

Final Fantasy VII Chocobo FAQ/Breeding Guide

by RPG_Master44

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Chocobo FAQ/Breeding Guide v1.0
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TABLE OF CONTENTS

1. Version History
2. Legal Stuff
3. Introduction
4. Uses for Chocobos
5. Steps to prepare for breeding
6. Chocobo Item list
7. Bill's Chocobo Ranch/Chocobo Locations
8. Chocobo Sage
9. Tricks of the Trade
10. River (Blue) Chocobo
11. Mountain (Green) Chocobo
12. River-Mountain (Black) Chocobo
13. Ocean (Gold) Chocobo
14. Chocobo Racing guide
15. Chocobuckle Enemy Skill
16. Miscellaneous

1. VERSION HISTORY

v1.0 : 10/2/02: Original Release

2. LEGAL STUFF

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3. INTRODUCTION

Chocobos are large birdlike creatures found in the world of Final Fantasy. In FFVII they can be used as transportation or fun. In this guide I will go over how to raise the best possible Chocobo for your use.

4. USES FOR CHOCOBOS

Chocobos can be used for many things. For either transportation, getting to hidden caves or areas, and racing at the Gold Saucer.

5. STEPS TO PREPARE FOR BREEDING

What you need...

A) Gil- You need a whole lot of this stuff. I suggest mastering All Materia then selling it for a handsome sum.

B) Renting stables- You need to rent stables to store your chocobos at the Chocobo Ranch. You can talk to Choco Bill to buy them. I suggest renting at least 4 but it is best to rent all 6.

C) Nuts- You need these in order to breed. They sell nuts at the Ranch but in order to raise special chocobos you need special nuts. You need:

Carbo Nuts- you can win these in the Golden Saucer Wonder Square (DISC 2 or 3 only) for a mere 500 GP. It's the first prize marked as ??????. Or the more conventional way by equipping Steal Materia and going to Bone Village with the Highwind. Here you can the mighty Vladorakos. The Vladorakos has your Carob Nuts, so steal from him. After beating it the first time, run around some more time and get 3 of those Carob Nuts. You won't need more.

Vladorakos has extremely high Hp (33,333) but he has weak attacks so just use poison on him and keep attacking. Double cut works nicely especially when at level 2.

Zeio Nuts- These are much easier to get, simply take the Highwind over to the Goblin Forest and land. The Goblin Forest can be found in the upper right corner of your map. Enter the forest and run around and wait till you get in a random battle. Once in a battle you will fight Goblins (mostly 2 at a time) and simply steal from them to receive a Zeio Nut. While your fighting them you might as well learn the Goblin Punch enemy skill they have.

D) Greens- You will need these. This is where all the Gil you made from selling your All Materias comes into play. The only real greens you need are Sylkis Greens sold from the Chocobo Sage (see Chocobo Sage for details) for 5000 Gil. Now you think "Oh 5000 Gil that's not so bad" but really you need to buy 50-100 of these. I usually buy like 500 but I like a strong Chocobo hehe.

E) Chocobo Lure Materia- This is important to buy, without it you cannot catch chocobos in battle or even fight them. It can be bought from Bill's Ranch for only 2000 Gil. You also must level it up quite high to get some of the better chocobos, I suggest mastering it.

6. CHOCOBO ITEM LIST

Greens:

(greens/cost/location)

There are only two places to buy greens and that is at Bill's Chocobo Ranch or from the Choco Sage

- Gyshal greens/100 Gil/Bill's
- Krakka greens/250 Gil/Bill's
- Tantal greens/400 Gil/Bill's
- Pahsana greens/800 Gil/Bills
- Curiel greens/1000 Gil/Bill's
- Mimett greens/1500 Gil/Bill's
- Reagen greens/3000 Gil/Sage's
- Sylkis greens/5000 Gil/Sage's

Nuts:

(nuts/cost/location)

There are only two places to buy nuts and that is at Bill's Chocobo Ranch or from the Choco Sage

- Pepio Nut/100 Gil/Bill's or stolen from Dual Horn
- Luchile Nut/200 Gil/ Bill's or stolen from Nibel Wolf
- Saraha Nut/400 Gil/Bill's or stolen from Spencer
- Lasan Nut/600 Gil/Bill's or stolen from Mandragora
- Pram Nut/1500 Gil/Sage's
- Porov Nut/2000 Gil/Sage's
- Carbo Nut/300 GP/Gold Saucer or stolen from Vladkorados
- Zeio Nut/Stolen from Goblin

Materia:

- Chocobo Lure Materia/2000/Bill's

7. BILL'S CHOCOBO RANCH/CHOCOBO LOCATIONS

Bill's Ranch is the center for all your Chocobo raising. Here you can feed, mate, and ride your chocobos. You must buy stables to store them. They cost 10,000 Gil and you can buy up to 6. I recommend buying them all but only 4 are necessary. There is also an outside pen that can hold 4 wild chocobos that you capture. Determining which chocobos you keep or raise is determined on how they are described and where they are found. Here is a list of the descriptions and locations:

Area 1 : Chocobo Ranch Area

Description: The Chocobos you find here are pretty weak and useless. The only reason to encounter Chocobos here is that they are the only Chocobos that use Chocobuckle. Refer to Chocobuckle Enemy Skill to get Chocobuckle Enemy Skill attack.

| Monsters with the Chocobo | Quality | Choco Billy Comment |
|---------------------------|---------|-------------------------------------|
| 2 Mandragora | Poor | "This one doesn't seem very good" |
| 1 Mandragora & 1 Levikron | Poor | as above |
| 2 Levikron | Weak | "I really can't recommend this one" |

2 Elfadunk as above
Weak

Area 2 : Junon Area

Description: None really good here.

Monsters with the Chocobo Choco Billy Comment
Quality

2 Capparwire (front-view) "This one doesn't seem very good"
Poor

2 Nerosuferoth as above
Poor

3 Capparwire "Mmmm, this one's not bad"
Fair

2 Capparwire (side-view) as above
Fair

Area 3 : Gold Saucer Area

Description: One of the components for the River and Mountain Chocobo comes from this area.

Monsters with the Chocobo Choco Billy Comment
Quality

1 Harpy "This is a pretty average
Chocobo" Average

2 Flapbeats as above
Average

2 Spencer "Mmmm,
this seems like a
good Chocobo" Good

Area 4 : Rocket Town Area

Description: Not much to see here folks.

Monsters with the Chocobo Choco Billy Comment
Quality

1 Velcher Task & 1 Kyuvilduns "This Chocobo's so-so"
Mediocre

2 Velcher Task as above
Mediocre

2 Valron "This is a great Chocobo"
Great

2 Kyuvilduns as above
Great

Area 5 : Wutai Area

Description: Just another stop on the tour.

Monsters with the Chocobo Choco Billy Comment
Quality

3 Tail Vault "This is a pretty average
Chocobo" Average

2 Tail Vault (front-view) as above
Average

2 Tail Vault (side-view) "Mmmm, this one's not bad"
Fair

3 Razor Weeds as above
Fair

Area 6 : Mideel Area

Description: One of the components for the River and Mountain Chocobo comes from this area.

| Monsters with the Chocobo | Quality | Choco Billy Comment |
|---------------------------|---------|----------------------------|
| 3 Headhunters | Fair | "Mmmm, this one's not bad" |
| 2 Headhunters | Fair | as above |
| 1 Spiral | Great | "This is a great Chocobo" |
| 2 Spirals | Great | as above |

Area 7 : Icicle Area

Description: It's the only area where you can hope to find the components for the Gold Chocobo...

| Monsters with the Chocobo | Quality | Choco Billy Comment |
|----------------------------|-----------|-------------------------------------|
| 2 Bandersnatch | Weak | "I really can't recommend this one" |
| 1 Bandersnatch & 1 Jumping | Weak | as above |
| 1 Jumping Chocobo!" | Wonderful | "This... is a wonderful Chocobo!" |
| 2 Jumping | Wonderful | as above |

In order to raise a special Chocobo you need the right type.

8. CHOCOBO SAGE

You can find him on the northern continent above Bone Village and to the right of Icicle Inn. You can get there with your Highwind, by landing on the small patch of green land. The Sage can sell you the best greens Sylkis which you must buy a lot of. He also gives you valuable information about Chocobo raising. Visit with him from time to time buying more greens and getting info.

Note: Before leaving be sure to examine the Green Chocobo to receive an Enemy Skill materia.

9. TRICKS OF THE TRADE

Well, here are a few tips and things to know about catching a Chocobo. First make sure you have your Chocobo Lure materia equipped, I remember times I kept thinking why they wouldn't show up in fights and noticed I was missing the materia lol. Also for Great and Wonderful chocobos to show up it must be at a good level, around 3 or so.

Once in battle remember once you attack the Chocobo it will run away (and most likely hit you before leaving). Also remember to have some extra greens with you so you can feed the Chocobo and keep it distracted. Once you defeat all enemies with the Chocobo then it will be yours.

Remember you will not always get the Chocobo you want so be sure to always catch 4 of them before returning to your stables to check on them.

Also when breeding be certain to save. You will not always get the right Chocobo color or the right sex so saving after each correct mating is important. If you mess up simply restart.

Also successful mating are also increased by Chocobo stats. If you have raced your Chocobo to an S rank then it will be much easier to get a special Chocobo from mating.

Seeing Chocobo Racing Guide for details

Also one thing to know when mating the chocobos that mated and the one born have to wait a while before mating again. So in the mean time either continue in the game, go race, find more chocobos for the next mating, or earn more Gil.

10. RIVER (BLUE) CHOCOBO

Well, this is pretty simple. First you need a great and a good Chocobo to mate.

See Chocobo Locations to find where

Now once you have them do a bit of racing to bring up there ranks and do not forget to save. Then use one of your Carbo Nuts and mate them. Hopefully you will get a River Chocobo. You may get a Mountain Chocobo which is fine because they have the same method in mating.

11. MOUNTAIN (GREEN) CHOCOBO

The method for this is exactly the same as the River Chocobo. So once you raise one keep the same chocobos you used to mate (wait a while they need to rest) and mate them again to get a Mountain Chocobo. Make sure the River and Mountain are both opposite sexes and different colors.

12. RIVER-MOUNTAIN (BLACK) CHOCOBO

Now take your Mountain and River Chocobo and do a little racing to get their ranks up a bit. Then mate them with your last Carbo Nut into a Black Chocobo.

13. OCEAN (GOLD) CHOCOBO

Well, here it is the one you have been waiting for. First things first, race and get your ranks up for your Black Chocobo and also get a Wonderful Chocobo and race it too. Then you can mate them with your only Zeio Nut. Remember to save beforehand. Once your done you should have a Gold Chocobo of your very own. One that can go anywhere on the world map.

14. CHOCOBO RACING GUIDE

This is the fun part, racing. You can race your newly raised chocobos against others for prizes and ranks. The higher your rank the better the spoils. But much preparation must go into this. First you must buy a lot of Sylkis Greens. They are the best to feed your Chocobo as they raise all attributes. There are 4 attributes a Chocobo has:

Speed- How fast your Chocobo goes.

Stamina- Very important as it makes your Chocobo go faster for longer periods.

Intelligence- Like stamina it helps you pace yourself.

Attitude- Something that gets better the more you feed it, gives you better control.

Once you feed a Chocobo it will let you know what increases. If it doesn't mention anything then your Chocobo is maxed out. It is not necessary to max out all stats but I like to do it hehe.

Now the racing, there are a few things to know when racing. Here are a few tips:

-I like to set it in Manual at the beginning of a race. You can do this by pressing select.

-At the start of the race it is best to boost ahead and get a good lead. I like to use about half my energy on the short track in the beginning to get ahead. On the long track I use maybe 1/4 of it.

-Once ahead I like to stay in front of the rider trying to pass me. It is quite easy to do this when starting as they are not very fast. As long as you stay in front they can't pass you. If one starts to get by you then boost a bit to stay ahead.

-Now once you approach the end I noticed the computer does an all out boost in the space scene on the small track. Now if you still have half your energy left then you can start your boost before them. Usually I do so when I reach the bridge. This gives you a good lead especially if you are racing against good racers like Joe.

Now if you are wondering who "Joe" is here are some tips about who he is and how to beat him.

-Joe is the rider you meet when you first race after getting out of Corel Prison. Ester introduces you to him but you don't race him...yet.

-Once you reach the B or A rank he makes his appearance. His Chocobo is a Black Chocobo named Teioh. This Chocobo is a beast. Even when you have a Gold Chocobo this one will still be higher than yours. So how do you beat a Chocobo that is better than yours? Well, here is how...

-First at the beginning of the race you MUST get ahead of him. He is not a smart racer he will just pace himself, so stay in front of him at all times. Try and save your energy though. Only boost if he passes you. Now once he gets to the space scene he starts his boost. Then he is in a league of his own and cannot be matched. So you must have a good amount of energy left and start your boost before him. So you get a good lead ahead of him. Again I suggest starting it once you reach the bridge or even sooner. He will catch up sometimes so hopefully you can move around and stay in front. There will be some matches you lose, but with this strategy you should win most. It all comes with practice. Once you get good you will beat Teioh in your sleep hehe.

Now that your a pro S rank jockey you can get some good items. If you can get 10 wins you will then get a prize or should I say prizes of very rare items.

15. CHOCOCKLE

First you must buy a some Mimet Greens, then equip your Chocobo Lure Materia. Then battle outside of the ranch until you fight a Chocobo. Then use the greens on him and perform your enemy skill L4 Suicide. Then the Chocobo will go crazy and perform Chocobuckle and you may then learn it.

Chocobuckle is a non-elemental attack that does as much damage as the times you escaped from a battle. Which to me is kinda useless since I never run but I have to have them all hehe.

16. MISCELLANEOUS

There are some Chocobo related things in this game not related to racing or breeding. Here are some:

A) White Chocobo- There is a White Chocobo running around in the town of Mideel. It will want some Soleman Greens (which is bad translation for Mimet Greens). So give him some and then tickle his ear and you will get the Contain Materia for your trouble.

B) Green Chocobo- There is a Green Chocobo at the Chocobo Sage's house that if you examine it drops an Enemy Skill Materia.

C) Materia Caves- Once you have a Gold Chocobo you can go anywhere, even some places your Highwind can't visit. There are Materia Caves located around the world with the most rarest materia in the game. Even the all powerful Knights of the Round summon located in the upper right corner of the map (you cannot see it though). So explore a bit to find them.

D) Ancient Forest- You can reach this once you defeat Ultima Weapon but if your impatient then you can reach it with your Gold Chocobo. It is right next to Cosmo Canyon.

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