

Final Fantasy VII Great Glacier Navigation Guide

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Updated to v1.0 on Apr 3, 2006

FINAL FANTASY VII
GREAT GLACIER NAVIGATION GUIDE
Version 1

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Best viewed with Courier New font

INTRODUCTION

Hi! Welcome to the guide that will help you navigate the Great Glacier of Final Fantasy VII EASILY. If you follow this, you WON'T go more than one time for each area (except for one special area) of Great Glacier, so hopefully this'll help you to prevent Cloud from fainting before reaching Gaea Cliffs. Remember, if Cloud get fainted, the party will be taken directly to the last area, which is the Bottom of Gaea Cliffs. But if you did fainted, yet you follow the guide correctly before you get fainted, you will most likely have been to at least 12-13 area from a total of 15. Good luck, godspeed, and off we go!

NOTE: I've also put the shorter version of this guide at Neoseeker's Tips section, incase you haven't notice it (shameless plug ^_^;).

TIPS

(1) Equip your charas with the best equipments (weapon, armor, accessory, etc) available at the game so far. This will help you to kill the enemies faster and protect yourself better so you don't waste too much time for healings and Phoenix Downs.

(2) Train your charas properly before you enter Great Glacier. I suggest at least level 35-40. At this level, you will most probably have strong charas so that one attack from one of your party member will dispatch one enemy. Like I said before, killing the enemies faster will help you to save more time. Even better, bring

| your strongest charas in battle! |

| (3) At battles, attack with physical attacks ONLY. |
| Magic casting and summoning takes time, do that only in |
| case of VERY emergency, but it?s best for not using it |
| at all. I only use magic to heal, but that?s only if I |
| run out of healing items, and it?s actually a pretty |
| rare case for me. It?s also best to heal at battle so |
| you won?t have to open up the Menu every time. |

| (4) Stock up on healing items as many as you can |
| afford! You?ll need lotsa them, trust me. |

| (5) At the field, try not to open the Menu too much |
| (changing equipments, materias, limits, etc). The timer |
| won?t stop even when you opened the Menu. So arrange |
| all your charas needs before entering Great Glacier, |
| and stick with it till you?re finished there. Just open |
| up the Menu to heal when you forgot or didn?t have time |
| to heal at battles. |

| (6) NEVER let your game on idle. If you need to do |
| something else (nature?s call, Mom?s call, read this, |
| whatever), wait till you get on random battle and hit |
| the Start button to PAUSE the game. This is the ONE AND |
| ONLY way to stop the timer. |

| (7) There are areas at Great Glacier that allows you to |
| return to the World Map, just behind Icicle Inn, incase |
| you need all the facilities available at the World Map |
| (save, tent, etc) or at Icicle Inn (rest, buy items, |
| etc). Be WARNED tho: Once you exit Great Glacier, you |
| will hafta restart the journey, all the way from |
| Snowboard track. If there?s somebody e-mailed me asking |
| ?Can I get right to area (enter number here) after I |
| landed from the Snowboarding track, so I don?t hafta |
| restart from area (1)?? or sometn like that, I will add |
| that info here. But for the time being, I?ll just gonna |
| assume that you read this tips section carefully, got |
| all the preparations needed, likewise, you did not |
| hafta exit the Great Glacier in any way or for any |
| reason whatsoever. |

| WALKTHROUGH |

| Area (1) |
| To your surprise, it?s the Snowboarding Track! Yes, I |
| DID count the Snowboard track as part of Great Glacier |
| areas. So, go right on each junctions you?ll meet to |
| get to area (2). |

| Area (2) |
| This area's almost fully enclosed by mountains. There |
| is a cave on your right. If you enter, you can go back |
| to World Map, just behind Icicle Inn by 'riding' that |
| slippery ice on the upper part of the cave. But to |

| continue with your mission (Gaea Cliffs, you didn't
| forget that's where you're going, did you?), don't go
| right. Go left and you'll be at area (3).

| Area (3)

| There is a frozen lake on the north side of the place.
| Go Northeast a bit, crossing the ice on the lake to
| pick up the Potion, then go North crossing the frozen
| lake completely and enter the next screen to a
| sub-area. Let's call it area (3)A. There is a puzzle of
| 'Jumping Mini-Icebergs' which you hafta solve (I won't
| put the solved puzzle here, it's just too easy. But if
| there's actually someone who's having problem with it,
| e-mail me and I'll put it here) before you can go to
| the next sub-area which we will call area (3)B. At
| (3)B, just enter the cave, pick up the Safety Bit
| accessory and backtrack all the way to area (3). Exit
| via Southwest to (4).

| Area (4)

| Fully covered with snowy trees, I think it's a winter
| forest of some sort. Go to the left-most side of the
| area (don't exit it yet) and then directly up to pick
| up the almost-unseen-under-a-tree Mind Source. After,
| go straight down to exit and move on to (5).

| Area (5)

| It's actually the 'real' first area of Great Glacier.
| You can tell by the BIG signboard. If you need the
| World Map behind the Icicle Inn again, go South. To
| move on, go left to area (6).

| Area (6)

| Here, just go on to area (7) thru North exit.

| Area (7)

| There are 2 caves here. One is a bit far on your right,
| and one just north. Ignore the right one and enter the
| north one, pick up the Elixir, exit the cave via its
| north, and forward North again to (8).

| Area (8)

| Simply go down to next area.

| Area (9)

| A bridge made out of log is here. Cross it to go to the
| right exit.

| Area (10)

| Its single tree standing in the middle of the area is
| your clue. Just go on right.

| Area (11)

| Move Northeast to next area. Along the way to area
| (12), you could find the Added Cut Materia, which is
| quite hard to spot if you're not careful enough. I
| recommend walk, don't run, so you could see the materia
| twinkling. If you missed it, and exit the area to the
| next one, you'll be in BIG trouble. Why? Coz you WILL
| NOT be back on area (11), thus you'll hafta re-route

| till you get back on area (11) once more. This is one |
| of those ?trap? areas, so, like Tweety would say, be |
| vewy caweful. |

| Area (12)

| Altho there are Hot Springs all over the place, somehow |
| Square didn't allow Cloud to jump inside the springs to |
| heat up in there. Yet, Cloud could just jump up and |
| down to warm himself up when climbing the Gaea Cliffs. |
| Weird, I know. At a time like this, you'll wish that |
| Square would consult with Natsume so they can make |
| Cloud more like the Harvest Moon main chara, who can |
| freely jump to hot springs and enjoy the warm water |
| there instead of forcing himself up to ignore the hot |
| springs coz his creators didn't realize the reality ;P. |
| Anyway, TOUCH the spring on the left side before going |
| up to continue, if you wanna get the awesome Alexander |
| Summon Materia. If for some reason you didn't wanna get |
| Alex, just ignore the springs and go straight up to |
| exit the springs. |

| Area (13)

| MOST CONFUSING area of all!! Just be careful to put |
| your 3 red-stick-marker on a straight line of the |
| direction you're going so you know where to go when the |
| place do its annoying random rotation. Go where Cloud |
| is facing when he first enter this area, all the way |
| till you find a tent. No, not ?tent the item? tent, but |
| ?tent the real-life-visualized? tent. Inside, pick up |
| the All Materia. From this tent, if you go straight up, |
| you'll arrive at the last area, but if you touched the |
| spring at the area before to get that VERY cool |
| Alexander, go right till you enter area (14). |

| Area (14)

| Enter the cave at the Southeast side and talk to the |
| 'person' inside. You'll engage a battle with the |
| stronger version of Snow enemy, but she'll leave |
| Alexander summon materia after the fight. After you |
| pick Alex up, you can either wonder around and fight |
| more enemies and faint yourself out, or you can go back |
| to area (13) and try to find your way up to area (15). |
| It's harder to find it than to faint, in my opinion. |

| Area (15)

| My fellow journeymen, congrats. This area is called |
| Bottom of Gaea Cliffs. At the lodge (if you fainted, |
| you'll automatically be inside the lodge and healed) |
| you can save at the savepoint, rest by talking to the |
| owner, or whatever. This is the last, final, and end of |
| Great Glacier. If you arrived here before reaching some |
| areas, go down from the lodge (going up from the lodge |
| will take you to where the story continues, which is |
| Gaea Cliffs itself) to get back to area (13) and do the |
| backtracking routine. |

| LAST WORDS |

| Well, for being my second guide, I think it turns out |
| pretty good for a beginner, don?t you think? =P This is |
| the end of the guide. I will happily accept any input |
| and will also give any necessary additions even if you |
| didn?t ask for it. Teehee. E-mail me if you need to ask |
| anytn bout FFVII, but please put ?FF7 Great Glacier? as |
| your subject, otherwise I?ll hafta ignore and delete it |
| right away. The guide is exclusively available at |
| www.neoseeker.com and the updated version will only be |
| available there also. Copyrighted to me, Armalani |
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| you don?t, YOU BETTER GIVE ME THE CREDIT OR ELSE!! Just |
| don?t, I repeat, DON?T MAKE MONEY OUT OF IT and we?ll |
| get along just fine. ^_^ Isn?t peace is a beautiful |
| thing to cherish? Ok, thanks for reading and may it be |
| a help for you. Jya! |

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