob Nut	For chocobo breeding
Cornucopia	The cure for Mini status
Curiel Greens	For chocobo capture
Dazers	Casts Paralysis on one opponent
Deadly Waste	Casts Bio2 on all opponents
Dragon Fang	Lightning Damage against all opponents
Dragon Scales	Casts Water on all opponents
Dream Powder	Casts Sleep on all opponents
Earth Drum	Casts Quake2 on all opponents
Echo Screen	The cure for Silence
Elixir	Completely restores all lost MP and HP
Ether	Restores 100 MP of loss MP
Eye Drop	The cure for Darkness
Fire Fang	Casts Fire2 on all opponents
Fire Veil	Casts Fire3 on all opponents
Ghost Hand	Absorbs MP from one opponenet
Graviball	Casts Demi on one opponent

Grenade	Small Damage when used against opp.
Guard Source	Permanently raises Vitality by 1 point
Hero Drink	Raises random stat by 20 pts. 1/battle
Hi-Potion	Restores 500 HP of loss HP
Holy Touch	Casts DeSpell on one ally
Hyper	The cure for Sadness
Ice Crystal	Casts Ice3 on all opponents
Impaler	Changes one opponent to a Frog
Ink	Casts Darkness on all opponents
Krakka Greens	For chocobo capture
Lasan Nut	For chocobo breeding
Light Barrier	Casts Barrier on all
Loco Weed	Casts Confusion on all opponents
Luchile Nut	For chocobo breeding
Luck Source	Permanently raises Luck by 1 point
Magic Source	Permanently raises Magic by 1 point
Maiden's Kiss	The cure for Frog status
Megalixir	Completely restores HP/MP to All allies
Mimett Greens	For chocobo capture
Mind Source	Permanently raises Spirit by 1 point
Molotov	Casts Fire 2.5 on all opponents
M-Tentacles	Casts Bio3 on all opponents
Mute Mask	Casts Silence on all opponents
Pahsana Greens	For chocobo capture
Pepio Nut	For chocobo breeding
Pheonix Down	Revives a character to 15% HP
Porov Nut	For chocobo breeding
Potion	Restores 100 HP of loss HP
Power Source	Permanently raises Strength by 1 point
Pram Nut	For chocobo breeding

Reagan Greens	For chocobo capture
Remedy	Cures all abnormal statuses 1/battle
Saraha Nut	For chocobo breeding
Save Crystal	Create save spot anywhere in Last Crater
Shrapnel	Small Damage when used against all opp.
Shrivel	Casts Mini on one opponent
S-Mine	Powerful Damage against one opponent
Smoke Bomb	Allows easier escape from battle
Soft	The cure for Stone/Break status
Speed Drink	Casts Haste on one party member
Speed Source	Permanently raises Speed by 1 Point
Spider-Web	Casts Slow on all opponents
Star Dust	Casts Comet2 on all opponents
Super Sweeper	(beats the heck out of me)
Swift Bolt	Casts Bolt3 on all opponents
Sylkis Greens	For chocobo capture
Tent	Restores all lost HP/MP at save points
Tissue	(beats the heck out of me)
Tranquilizer	The cure for Fury/Berserk status
T/S Bomb	Casts Demi2 against one opponents
Turbo Ether	Completely Restores all loss MP
Vaccine	Use in advance to prevent transformation
Vampire Fang	Absorbs HP from one opponent
War Gong	Casts Berserk on all opponents
X-Potion	Completely restores all loss HP
Zeio Nut	For chocobo breeding

NOTE: The majority of the items involving the Wall Market ties up to the Corneo's Mansion incident.

Rare Items/Event Items	Effect
Ancient Key	For use to acquire WHITE MATERIA

Basement Key	For use in Nibelheim Basement
Black(METEO) Materia	For use in developing storyline
Blonde Wig	For use on Cloud in Wall Market only
Cologne	For use on Cloud in Wall Market only
Cotton Dress	For use on Cloud in Wall Market only
Deodorant	For use in Wall Market only
Diamond Tiara	For use on Cloud in Wall Market only
Digestive	For use in Wall Market only
Disinfectant	For use in Wall Market only
Dyed Wig	For use on Cloud in Wall Market only
Flower Cologne	For use on Cloud in Wall Market only
Glacier Map	To help navigate through Great Glacier
Grass Tiara	For use on Cloud in Wall Market only
Huge Materia(all 4 of them)	To acquire Bahamut Zero/Master Materia
Keycard 60	For use in Shinra Tower Floor 59
Keycard 62	For use in Shinra Tower Floor 61
Keycard 65	For use in Shinra Tower Floor 64
Keycard 66	For use in Shinra Tower Floor 65
Keycard 68	For use in Shinra Tower Floor 68
Keystone	For use in Temple of Ancients
Leviathan Scales	For use to put out fire in Da Chao
Members Card	For use in Wall Market only
Midgar Parts	For use in Shinra Tower Floor 65
Mythril	For use in Sleeping Man's cave
Pharmacy Coupons	For use in Wall Market only
PHS	For use in Save Points only
Ruby Tiara	For use on Cloud in Wall Market only
Satin Dress	For use on Cloud in Wall Market only
Sexy Cologne	For use on Cloud in Wall Market only
Silk Dress	For use on Cloud in Wall Market only

Snowboard | For use to get to Great Glacier

White (HOLY) Materia | For use in developing storyline

Wig | For use on Cloud in Wall Market only

----- [Weapons Listing] -----

----- [Aeris] -----

Weapon	Cost	AttPwr	Hit%	UnLS	LS	Materia Growth
Aurora Rod	5800	51	110%	1	4	Normal
Fairy Tale	2500	37	103%	7	0	Normal
Full Metal Staff	800	22	100%	2	0	Normal
Guard Stick	NA	12	99%	1	0	Normal
Mythril Rod	370	16	100%	0	2	Normal
PARASOL	NA	58	118%	0	0	NA
Princess Guard	NA	52	111%	1	6	Normal
Prism Staff	2600	40	105%	0	4	Normal
Striking Staff	1300	32	100%	2	2	Normal
Wiser Staff	NA	33	100%	4	0	Double
Wizard Staff	NA	28	100%	3	0	Double

Aurora Rod | Shop in Wutai
Fairy Tale | Recieved from Turks battle in Gongaga
Full Metal Staff | Shop in Kalm
Guard Stick | Initially equipped
Mythril Rod | Shop in Wall Market
PARASOL | 4000 pts. in Speed Square (Gold Saucer)
Princess Guard | Temple of Ancients
Prism Staff | Shop in Cosmo Canyon
Striking Staff | Stolen from Eligor
Wiser Staff | Recieved from Gi Nattak battle
Wizard Staff | Fall left on Mt. Corel train tracks

----- [Barret] -----

Weapon	Cost	AttPwr	Hit%	UnLS	LS	Materia Growth
AM Cannon	12000	77	103%	0	6	Normal
Assault Gun	350	17	98%	0	2	Normal
Atomic Scissors	NA	32	99%	2	2	Normal
Cannonball	950	23	98%	1	2	Normal
Chainsaw	6300	52	100%	1	4	Normal
Drill Arm	2000	37	97%	4	0	Double
Enemy Launcher	3200	35	100%	3	2	Normal
Gattling Gun	NA	14	97	1	0	Normal
Heavy Vulcan	2700	39	100%	0	4	Normal
Max Ray	NA	97	98%	0	6	NA
Micro Laser	12000	63	101%	2	4	Normal
Missing Score	NA	98	108%	0	0	NA
Rocket Punch	NA	62	110%	0	0	NA
W Machine Gun	18000	30	100%	3	0	Double

AM Cannon | Shop in Mideel

Assault Gun		Acquired after defeating Guard Scorpion
Atomic Scissors		Steal from Custom Sweeper outside Midgar
Cannonball		Shop in Kalm
Chainsaw		Shop in Wutai
Drill Arm		Cid's House
Enemy Launcher		Nibelheim
Gattling Gun		Initially Equipped
Heavy Vulcan		Shop in Cosmo Canyon
Max Ray		Found in Sector 8
Micro Laser		Shop in Icicle Inn
Missing Score		During Raid on Midgar
Rocket Punch		Temple of Ancients
W Machine Gun		Mt.Corel tracks

----- [Cait Sith] -----

Weapon		Cost		AttPwr		Hit%		UnLS		LS		Materia Growth
Battle Trumphet		NA		95		95%		0		6		Normal
Black M-Phone		2800		31		104%		4		0		Double
Blue M-Phone		5500		48		100%		1		4		Normal
Crystal M-Phone		18000		74		100%		0		6		Normal
Gold M-Phone		NA		58		103%		0		8		NA
Green M-Phone		12000		41		100%		0		4		Normal
Marvelous Cheer		NA		95		110%		0		8		NA
Red M-Phone		11000		60		100%		2		4		Normal
Starlight Phone		NA		88		102%		0		8		NA
Trumphet Shell		3000		68		118%		0		0		Normal
White M-Phone		2300		35		102%		3		0		Double
Yellow M-Phone		500		36		100%		2		2		Normal
Battle Trumphet		Underwater Reactor										
Black M-Phone		Cave of Gi										
Blue M-Phone		Shop in Wutai										
Crystal M-Phone		Shop Mideel										
Gold M-Phone		Costa Del Sol										
Green M-Phone		Shop in Cosmo Canyon										
Marvelous Cheer		3rd locker on the Gym in Shinra Tower during Midgar Raid										
Red M-Phone		Shop in Icicle Inn										
Starlight Phone		Sector 8										
Trumphet Shell		Temple of Ancients(Door 7)										
White M-Phone		Gongaga										
Yellow M-Phone		Initially Equipped										

----- [Cid] -----

Weapon		Cost		AttPwr		Hit%		UnLS		LS		Materia Growth
Dragoon Lance		NA		66		100%		8		0		Normal
Javelin		NA		62		104%		1		4		Double
Mast Ax		13000		64		99%		2		4		Normal
Mop		NA		68		118%		0		0		NA
Partisan		19000		78		100%		0		6		Normal
Scimitar		NA		86		102%		0		2		Triple
Slash Lance		6500		56		98%		1		4		Normal
Spear		1200		44		97%		0		4		Normal
Trident		7500		60		105%		6		0		Normal
Venus Gospel		NA		97		103%		0		8		NA
Viper Halberd		NA		58		102%		4		0		Double

Dragoon Lance		Da-chao Mountains in Wutai
Javelin		Gaea's Cliff
Mast Ax		Shop in Icicle Inn
Mop		Temple of Ancients
Partisan		Shop in Mideel
Scimitar		Underwater Reactor
Slash Lance		Wutai
Spear		Initially Equipped
Trident		Temple of Ancients
Venus Gospel		Rocket Town, speak with man after Meteor is casted
Viper Halberd		Coral Valley

----- [Cloud] -----

Weapon		Cost		AttPwr		Hit%		UnLS		LS		Materia Growth
Apocalypse		NA		88		110%		3		0		Triple
Buster Sword		NA		18		96%		0		2		Normal
Butterfly Edge		2800		39		100%		0		4		Normal
Crystal Sword		18000		76		105%		0		6		Normal
Enhance Sword		12000		43		107%		0		8		Normal
Hardedge		1500		32		98%		2		2		Normal
Heaven's Cloud		NA		93		100%		6		0		Normal
Force Stealer		2200		36		100%		3		0		Double
Murasame		6500		51		100%		1		4		Normal
Mythril Saber		1000		23		98%		1		2		Normal
Nail Bat		2800		70		100%		0		0		NA
Organics		12000		62		103%		2		4		Normal
Ragnarok		NA		97		105%		0		6		Normal
Rune Blade		3800		40		108%		4		0		Double
Ultima Weapon		NA		100		110%		0		8		NA
Yoshiyuki		NA		56		100%		2		0		Normal

Apocalypse		Ancient Forest
Buster Sword		Initially equipped
Butterfly Edge		Shop in Cosmo Canyon
Crystal Sword		Shop in Mideel
Enhance Sword		Gaea's Gliffs
Hardedge		Steal from Soldier: 3rd
Heaven's Cloud		Sunken Gelnika
Force Stealer		Acquiring 150 or more points during Junon Event
Murasame		Shop in Wutai
Mythril Saber		Shop in Kalm
Nail Bat		Fall from Clock in Temple of Ancients
Organics		Shop in Icicle Inn
Ragnarok		Defeat Prod Clod
Rune Blade		Nibelheim Mountains
Ultima Weapon		Defeat Ultimate Weapon
Yoshiyuki		Talk to man in front Rocket Town

----- [Red XIII] -----

Weapon		Cost		AttPwr		Hit%		UnLS		LS		Materia Growth
Adaman Clip		11000		60		106%		2		4		Normal
Centclip		NA		58		108%		8		0		Normal
Crystal Comb		17000		76		108%		0		6		Normal
Diamond Pin		1300		33		102%		2		2		Normal
Gold Barette		6000		50		104%		1		4		Double
Hairpin		6000		57		120%		0		0		NA

LIMITED MOON	NA	93	114%	0	8	NA
Magic Comb	3500	37	100%	3	0	Double
Mythril Clip	800	24	100%	1	2	Normal
Plus Berette	6000	39	104%	4	0	Normal
Seraph Comb	NA	68	110%	4	0	Normal
Silver Berette	2500	40	110%	0	4	Normal
Spring Gun Clip	NA	87	100%	0	6	Normal

Adaman Clip	Shop in Icicle Inn
Centclip	Costa Del Sol
Crystal Comb	Shop in Mideel
Diamond Pin	Steal from Bagnadrana
Gold Barette	Shop in Wutai
Hairpin	Wutai
LIMITED MOON	Return to BugenHagen's room after Meteor begins
Magic Comb	Fort Condor(play mini game)
Mythril Clip	Initially Equipped
Plus Berette	Nibelheim Mountains
Seraph Comb	After Gi Nattak Caves
Silver Berette	Shop in Cosmo Canyon
Spring Gun Clip	Ancient Forest

----- [Tifa] -----

Weapon	Cost	AttPwr	Hit%	UnLS	LS	Materia Growth
Crystal Glove	16000	75	115%	0	6	Normal
Diamond Knuckle	5800	51	112%	1	4	Normal
Dragon Claw	10000	62	114%	2	4	Normal
God's Hand	NA	86	255%	0	4	Normal
Grand Glove	1200	31	110%	2	2	Normal
Kaiser Knuckle	15000	44	110%	6	2	Normal
Leather Glove	NA	13	99%	1	0	Normal
Metal Knuckle	320	18	102%	0	2	Normal
Motor Drive	NA	27	106%	3	0	Double
Mythril Claw	750	24	106%	1	2	Normal
Platinum Fist	2700	30	108%	4	0	Double
Premium Heart	NA	99	112%	0	8	NA
Tiger Fang	2500	38	110%	0	4	Normal
Work Glove	2200	68	114%	0	0	NA

Crystal Glove	Shop in Mideel
Diamond Knuckle	Shop in Wutai
Dragon Claw	Shop in Icicle Inn
God's Hand	Defeat Carry Armor
Grand Glove	Steal from Madouge
Kaiser Knuckle	Whirlwind Maze
Leather Glove	Initially Equipped
Metal Knuckle	Shop in Wall Market
Motor Drive	Costa Del Sol
Mythril Claw	Shop in Kalm
Platinum Fist	Nibelheim
Premium Heart	Get Sector 5 key from Bone Village and use it in Midgar
Tiger Fang	Shop in Cosmo Canyon
Work Glove	Temple of Ancients

----- [Vincent] -----

Weapon	Cost	AttPwr	Hit%	UnLS	LS	Materia Growth
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Buntline	NA	48	124%	0	4	NA
Death Penalty	NA	99	115%	0	8	NA
Lariat	12000	64	120%	2	4	Normal
Long Barrel R	NA	66	255%	0	8	NA
Outsider	NA	80	120%	4	4	Normal
Peacemaker	NA	38	118%	1	2	NA
Quicksilver	1000	38	110%	2	2	Normal
Shotgun	3100	48	112%	0	4	Normal
Shortbarrel	6400	51	118%	1	4	Normal
Sniper CR	3000	42	255%	0	4	Normal
Supershot ST	NA	97	120%	0	6	NA
Winchester	18000	73	120%	0	6	Normal

Buntline	Bone Village
Death Penalty	Waterfall Cave
Lariat	Shop in Icicle Inn
Long Barrel R	Costa Del Sol
Outsider	Downed Shinra Plane
Peacemaker	Kalm
Quicksilver	Initially Equipped
Shotgun	Shop in Rocket Town
Shortbarrel	Shop in Wutai
Sniper CR	Neibelheim Mountains
Supershot ST	Ancient Forest
Winchester	Shop in Mideel

----- [Yuffie] -----

Weapon	Cost	AttPwr	Hit%	UnLS	LS	Materia Growth
4-Point Shuriken	NA	23	100%	2	1	Normal
Boomerang	1400	30	101%	2	2	Normal
Conformer	NA	96	112%	0	8	NA
Cystral Cross	18000	74	110%	0	6	Normal
Hawkeye	12000	61	107%	4	2	Normal
Magic Shuriken	14000	68	110%	2	6	Normal
Oritsuru	NA	90	116%	4	4	Normal
Pin Wheel	2600	37	104%	0	4	Normal
Razor Ring	6000	49	105%	4	1	Normal
Super Ball	3000	68	120%	0	0	NA
Twin Viper	NA	36	108%	4	0	Double
Wind Slash	NA	30	103%	3	0	Normal

4-Point Shuriken	Initially Equipped
Boomerang	Steal from Formula
Conformer	Find in Sunken Gelnika
Cystral Cross	Shop in Mideel
Hawkeye	Shop in Icicle Inn
Magic Shuriken	Costa Del Sol
Oritsuru	Da-chao Mountains
Pin Wheel	Shop in Cosmo Canyon
Razor Ring	Shop in Wutai
Super Ball	Fort Condor
Twin Viper	Nibelheim Mansion
Wind Slash	Shinra Boat

----- [Armor] -----

Name: | Aegis Armlet
Cost: | NA
Defense: | 55
Evade: | 15
Linked Slots: | 4
Unlinked: | 0
Magic Defense: | 86
Magic Evade: | 60
Magic: | 1
Location: | Raid on Midgar

Name: | Aurora Armlet
Cost: | NA
Defense: | 76
Evade: | 8
Linked Slots: | 4
Unlinked: | 0
Magic Defense: | 54
Magic Evade: | 3
Magic: | 1
Location: | City of Ancients

Name: | Bolt Armlet
Cost: | NA
Defense: | 74
Evade: | 8
Linked Slots: | 4
Unlinked: | 0
Magic Defense: | 55
Magic Evade: | 3
Magic: | 1
Location: | Corel Valley

Name: | Bronze Bangle
Cost: | NA
Defense: | 8
Evade: | 0%
Linked Slots: | 0
Unlinked: | 0
Magic Defense: | 0
Magic Evade: | 0%
Magic: | 1
Location: | Initially Equipped

Name: | Carbon Bangle
Cost: | 800
Defense: | 27
Evade: | 3
Linked Slots: | 2
Unlinked: | 1
Magic Defense: | 8
Magic Evade: | 0
Magic: | 1
Location: | Steal from Moth Slasher

Name: | Chocoobracelet
Cost: | NA
Defense: | 35
Evade: | 10

Linked Slots: | 0
Unlinked: | 4
Magic Defense: | 38
Magic Evade: | 10
Magic: | 1
Location: | Random Chocobo Racing Gift

Name: | Crystal Bangle
Cost: | 4800
Defense: | 70
Evade: | 8
Linked Slots: | 6
Unlinked: | 0
Magic Defense: | 45
Magic Evade: | 1
Magic: | 1
Location: | Shop in Mideel

Name: | Diamond Bangle
Cost: | 3200
Defense: | 57
Evade: | 6
Linked Slots: | 4
Unlinked: | 1
Magic Defense: | 37
Magic Evade: | 0
Magic: | 1
Location: | Shop in Bone Village

Name: | Dragon Armlet
Cost: | NA
Defense: | 58
Evade: | 3
Linked Slots: | 6
Unlinked: | 0
Magic Defense: | 0
Magic Evade: | 7%
Magic: | 1
Location: | Defeat Red Dragon

Name: | Edincoat
Cost: | NA
Defense: | 50
Evade: | 0
Linked Slots: | 0
Unlinked: | 8
Magic Defense: | 33
Magic Evade: | 0
Magic: | 1
Location: | Defeat Palmer

Name: | Escort Guard
Cost: | NA
Defense: | 62
Evade: | 5
Linked Slots: | 6
Unlinked: | 0
Magic Defense: | 0
Magic Evade: | 0
Magic: | 1

Location: | Sunken Gelnika

Name: | Fire Armlet

Cost: | NA

Defense: | 72

Evade: | 8

Linked Slots: | 4

Unlinked: | 0

Magic Defense: | 52

Magic Evade: | 3

Magic: | 1

Location: | Gaea's Cliffs

Name: | Four Slots

Cost: | 1300

Defense: | 12

Evade: | 0

Linked Slots: | 8

Unlinked: | 0

Magic Defense: | 10

Magic Evade: | 0%

Magic: | 1

Location: | Give Item Coupon A in Shinra Tower

Name: | Gigas Armlet

Cost: | NA

Defense: | 59

Evade: | 0

Linked Slots: | 0

Unlinked: | 1

Magic Defense: | 0

Magic Evade: | 0

Magic: | 0

Location: | Defeat Demons' Gate

Name: | Gold Armlet

Cost: | 2000

Defense: | 46

Evade: | 4

Linked Slots: | 2

Unlinked: | 2

Magic Defense: | 22

Magic Evade: | 0

Magic: | 1

Location: | Steal from Dragon

Name: | Imperial Guard

Cost: | NA

Defense: | 82

Evade: | 6

Linked Slots: | 0

Unlinked: | 0

Magic Defense: | 74

Magic Evade: | 0

Magic: | 1

Location: | Steal from Reno during Raid on Midgar

Name: | Iron Bangle

Cost: | 160

Defense: | 10

Evade: | 0%
Linked Slots: | 0
Unlinked: | 1
Magic Defense: | 2
Magic Evade | 0%
Magic: | 1
Location: | Beginner's Shop

Name: | Minerva Band
Cost: | NA
Defense: | 60
Evade: | 8
Linked Slots: | 6
Unlinked: | 0
Magic Defense: | 57
Magic Evade: | 0
Magic: | 1
Location: | Steal from Elena during Raid on Midgar.

Name: | Mystile
Cost: | NA
Defense: | 65
Evade: | 60%
Linked Slots: | 6
Unlinked: | 0
Magic Defense: | 72
Magic Evade: | 60
Magic: | 1
Location: | Raid on Midgar, Last Crater

Name: | Mythril Armlet
Cost: | 350
Defense: | 18
Evade: | 3
Linked Slots: | 2
Unlinked: | 0
Magic Defense: | 6
Magic Evade: | 0
Magic: | 1
Location: | Shop in Wall Market

Name: | Platinum Bangle
Cost: | 1800
Defense: | 20
Evade: | 0
Linked Slots: | 0
Unlinked: | 2
Magic Defense: | 12
Magic Evade: | 0
Magic: | 1
Location: | Shop in Costa Del Sol

Name: | Rune Armlet
Cost: | 3700
Defense: | 43
Evade: | 5
Linked Slots: | 0
Unlinked: | 4
Magic Defense: | 24
Magic Evade: | 0

Magic: | 2
Location: | Shop in Bone Village

Name: | Shinra Alpha
Cost: | NA
Defense: | 77
Evade: | 0
Linked Slots: | 6
Unlinked: | 0
Magic Defense: | 34
Magic Evade: | 0
Magic: | 1
Location: | Steal from Underwater MP

Name: | Shinra Beta
Cost: | NA
Defense: | 30
Evade: | 0%
Linked Slots: | 2
Unlinked: | 2
Magic Defense: | 0
Magic Evade: | 0%
Magic: | 1
Location: | Steal from Marine

Name: | Silver Armlet
Cost: | 1300
Defense: | 34
Evade: | 4
Linked Slots: | 2
Unlinked: | 2
Magic Defense: | 14
Magic Evade: | 0
Magic: | 1
Location: | Defeat Dyne

Name: | Titan Bangle
Cost: | 280
Defense: | 14
Evade: | 2
Linked Slots: | 0
Unlinked: | 2
Magic Defense: | 4
Magic Evade: | 0
Magic: | 1
Location: | Defeat Airbuster

Name: | Warriors Bangle
Cost: | NA
Defense: | 96
Evade: | 0
Linked Slots: | 4
Unlinked: | 0
Magic Defense: | 21
Magic Evade: | 0
Magic: | 1
Location: | Defeat Eagle Gun

Name: | Wizard Bracelet
Cost: | 12000

Defense: | 6
Evade: | 3
Linked Slots: | 8
Unlinked: | 0
Magic Defense: | 85
Magic Evade: | 3
Magic: | 1
Location: | Defeat Jenova Life

Name: | Ziedrich
Cost: | NA
Defense: | 100
Evade: | 15
Linked Slots: | 0
Unlinked: | 0
Magic Defense: | 98
Magic Evade: | 18%
Magic: | 0
Location: | Steal from Rude

=====
----- [Accessories] -----
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Name: | Amulet
Price: | 10000
Information: | Luck +10
Location: | Shop in Mideel.

Name: | Bolt Ring
Price: | 8000
Information: | Drops total damage down from lightning elemental attacks.
Location: | Shop in Mideel.

Name: | Cat's Bell
Price: | NA
Information: | Gradually restores lost HP as you walk.
Location: | Win 12 straight races in chocobo racing in Gold Saucer.

Name: | Champion Belt
Price: | NA
Information: | Power +10, Strength +10
Location: | 16000 Battle Points in Battle Arena in Gold Saucer.

Name: | Choco Feather
Price: | 10000
Information: | Dexterity +10
Location: | Shop in Wutai

Name: | Earrings
Price: | 7500
Information: | Magic +10
Location: | Shop in Rocket Town

Name: | Fairy Ring
Price: | 3500
Information: | Protection against poison and darkness statuses.
Location: | Cave of Gi Nattak.

Name: | Fire Ring
Price: | 8000
Information: | Cuts down total damage of fire attacks.
Location: | Costa Del Sol

Name: | Fury Ring
Price: | 5000
Information: | Puts user in Berserk status.
Location: | Shop in Gongaga

Name: | Headband
Price: | 3000
Information: | Protection against Sleep.
Location: | Shop in Junon.

Name: | Hypno Crown
Price: | NA
Information: | Increases chances of morphing opponents.
Location: | Coral Valley.

Name: | Ice Ring
Price: | 8000
Information: | Drops overall total damage of ice elemental attacks.
Location: | Shop in Mideel, defeat Chekhov.

Name: | Jem Ring
Price: | 7500
Information: | Protection against Paralysis, Petrification, and Slow status.
Location: | Defeat Materia Keeper in Nibelheim Mountains.

Name: | Peace Ring
Price: | NA
Information: | Protection against Sadness, Fury, and Berserk statuses.
Location: | Defeat Rapps.

Name: | Poison Ring
Price: | NA
Information: | Turns Poison into Regen effect.
Location: | Defeat Motorball.

Name: | Power Wrist
Price: | 7500
Information: | Power +10
Location: | Defeat Bottomswell.

Name: | Protect Vest
Price: | 3500
Information: | Vitality +10
Location: | Defeat Rufus atop Shinra Tower.

Name: | Reflect Ring
Price: | NA
Information: | Puts up Reflect at all times during battle.
Location: | Defeat Jenova Death.

Name: | Ribbon
Price: | NA
Information: | Protection against all status effects.
Location: | Morph Master Tonberry, City of Ancients.

Name: | Safety Bit
Price: | NA
Information: | Protection against death spells and Slow.
Location: | Great Glacier

Name: | Silver Glasses
Price: | 3000
Information: | Protection against Darkness.
Location: | Shop in Junon.

Name: | Sneak Glove
Price: | NA
Information: | Increases stealing ratio.
Location: | Purchase for 129,000G in Midgar after raid on Midgar.

Name: | Star Pendant
Price: | 4000
Information: | Protection against poison.
Location: | Exchange Item Coupon B in Shinra Tower.

Name: | Talisman
Price: | 4000
Information: | Spirit +10
Location: | Defeat H0512.

Name: | Tetra Elemental
Price: | NA
Information: | Absorbs all elemental attacks and converts to cure magic.
Location: | Last Crater, Morph Cactaur.

Name: | Tough Ring
Price: | NA
Information: | Vitality +50, Spirit +50
Location: | Steal from Reno during Raid on Midgar.

Name: | Water Bracelet
Price: | NA
Information: | Nullifies water attacks.
Location: | Coral Valley.

Name: | White Cape
Price: | 5000
Information: | Protection against small and frog statuses.
Location: | Defeat Jenova-BIRTH.

-----[Credits]-----
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++ Squaresoft (www.squaresoft.com)
For making a good and entertaining game to keep people busy for 60 hours.

++ David Cassady(www.bradygames.com)
For using his lists in his guide. Thanks a bunch (^_^).

++ CJayc (www.gamefaqs.com)
For having a devoted site to gaming and his hard work to provide people
with enough gaming information as possible and for keeping the best

gaming site out there.

+++ Dingo Jellybean (www.vfaqs.net)
For typing this FAQ.

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-----[End of Credits]-----
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