

Final Fantasy VII FAQ

Sascha Balkau

COLLABORATORS

	<i>TITLE :</i> Final Fantasy VII FAQ		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Sascha Balkau	August 24, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Final Fantasy VII FAQ	1
1.1	Welcome	1
1.2	Contents	2
1.3	Revision History	3
1.4	Introduction	3
1.5	Makoro Power Plant	4
1.6	Midgar City	5
1.7	Avalanche Base	6
1.8	Mako Reactor Number Five	6
1.9	Makoro City Slums	8
1.10	Wall Market	8
1.11	The Sewers / Train Yard revisited	12
1.12	Into the Sky	13
1.13	Shin-Ra Headquarters	14
1.14	Escape!	18
1.15	Kalm Town / Chocobo Farm	19
1.16	Mithril Mine / Junon Town	22
1.17	Shin-Ra Boat	26
1.18	Costa Del Sol	26
1.19	Gold Saucer	28
1.20	Gongoga Town / Cosmo Canyon	30
1.21	Return of Sephiroth	33
1.22	The Inventor	35
1.23	Betrayal	37
1.24	The Temple	39
1.25	Excavators' Site / The Forest	45
1.26	Ancient City	46
1.27	The Cave	48
1.28	Icicle Lodge	49
1.29	Lost in the snow	52

1.30	The Crater / Tornado Labyrinth	54
1.31	Junon Town attacked!	59
1.32	Where's Cloud / North Corel Express	62
1.33	Condor Fort	64
1.34	Inside Cloud's Head	64
1.35	100 leagues under the sea	65
1.36	Underwater Adventure	68
1.37	Cid's Rocket	71
1.38	Return to the Ancient City	72
1.39	Makou Pit	76
1.40	Old Forest	82
1.41	Vincent's Waterfall	84
1.42	Bonus Materia Locations	84
1.43	Yuffie's Sub-Quest	86
1.44	Terminology	90
1.45	Starting / saving the game	91
1.46	Controller Functions	91
1.47	Battles	93
1.48	List of status changes	96
1.49	World Map and Area Map	100
1.50	Visiting towns and shops	101
1.51	Having fun	101
1.52	Main Menu	107
1.53	Getting Yuffie Kisaragi	114
1.54	Getting Vincent Valentine	114
1.55	The safe in Nivelheim	115
1.56	The sleeping man	116
1.57	Piano trick	116
1.58	Key to Midgar City	117
1.59	Turtles' Paradise Flyers	118
1.60	All 7 fever	119
1.61	FMV viewing trick	119
1.62	Always run from battles	120
1.63	Raising Chocobos	121
1.64	Uncharted isles	124
1.65	Game Shark codes	125
1.66	Materia Orbs	136
1.67	Huge materia / master materia	137
1.68	Materia list	139

1.69 Green Spell Materia	140
1.70 Yellow Command Materia	145
1.71 Purple Independent Materia	148
1.72 Blue Combination Materia	152
1.73 Red Summon Materia	155
1.74 Enemy skill list	159
1.75 Learning limit breaks	166
1.76 Limit break list	168
1.77 Ultimate weapons	176
1.78 Items and equipment	178
1.79 Shopping list	186
1.80 Monster list	200
1.81 Rumors and speculation	253
1.82 The documents	254
1.83 Special thanks	254
1.84 Author's note	255

question concerning this disclaimer, e-mail me--I have the right to do whatever I want if someone ignores the disclaimer. :)

I N D E X

1.2 Contents

1. Revision History
 2. Introduction

 3. Disc 1 Walkthrough
 - 3.1 Makoro Power Plant
 - 3.2 Midgar City
 - 3.3 Avalanche Base
 - 3.4 Mako Reactor Number 5
 - 3.5 Midgar City Slums
 - 3.6 Wall Market
 - 3.7 The Sewers/Train Yard Revisited
 - 3.8 Into The Sky
 - 3.9 Shinra Headquarters
 - 3.10 Escape!
 - 3.11 Kalm Town/Chocobo Farm
 - 3.12 Mythril Mine/Junon Town
 - 3.13 Shinra Boat
 - 3.14 Costa Del Sol/New Continent
 - 3.15 Gold Saucer
 - 3.16 Gongaga Town/Cosmo Canyon
 - 3.17 Return of Sephiroth
 - 3.18 The Inventor
 - 3.19 Betrayal
 - 3.20 The Temple
 - 3.21 Excavator's Site/The Forest
 - 3.22 Ancient City

 4. Disc 2 Walkthrough
 - 4.1 The Cave
 - 4.2 Icicle Lodge
 - 4.3 Lost in the Snow
 - 4.4 The Crater/Tornado Labyrinth
 - 4.5 Junon Town Attacked!
 - 4.6 Where's Cloud?/N. Corel Express
 - 4.7 Fort Condor
 - 4.8 Inside Cloud's Head
 - 4.9 100 Leagues Under the Sea
 - 4.10 Underwater Adventure
 - 4.11 Cid's Rocket
 - 4.12 Return to the Ancient City

 5. Disc 3 Walkthrough
 - 5.1 Makou Pit

 6. Bonus Areas and Sub-Quests
 - 6.1 Old Forest
 - 6.2 Vincent's Waterfall
 - 6.3 Bonus Materia Locations
 - 6.4 Yuffie's Sub-Quest

 7. Playing The Game
 - 7.1 Terminology
 - 7.2 Starting The Game
 - 7.3 Controller Functions
 - 7.4 Fighting Battles
 - 7.5 List of Status Changes
 - 7.6 World Map and Area Map
 - 7.7 Visiting Towns and Shops
 - 7.8 Having Fun
 - 7.9 Main Menu

 8. Secrets and Codes
 - 8.1 Getting Yuffie Kisaragi
 - 8.2 Getting Vincent Valentine
 - 8.3 The Safe in Nivelheim
-

- 8.4 The Sleeping Man
 - 8.5 Piano Trick
 - 8.6 Key to Midgar City
 - 8.7 Turtle's Paradise Flyers
 - 8.8 All 7 Fever
 - 8.9 FMV Viewing Trick
 - 8.10 Always Run from Battles
 - 8.11 Raising Chocobos
 - 8.12 Uncharted Isles
 - 8.13 Game Shark Codes
-
- 9. Appendix
 - 9.1 Materia Orbs
 - 9.2 Huge Materia/Master Materia
 - 9.3 Materia List
 - 9.4 Enemy Skill List
 - 9.5 Learning Limit Breaks
 - 9.6 Limit Break List
 - 9.7 Ultimate Weapons
 - 9.8 Items and Equipment
 - 9.9 Shopping List
 - 9.10 Monster List
 - 9.11 Rumors and Speculation
 - 9.12 The Documents
-
- 10. Special Thanks
 - 11. Author's Note

1.3 Revision History

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1 .   R E V I S I O N       H I S T O R Y
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VERSION 0.1 (September 7, 1997)

Basic information. Much of this FAQ is based on my earlier Japanese FF7 FAQ. Created GameShark codes 'Item Select', 'Materia Select' and 'Character Select' have been included. If the FAQ seems a bit sloppy right now, well, it is based on the Japanese FAQ so it'll take a revision or two to get everything into shape, as this is a big file :)

Also, my spell-checker and 'find/replace' options went a little crazy, so if you spot any strange mistakes, please let me know! ^_^;

Began construction of VERSION 0.0 on August 18th, 1997

1.4 Introduction

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2 .   I N T R O D U C T I O N
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If this is your first time playing FF7, then trust me, you'll enjoy it. If you were around back when I was working on the Japanese FF7 FAQ, then I'd like to say, "Welcome back!" Square has a lot in store for us gamers and this version of FF7 is by far the best, in my opinion.

For those of you who don't know, there are three versions of FF7. The first one is the original Japanese game. The second is the English-text release you've probably popped into your PlayStation just now. The third version is the pending Japanese re-release, which is just like the one you're playing, but with Japanese text :) If you're looking for a FAQ for the original Japanese version, then please download my Japanese FF7 FAQ from:

www.geocities.com/SiliconValley/Park/7990/

It's divided into two parts, "The Complete Walkthrough", and "Extra Stuff You Should Know". Since the combined size of both documents stands at 993,670 kB, I think you'll be able to find just about whatever you're looking for in one part or another.

If you want a FAQ for the Japanese re-release, then I suggest you check out that FAQ, too, but refer to this one if you want information on new things added to the game, like the Weapon monster scenarios. And if you want a FAQ for the English-text version of FF7, then you're at the right place, keep reading.

Please don't ask me to send you a copy of either FAQ because I don't have the time to send them out to everyone who asks, and secondly, this isn't my e-mail address. However, if you have any suggestions, corrections, questions, or comments, then you can reach me via <cgfm2@hooked.net>. Comments are always welcome and I'll be happy to answer any questions I receive either via e-mail or I'll include an answer in the upcoming revision of the FAQ. I won't answer questions if they are already answered in either of the FAQs, so please read whichever document you are using carefully before e-mailing me.

1.5 Makoro Power Plant

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3 . D I S C O N E W A L K T H R O U G H

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(Note that the beginning of this game has been altered somewhat from the FF7 demo disc packaged with Tobal No. 1 and other FF7 demos.)

3 . 1 m a k o r o p o w e r p l a n t

ITEMS IN THIS AREA: Potion x3, Phoenix Down, Restore materia,
Assault Gun.

At the start of the game, you'll have 3 Potions, a Phoenix Down, and an Ether. You can't equip Materia until you reach Section 3.3, by the way.

Once you leave the train, check the body of the closest guard twice to get two Potions. Then head north. You'll be attacked by some guards. Take them out with your sword (you may win a Potion for killing them) and then move left to go outside. Now, talk to your teammates (Biggs, Wedge, and Jessie), then name yourself and Barret. Make your way to the northwestern door, and head up in the next room to enter the heart of the power plant.

Talk to Barret, (who joins you) and then talk to each Avalanche member to open the doors. After opening the second door, head right to enter another chamber with a treasure chest (Phoenix Down). Then, go back and enter the elevator (you'll have to talk to Jessie first). Press the arrow switch to activate it.

Work your way down the stairs and go through the door to the left. Then follow Jessie down the ladder. When he stops, search the area in front of him for a Potion (it's hard to see because of the steam). Climb down, cross the pipes, descend the nearby ladder, and take note of the Save Point before heading down the walkway.

Pick up the Restore materia on the ground in the next area and set the bomb. An alarm will sound and you'll have to fight the boss, a huge scorpion-like machine.

BOSS TIPS: GUARD SCORPION

LV: ?? HP: 800 MP: 0

Cloud's Bolt magic works well, while Barret should be attacking. The Search Scope won't damage you, it just warns as to who the boss will attack next. When you've done enough damage, the boss will start to shake and Barret will warn Cloud. From this point onward, don't attack the boss and heal yourself or simply guard until the boss attacks you. If you try to hurt it during this time, the boss responds with a damaging laser ray shot from his tail. A few more hits after it stops shaking and the boss dies. You'll get an Assault Gun when you kill it.

You now have ten minutes to escape from the power plant. You'll need to make your way back to the upside-down T-shaped entrance hall where one of the Avalanche members is waiting. (If you've played the demo disc, know that you don't need to 'search' for the other members; just talk to Jessie to free him and then get out. Since Barret gets a new gun after the battle, be sure to equip it. Also, talk to the other members to open the two doors on your way back.

Next Chapter ...

1.6 Midgar City

3 . 2 m i d g a r c i t y

ITEMS IN THIS AREA: Potion.

After the Avalanche members blow up the passage, head up the stairs. You'll meet Aeris here, but she won't join you yet. In the next screen, there's a Potion to the southwest of the circular structure (near the lampposts). Walk south when you're done. In this next area, you'll meet up with guards and have the choice of running (bottom choice) or fighting (top choice). After a few more encounters with the Shinra guards, Cloud'll jump onto the passing train and run into the Avalanche gang. After talking to them, walk to the 'front' of the screen and you'll jump off into another area. Talk to the people here and one of the members (Jessie) will show you a picture of the Makoro plant on the train's screen. Approach Barret and you'll end up going to the group's base.

Next Chapter ...

1.7 Avalanche Base

3 . 3 a v a l a n c h e b a s e

ITEMS IN THIS AREA: 1500 gil, All materia, Ether.

Head west and go upwards. Talk to the kid by the fence, then head west again (there's a Save Point nearby, too). Talk to the people here, then check out the bar. At the top of the tallest building in the south-east is a bedroom. The kid here will let you spend the night for 10 gil.

In the bar, you'll meet Tifa, who is also a member of Avalanche, as well as Marlene, who is supposedly Barret's daughter. After naming Tifa, Barret shows up when you try to leave and reveals the hidden base underneath the bar. After talking to Barret, Tifa shows up. Leave the base and you'll have a short intermission with Tifa. When you meet Barret afterwards, he'll give you 1500 gil. If you go to the Beginner's Hall above the Weapon Shop outside, you can learn more about playing the game. You'll also find that there inside the huge cage. The man in the right corner of this room has a Materia by his feet (All). Take it and a chest will drop down that has an Ether inside of it. If you haven't already noticed, the two buildings that were locked the other day are now open.

When you're ready, go back to the train station to prepare for Avalanche's next mission. If you like, you can go to the far right to enter a train yard, but there's not much of interest there.

Next Chapter ...

1.8 Mako Reactor Number Five

3 . 4 m a k o r e a c t o r n u m b e r f i v e

ITEMS IN THIS AREA: Ether x2, Potion, Tent, Titan Bangle.

Board the train. When the timer appears after you talk to Tifa, go through each train car until Tifa jumps off one of the cars and you and Barret follow her. You'll end up in an underground railroad passageway. If you go south (towards the 'front' of the screen), you'll go through the same screen 5 times before coming to two guards who you can fight. When the battle's over, choose the bottom option to keep fighting or the top option to run away. You can fight the same battle over and over, so when you get tired of fighting, just pick the top option. An OK place to gain some experience, gil, and AP, if you think you'll need it.

Anyway, it's a lot faster to just head north to where the green barrier is and go down the hatch to the west (examine it and choose the top choice twice or the middle option once). Pick up the Ether in the adjoining passage, climb down the two ladders, and talk to Wedge. Then go up the ladder near him to reach a room where Jessie is waiting for you. Take the Potion that's next to him and climb down the ladder on the far left end of the room to reach a chamber where you can find a Tent, a Save Point, and Biggs.

Go up the ladder here to reach the No. 5 Reactor. The room you're in should be familiar. Slide down the pipe and then work your way back to the heart of the plant. After Cloud fiddles with the machinery, go back to the large room and climb up the stairs and into the elevator. It'll take you to a new floor. Grab the contents of the treasure chest outside (Ether) and then head to the left where there are three control panels. You'll need to hit your panel at the same time Barret and Tifa hit theirs (using the O button), so give it a shot. Instead of waiting for them to raise their arms, you'll have an easier time if you time it so that you hit your panel just before they do. You can't use the panel if you didn't go back to the heart of the power plant. Afterwards, go through the opened gate (there's a Save Point here), and head north.

In the T-shaped room, you'll be stopped by a group of guards, and then meet President Shinra. After that, a helicopter and a hydrofoil-like machine show up. The Shinra president leaves in the helicopter, but the huge machine attacks you and your friends.

BOSS TIPS: AIR BUSTER

LV: 15 HP: 1200 MP: 0

Weak against Lightning

This machine turns to face (and attack) whomever hits it. So, if one of your characters is low on life, have the person on the opposite side attack to draw the boss' attention away. Be especially careful of it's Big Bomber--it causes tons of damage (but also increases your Limit meter quickly). Remember that even if it's back is turned, it can use a weak machine gun attack on you. Use potions and the Restore Materia to keep up your HPs and use Bolt as well as your Limit Break attacks to take this machine out. You'll receive a Titan Bangle if you win the battle.

Next Chapter ...

1.9 Makoro City Slums

3 . 5 m a k o r o c i t y s l u m s

ITEMS IN THIS AREA: 5 gil, Potion, Phoenix Down, Cover materia, Ether.

After the battle, the boss will explode, sending Cloud off the walkway in the ensuing blast. When you awake, you'll find yourself in a church. Aeris is here, and you can name her after talking to her several times. Reno shows up afterwards with some guards. In the next room, Aeris falls down while trying to escape with Cloud. Tell her to hold on. You now have the option of fighting the guards using Aeris or trying to bean the guards on the head with barrels on the upper floor (if you miss, you'll have to fight using Aeris anyway). Remember, she starts off in the back row, so to increase damage, make her move up by choosing 'Change' at the start of each battle (do this by pressing left, then the O button).

The correct order of barrels to drop is: the leftmost barrel (in the back), the far right barrel (in the back), and the far right barrel (in the front). Simply tell Aeris to hold on each time, examine each barrel, and choose the top option to drop it. This way, Aeris won't have to fight anybody. When Aeris meets you at the top of the chapel, she'll hook up with Cloud.

In the upper area, climb up the second beam on the left and jump out of the hole in the roof. After you and Aeris make it back to ground level, head left to find a Save Point. To the northwest is a town. Be sure to meet the man in the pipe near the entrance. In one of the houses, you can also find 5 gil if you talk to the drunk man in bed, then examine the drawers nearby. There are several stores here in the slums, including one that sells Materia. To the far, far right is a path that leads to Aeris's house and a garden. You can spend the night here once you've met Elmyra, Aeris's mother. When you wake up, look between the desk and the bed for a Potion and a Phoenix Down. Then, sneak downstairs (or Aeris will make you go back to bed) and leave the house (you can do this by not touching the walls and not running, either). In the lower flower bed to the right, you can get a Protect materia and an Ether. There's another Save Point near Aeris' house if you need to use it.

Leave the town and go left to the hole in the wall. Aeris will be here waiting for you and will rejoin you. In the next location, work your way upward (by going across the hole-filled metal length, then down the iron beams and through the passage, then up the brown pipe and finally down the stairs and heading to the left). After Aeris leaves you at the playground, head east, then go north to arrive at the Wall Market.

Next Chapter ...

1.10 Wall Market

3 . 6 w a l l m a r k e t

ITEMS IN THIS AREA: Ether, Phoenix Down, Hyper.

Aeris rejoins you (again) here. There's a Save Point in the upper-right part of the village. The building in the lower left is an inn, where you can spend the night for 10 gil. To the right of it is the entrance to a brothel. The building in the middle has nothing in it but a computer. (If you touch it, a machine gun will fire at you and Cloud jumps away. You can't do anything here until later). Just above that building is an item shop. North of the shop is a sushi bar. Finally, there is a clothing store to the upper left and some sort of pottery store to the upper right. A path by the clothing store leads to another part of town. Here, there is a gym, a restaurant, and a weapon shop. In the northern area lies a large building. If you go east from here, you'll reach a dead-end area.

Your objective in this part of the game is to sneak into the large building where Tifa is being kept. To do this, Cloud will have to dress up as a woman in order to get inside since men aren't allowed into the building. So, follow these steps to get the items you need to 'alter' Cloud's appearance. You may want to read this entire section before starting so that you'll know how your choices will affect the game.

- a) Go to the brothel and talk to the big guy with silver hair who's chatting with the bouncer at the door. Talk to him and pick the first option to inquire about Tifa.
 - b) Go back to the building at the end of town (Corneo's mansion) and talk to the guy near the door. Aeris and Cloud will move away and have a short conversation. She tells Cloud that he'll have to dress up if he wants to find out if Tifa's okay.
 - c) Return to the first screen, go to the clothing store, and talk to the store owner by standing near the bottom edge of the counter. She'll tell you that you can't get a dress unless you do something about her drunk father.
 - d) Go to the bar in the second screen and talk to the lone man by the door. During the conversation, you'll have to make two decisions. So when you're asked a question, pick either the first or second choice. After you're done talking to the man, return to the clothing store.
 - e) At the store, you'll see that the man from the inn is now behind the counter. Talk to him and you'll receive an item based upon your decisions:
 - If you answered: first choice, first or second choice, you'll get the Cotton Dress.
 - If you answered: second choice, first choice, you'll be given the Satin Dress.
 - If you answered: second choice, second choice again, he'll give you the Silk Dress.
-

- f) Cloud will try on the dress, but won't actually wear it. Leave the clothing store and go to the second screen. Enter the gym and converse with the woman (heh) by the fighting ring. When you have the chance, pick the bottom option twice to start fighting, although if you want to practice, you can choose the bottom option, then the top one. Anyway, as soon as the message box disappears, start pressing the S, X, and O buttons repeatedly in that order. The object of the game is to go fast enough to make Cloud do more squats than the African gymnast, but you don't want to press the buttons too fast or Cloud can't keep up. It's not too hard to win since the other guy will often stop to scratch his head, but you only have 30 seconds, so get in as many squats as you can.
- If you are able to do more squats than the gymnast, you'll be given the Blonde Wig.
 - If you and the gymnast have the same score, the lady will give you the Dyed Wig.
 - If the gymnast does better than you, then the lady will give you the Wig.

At this point, you can just return to the clothing shop and enter the stall; Cloud will dress up as a woman and you can return to Corneo's mansion to get inside. You can also choose to not change yet and explore more of the Wall Market, picking up items that you can use to make Cloud more 'feminine'. If you're finished, then skip down a ways to find out what to do next. Otherwise, keep reading (these events can be done in any order):

- g) Go to the pottery shop. When you have to choose an answer, pick the top one twice. (You can't talk to him unless you chatted with the guard at the north building). Then go to the inn and pay 10 gil to spend the night. In the middle of the night, you'll find yourself in front of the vending machine in the outer hallway. Pick any option (I hope you have enough gil). The next morning, return to the pottery shop and talk to the man to get an item:
- If you bought the first item (200 gil), he'll give you the Diamond Tiara.
 - If you bought the second item (100 gil), he'll give you the Ruby Tiara.
 - If you bought the third item (50 gil), he'll give you the Glass Tiara.

(Note that the dialogue here was changed from the Japanese version, in which you were buying a 'gift' for the shopkeeper's girlfriend that he was too embarrassed to buy <can you guess?> Why this was changed, I have no idea.)

- h) Enter the sushi bar and walk past the empty seat. When a message appears, choose the top option. Then choose any option, (you'll need 70 gil), followed by the middle choice ("the food was all right") to get a Pharmacy Coupon. Now go to the item store and talk to the man behind the Counter Attack. Choose one of the three options to get an item, then head back to the restaurant. Go to the bathroom and talk to the woman inside. Accept the first choice and:

- You'll get the Cologne if you traded the Coupon for the Disinfectant.
 - You'll get the Flower Cologne if you traded the Coupon for the Deodorant.
 - You'll get the Sexy Cologne if you traded the Coupon for the Digestive (medicine).
- i) Talk to the large man in the white shirt who's standing near the edge of the screen in the first area to get the Member's Card. He won't give it to you unless you talked to the guard by the door of the Corneo's mansion. Head right to arrive at the brothel. If you talk to the bouncer, he'll let you in once he sees the Card, but Aeris won't come with you (yes, they messed up the dialogue here, too).

Inside the Honeybee Inn, you'll find that the doors on the right side are locked, but if you chose the bottom option, you can look inside them and peer around using the control pad and the O button. If you look in the upper-right keyhole, you'll see a familiar face...a small version of Cait Sith! If you go to the north room and talk to the farthest girl on the right several times, you can choose the top option to make her dance faster and faster. When you're ready (you better brace yourself), you can do one or the other:

Examine the lower-left door and pick the top option twice. In the room, talk to the girl and pick the top option three times to take a soak with Mukki and his friends. Answer however you like while in the tub and Cloud will be given the Bikini briefs.

Or, examine the upper-left door and pick the top option twice. Inside, talk to the ghostly Cloud near the stone tub and Cloud will have a psychotic episode. When you come to, all your HP and MP is restored, thanks to...Mukki :(Talk to him and choose the bottom option. Then talk to the girl and you'll get the Lingerie.

All done? There's nothing left to do now but return to the clothing store and dress up as a woman. When you finish, go to the large building in the north and talk to the man by the food carts again. He'll let you into a posh-looking parlor. Now, go up the stairs and into the door on the far left after talking to the receptionist. Then, go down the staircase to the torture room (!) where you'll find Tifa and an Ether by the smoldering coals. Once she's joined you, head back up the stairs and go into the middle door. Inside is Tifa's kidnapper, the nefarious Don Corneo. He will examine each of you when you try to approach him. Who he picks for his 'friend' is determined by what items you collected in the Wall Market:

- He'll pick Cloud if you're wearing the Silk Dress, Blonde Wig, and have the 'best' extra items (the Diamond Tiara, Sexy Cologne, and Lingerie or Bikini briefs).
 - He'll pick Aeris if you're wearing the Silk Dress, the Blonde Wig, the Lingerie and the Sexy Cologne (in addition to anything else you may have).
 - He'll pick Tifa if you're wearing the Silk Dress, Blonde Wig, and one or two of the extra items not mentioned above (or anything worse than
-

that).

If Corneo picked Tifa or Aeris, then read below:

In the next room, examine the item bag by the bed to get a Phoenix Down, and talk to the man by the television set after talking to the other henchmen. After revealing your true nature to the love-struck goons, they'll fight you. This is followed by another fight with the other three punks. Afterward, get Aeris from the torture chamber and then go into the middle door again (if Aeris was picked, then you'll meet Tifa when you go outside). When you're through intimidating Corneo, look behind his head for a Hyper, then stand by your allies. He'll make you choose one of three options. No matter which one you choose, you'll fall through a trapdoor.

If Corneo picked Cloud, then you'll end up in his room. Search behind his bed for a Hyper, then talk to him and answer anyway you like (if you try to make Cloud kiss Corneo, then maybe you need to get out of the house more...^_^;) Your friends will burst in and threaten him (yeowtch!) and Corneo will ask you a question; pick any answer you like and you'll still plummet to the sewers below.

Next Chapter ...

1.11 The Sewers / Train Yard revisited

3 . 7 t h e s e w e r s / t r a i n y a r d
 r e v i s i t e d

ITEMS IN THIS AREA: Potion x4, Phoenix Down, Steal materia,
 Hi-Potion x3, Echo Screen, Ether x2.

Once the cut scene with the Shinra flunkies ends, you'll find yourself in a sewer. Before talking to Tifa or Aeris, climb up the stairs to the south and go along the walkway to nab a Potion. When you try to escape, a blue monster appears attacks your party.

BOSS TIPS: APS

LV: 18 HP: 1800 MP: 0
weak against Fire

His Sewer Tsunami attack hurts all members, so use Potions and the Restore Materia to heal your wounds. Luckily, the Tsunami will damage him, too (he uses this attack as a counterattack before dying if he can manage it). When he does the reverse Sewer Tsunami, it causes less damage to him. Fire spells work the best on him. Use Cloud's Limit Break to harm the boss and use Aeris' Limit Break to heal yourselves. You'll receive a Phoenix Down for winning the battle.

Climb up the ladder and head right. Go down into the sewage, then up the stairs. Grab the Yellow Materia (Steal) and go down the hatch. In the next room, go down the stairs, then climb up the side of the curved

structure. Climb up the ladder and you'll go outside. There's a Save Point here. Check out the oil drum nearby by entering the train car (near the Save Point) to get a Hi-Potion. Get another Hi-Potion on the roof of adjacent car, then hop off onto the iron beam and check the oil drum to the north for an Echo Screen. Walk east, then south and enter the nearby train car to get a Potion. Climb up the ladder, head north, and climb down again. Go north once more through the train car, then exit to your left to find a second Potion. Then, go north to arrive at the next screen.

Here, circle left around the car to get a Potion. Circle left again to find an oil can with an Ether inside of it. Go north and enter the train to the right to move the other train car out of the way. Climb atop the formerly blocked car to net a Hi-Potion. Now, ride the other train back backwards, climb onto the eastern train car, jump onto the train you just moved, and climb across it and the last car before going down the ladder to get back to the front part of the Train Graveyard.

Head left. The Avalanche members will be fighting atop the support pillar you first saw when you arrived at the base. After Wedge plummets to the ground, save your game at the Save Point and talk to the man on the left if you need to buy items. Climb up the stairs and you'll meet Barret, who is firing at the Shinra helicopter you saw back at the plant. Reno will jump out, and you'll have to fight him. Good thing Barret joins you. When you inflict enough damage, the boss runs away!

BOSS TIPS: RENO

LV: 17 HP: 1000 MP: 0

This guy packs a wallop. He can imprison your friends using his golden Pyramid attack, and if he does this to all your members, you lose. To break the pyramids, attack your allies (they won't be damaged). Watch for his spark bolt attack (which can paralyze you) and use your Limit Breaks whenever possible. Ice works well on him. For some players, this may be the first battle they lose! You'll get an Ether for scaring him off should you win.

Next Chapter ...

1.12 Into the Sky

3 . 8 i n t o t h e s k y

ITEMS IN THIS AREA: Sense materia, Battery x3, Ether.

After fending off the boss, Tseng will kidnap Aeris (and p**p slap her)! As he escapes, the entire city explodes and falls down a level, destroying it. Cloud, Tifa, and Barret all come to in the playground at the Sector 6 Slums. After Barret yells for Marlene, Wedge, and his other friends, he and Tifa join you in the next area when you try to leave. Go back to get a sparkling yellow Materia (Sense), before returning to Wall

Market. The man in the pottery store will now sell you Materia, and if you go back to the parlor, you have the option of freeing one of Don Corneo's men from the torture chamber. Even if you got the Member's Card the first time around, you can no longer enter the brothel, by the way.

When you're done, leave and go south from the playground. Return to the Sector 5 Slum and go to Aeris's house. Talk to Elmyra, her mother. You can spend the night in the upstairs bedroom once the intermission ends. Return to the Wall Market and go to the dead-end area near the parlor. (you'll see a bunch of kids run in there). Climb up the pipe, and you'll find yourself high above the town. If you haven't gotten them already, go to the 'Machine & Gun' store and talk to the man at the left end of the store; he'll sell you 3 Battery for 300 gil. You'll need them to activate the boxes in this part of the game. With that in mind, examine the box-shaped object in the lower right to try and start a nearby propeller. Head up, and you'll jump onto the propeller. From there, make your way to the other box and activate the painted barrier. Climb up it, and use the O button to jump onto the swinging metal pipe. Despite what Cloud says, jump when it is close to you (just as it stops squeaking). After that, climb up to the next screen.

Here, climb up, then drop down to activate the next box and you'll find an Ether. Climb down the lefthand pipe and make your way back up again. Instead of dropping down, continue up, and you'll find yourself at Shinra's headquarters.

Next Chapter ...

1.13 Shin-Ra Headquarters

3 . 9 s h i n - r a h e a d q u a r t e r s

ITEMS IN THIS AREA: Elixir, Elemental materia, Star Pendant, Four Slots, All materia, Phoenix Down, Ether, Poison materia, Grenade x1~3, Talisman, Enemy Skill materia, Potion x4, Mythril Armlet, Protect Vest, Guard Source.

There's a Save Point here. You have the option of either heading to the left and climbing up a stairwell (sneaking in) or barging in through the front door ('kick some Shinra butt!', as Barret would say).

Going up the stairs takes forever, but it's free of enemies and you can get an Elixir that's lying on one of the landings. On the other hand, going through the front door and taking the elevators in the back is faster, but you have to fight several battles along the way. Not only that, but you can chase around the Shinra staff before taking the elevator :) (or at least, you could in the Japanese version. They all ran away....) You can't use the circular lifts by the doors yet, but you can use them once you reach the 60th floor. If you go up the stairs, you'll see a door marked 'Accessories'. Inside the room, you can look at a monitor to see a short FMV sequence about Shinra's products (this is the most overlooked FMV in the game). There are two chests here, but

the lady won't let you open them. She will sell you items, though. Remember, if you go through the front, check the control panel in the elevator (the one that goes haywire) after each enemy encounter in order to continue upwards. If you go up the stairs then change your mind and go back down, you won't have to fight anybody on the elevators, and the main area of the ground floor will be empty (an easy trick for not having to fight anyone :)).

No matter what method you use, you'll eventually reach the 59th floor. Head southeast and kill the armored guards to get the Keycard 60, then take the lift to the 60th floor. Here, you'll have to head to the room in the upper-left and make it to the other side without being seen by the patrolling guards. In order to stay hidden from them, pause behind the gold statues, then lead Tifa and Barret across using the O button. If you mess up, not only do you get attacked (ambush-style combat), but you'll have to start all over again. Keep in mind that the set of guards on the right half of the screen move faster than the ones on the left.

Take the stairway up to the 61st floor. Talk to everyone here. A man who asks you about Aeris will give you the Keycard 62 if you answer ".....". On floor 62, talk to the man in the room, Domino, and the man in white, (Hart) then check out the two library rooms. Answer Domino's question and he'll give you the Keycard 65. The problem with this is that the answer changes with each game you play. It seems like it would be easy enough to simply try each answer until you get it right, but you get an Elemental Materia for free if you answer correctly the first time. So, it's in your best interest to just reset and keep trying in order to get the materia. Hart will help you out if you need it, but he'll want you to pay him first. To get the answer, simply look for the misplaced files, write down the first letter of the file name, and when you get all four, try to organize them into a word. Then talk to Domino, and find which word matches the one you came up with (or at least has the letters you found). He gives you varying items depending on how many tries it takes you (you'll get lesser items if you mess up each time).

The 63rd floor is tricky. You have to collect 3 Coupons from all three rooms, but you're only able to open 3 doors at a time. You can reset the doors by investigating the computer in the right-hand room, but that also resets the location of the Coupons. You can move around using walkways in the ducts; to enter them you have to climb into the black, box-shaped structures (there's one in the computer room). You can't do that unless you have at least one of the three items.

To get the items, follow this procedure: activate the computer, then head to the top of the screen and open the gate farthest to the right. Head right and open the left-hand gate, then walk right and go south to enter the room where A Coupon is. Choose the top option to climb into the black box and use the walkway to get to the room where B Coupon is. Finally, go through the door in this room and open the door to the left, then go north to enter the room containing C Coupon. Then use the walkway to return to the computer room.

Now if you want, you can just trade one of the Coupons for an item, but if you have all three then you'll get all three items. The trade setup works like this (choose 'Coupon Change'):

- Trade Coupon A for the Star Pendant accessory
- Trade Coupon B for the Four Slots bracelet
- Trade Coupon C for the All materia

To get your items (depending on how many coupons you have) go to the computer and choose the bottom option, then the top. Keep in mind that you can only do this once.

On the 64th floor, you'll find a Save Point and bedroom to your left. You can use the machines in the exercise room, or waste 250 gil trying to get a health drink (which you can't actually get, BTW.) If you examine the lockers in the back room, you can find a Phoenix Down, an Ether, and a M-phone (HP Shout), but you can only take the first two items for now. Head to the 65th floor.

Here, you have to open a treasure chest, then examine a broken section of the model in the circular room and choose the top option to repair it. This unlocks one of the other chests, allowing you to open it and use the part inside to repair another section of the model. When you have finished, you'll get the Keycard 66 from the final chest. You must fix the model in a counter-clockwise fashion starting from the bottom. The order of the chests you open goes like this:

- Upper-left room: bottom chest
- Upper-left room: top chest
- Lower-left room: left chest
- Lower-left room: top chest
- Upper-right room: chest
- Middle-right room: get the Keycard 66 from here when you're done.

On the 66th floor, you can either run into the meeting hall as quickly as you can (if you took the elevator...it's a glitch, and was possible in the Japanese version, at least :)), or you can enter the stall in the bathroom located in the northwest corner of the floor. Choose the middle option, and you'll climb on top of the toilet and enter an air duct. Move forward to see what the Shinra members (Reeve, Palmer, President Shinra, Heidegger, Hojo, and Scarlet) are discussing.

Climb back out, then climb up the stairwell after Hojo (the pony-tailed scientist) in the room to the right of the meeting hall. Note that you'll end up in the air duct even if you ran into the hall...heh, heh. On the next floor (67), talk to the people and keep following the scientist. After looking in the purple chamber (and after Cloud gets another headache), move beyond the crates and to the right to find a Save Point and a treasure chest with a Poison Materia inside.

Enter the elevator to the north, and then watch as the scientist toys with Aeris. Now, choose who you want to protect Aeris, (either Barret or Tifa), and then you can name the lion-like creature (Red 13) that was attacking Hojo. He'll fight alongside you when the mutant boss shows up. Don't forget that Red 13 comes equipped with his own Materia!

BOSS TIPS: Sample:HO512
Sample:HO512-OPT

LV: 19 HP: 1000 MP: 120
LV: 7 HP: 300 MP: 48

Don't try to kill this guy's little guardians; he'll only create more. Instead, use Bolt or Fire on him and try Restore to keep up your own life power. Avoid using physical attacks, Ice, or Poison. This means that Red 13 is better off using Fire against the boss than attacking. This battle is easier if you have Barret, who can inflict more damage. Don't worry about getting poisoned since you can get infected again when the boss uses the pink gas attack on your characters (there's no point in trying to de-poison yourselves). You'll get a Talisman should you kill the boss, and Grenades depending on the OPTs that you killed.

Tifa or Barret return after the battle (depending on who you chose). You'll be asked to make a new party (but you can keep the old one you had before, if you wish). When you're in control of Cloud again, be sure to grab the yellow materia (Enemy Skill) that's left behind in the sample chamber. Then go up the ladder and head south. Talk to the man in the gray coat to get the Keycard 68. Go back down to floor 66 and try entering one of the lifts; you'll get caught by Rude (he's a Turk who you'll be running into constantly throughout the game). He and Tseng will 'escort' you to a meeting with the president of Shinra. Afterwards, you'll end up in the jail cells on floor 67. Here, listen to everyone, then go to sleep.

The next morning, you'll find that your door is unlocked. Investigate the guard, then talk to Tifa. Check the guard again to unlock the doors, then look in on Barret and Red 13. After freeing your companions, return to the lab and talk to Red 13. Talk to him again after taking the elevator up to the 68th floor, then use the incline to reach the walkway again. Go all the way along it until you find two purple Potions, then climb back down and enter the door from the ground floor. The green bars of light won't hurt you; run through them and pick up two more Potions before climbing up the stairs to the 69th floor.

Go out the center door to reach a Save Point. Then, run up either of the purple stairs. Check out the dead Shinra president, capture Palmer, then go through the door to the north to exit the room. Outside, talk to the man in white. He's Rufus, son of the Shinra president.

The other characters will return to the floor below, and you must lead them outside (you can also choose to unequip Aeris' and Cloud's materia in case you want to juggle them around for the upcoming battles). Your team now consists of Red 13, Barret, and Aeris; don't forget to re-equip your Materia (it seems as if the top option removes it....) Head to the lift (by taking the lower door). When you activate it, you are attacked by a huge gun-wielding machine while going down the side of the Shinra building.

BOSS TIPS: HUNDRED GUNNER

LV: 18 HP: 1600 MP:0
weak against Lightning

You can only use long-range attacks, so use Barret's attacks and his Limit Break as well as magic to harm this foe. Poison-based magic inflicts no damage, while Bolt does the most damage. Red 13 is a sitting duck if he doesn't have any spell Materia equipped, so be sure to deck him out with some magic spells (he can still use his Limit Break). When you inflict enough damage, the boss starts to break down.

ITEMS IN THIS AREA: Star Pendant.

Use the controller to move any any direction. Pressing S makes you slash to the left, and pressing O makes you slash to the right. The object here is to protect your friends in the truck from enemy cyclists. Eventually, you'll reach a dead end and fight the boss. The amount of life you start off with during the battle depends on how much life you and your friends lost during the high-speed escape. If a character lost all his life, he begins with only 1 point when the battle starts, but since the boss gets to make the first attack, they'll have to be revived using Phoenix Downs if there are any party members who survived. The boss is a spiked, armored robot with six wheels.

BOSS TIPS: MOTOR BALL

LV: 19 2600 MP: 120
weak against Lightning

This boss gets a free attack from behind...sheesh. Most of his attacks do little damage, but his Firethrower and flying fire sweep attacks can kill your party in a single blast (the fire sweep does around 220 damage)! The best way to beat this group is have your party consist of Aeris and Barret. Give the All and Restore materia to either Cloud or Barret, and give the other character Lightning. This way, you can heal with one character, attack with another, and then use Aeris' Limit Break to keep your life up at all times. Ice works better than Fire against the boss (for those characters that don't have Lightning equipped). Remember, your rows are reversed when attacked from behind, so put Cloud and Barret in the back and Aeris in the front if you want them to line up properly when the boss shows up (assuming that's who you use...I found that they worked the best). If you beat the boss, you'll get a Star Pendant.

Next Chapter ...

1.15 Kalm Town / Chocobo Farm

3 . 1 1 k a l m t o w n / c h o c o b o f a r m

ITEMS IN THIS AREA: Ether x3, Peacemaker, Guard Source, Choco/Mog materia

You'll find yourselves outside of the gate after beating the boss (you could also see this scene by going south from the church where you met Aeris the first time). Decide who will be in your group, then head towards the screen to exit and arrive at the World Map (the outside world).

Outer World Controls

T	Menu Screen
L2/R2	Change from overhead/side view
L1/R2	Same effect as L2/R2
	Turn left/right (during side view)
Start	shows World Map
Start x2	Shows Large World Map
Start x3	No map is shown
Select	Same as Start

Kalm Town isn't far from Midgar; you should be able to see it if you walk north a ways. Go into the inn to see the rest of the gang waiting for you. Cloud will talk to the others about Sephiroth via a series of semi-interactive flashbacks:

- You'll start off in a truck being driven by Shinra soldiers. After talking to the soldiers and Sephiroth (Cloud's former ally in the Shinra army and now a wanted criminal), the truck will be stopped by a dragon. You'll have to fight it, but Sephiroth (who is Shotgun-powerful) can kill it in two hits. In the flashback, Cloud's portrait is different; this 'Young Cloud' is of a low level, but Sephiroth is so strong that you need not worry about losing battles. However, you can't control Sephiroth's actions and you can't hurt him (because of your low level), either. Although Young Cloud comes equipped with an Pre-emptive materia and Sephiroth has several mastered materia equipped, you can't take them for your own (although you can if you use a Game Shark code...see section 14). Also, Young Cloud and Sephiroth can't use Limit Breaks (because they don't have any).
 - After the battle, you'll end up in Nivelheim, Cloud's hometown. Talk to Sephiroth and the guards if you wish, then head north. If you want to look around the town, feel free to, but nothing you do during this part of the game has an affect on the rest of your quest (although it does affect the character's questions and reactions to Cloud's story). One thing you might want to do is go into Tifa's house (the large building on the 'southeastern' side of town). You can read her stuff, play the piano (if you play the 'Highwind' theme, Cloud will act like he remembers it from somewhere), or even search her closet (hey, they changed 'slightly-stretched underwear' to 'orthopedic underwear'. What's the big deal? :) Also note that you can't get Vincent Valentine during Cloud's flashback because you can't examine the safe :(
 - When you're done looking around town, go to the inn and head upstairs. Talk to Sephiroth and choose to get some sleep. The next day, talk to Sephiroth and get your picture taken, then sit back and watch the FMV. When you're in control of Cloud, head along the bridge and talk to Tifa, then talk to her again further along the bridge and it will break. After you've recovered, head northeast into the cave, then keep heading north. Eventually, you'll arrive at the Jenova plant. Enter it, head along the beams, then walk onto the wood platform and climb down the chains and go after Sephiroth. Talk to him in the next area, examine the chamber to the left of Sephiroth, then talk to him twice, once to make him move out of the way and once to make Cloud look inside the chamber. After Sephiroth goes ballistic, you'll return to Kalm Town. Pick the top option to save your game, or
-

the bottom option to continue. Cloud's narrative starts off back at Nivelheim, where he enters the large mansion at the edge of town.

- Inside, climb the two staircases and head to the right. Enter the lower door and make your way into the next room; if you examine the circular part of the stone wall, a passage appears. Enter it and climb down the spiraling walkway until you reach the bottom; keep walking from here to find a library. Leave after Sephiroth finishes talking. After Cloud wakes up, return to the library. Sephiroth gives a little speech then he exits the mansion; return to the town square. Try entering the house to your right.
- Back at the Jenova plant, return to the area with the chambers after witnessing the struggle between Tifa and Sephiroth. Examine Tifa to carry her out of harm's way, then run up the stairs and enter the door that Sephiroth opened. After the FMV sequence, Cloud's flashback ends and you are returned to Kalm Town.

Note that you have to go to Kalm Town to proceed with the game; you can't make your way through the Mythril Mines beforehand, although you can visit the Chocobo Farm if you want to. As for treasure, there's an Ether in the door beneath the stairs in the house near the inn, another Ether in the cabinet on the second floor of the house to the right of that house, and a Peacemaker in the chest on the second floor of the third house (take the curving stairs). If you take the normal stairs in the same house, you can get a Guard Source in the cabinet by the little girl. Finally, in the house on the other side of the town, there is an Ether in the door beneath the stairs on the north wall of the first floor. Oh, you'll be given the PHS (Party Hensei System) when you talk to your allies on the first floor of the inn; it allows you to switch group members whenever you want, providing that you're in the World Map or standing on a Save Point (there are a few exceptions to this rule).

Leave the town and head east to reach the Chocobo Farm. Talk to the Chocobo at the front end of the pen and choose the top option to see the big yellow birds dance; you'll get the Choco/Mog materia afterwards. Then, talk to Choco Billy (the man with the hat) in the stables behind the pen. Choose the first option, then the 4th option, then the top option again. Providing you have 2000 gil to spare, he'll sell you a Chocobo Lure materia, which lets you attract chocobos to ride.

To catch a chocobo, wander around outside on the chocobo tracks (in this area of the game, you can meet them on the light patches of grass, too), until you are attacked. If a chocobo is one of your opponents, then kill off the other enemies and when the battle ends, you'll be riding the chocobo. If you attack the chocobo, it will hurt you and the other enemies, then escape, so you'll have to try again. Don't forget, you can only fight chocobos if you have the Chocobo Lure materia equipped. When riding a chocobo, you can move around normally, and you won't get attacked by enemies. You can press X to dismount, but if you do this, the Chocobo will run away and you'll have to catch another one.

A little to the south and directly west of the Chocobo farm is a cave, but a creeping snake in the marsh before the cave entrance will rise up to attack you. Instead of trying to kill it now, go get a Chocobo

instead, who can outrun the snake and enter the cave. Yes, you will still get attacked if the snake touches your chocobo.

Note that you can run across the marsh on foot, but nothing special happens if you do so (and it's nigh-impossible to pull off without running into Midgar Zolom).

BOSS TIPS: MIDGAR ZOLOM

LV: 26 HP: 4000 MP: 348

This boss has two deadly attacks: one is a tail swipe that knocks a team member off-screen and puts them out of commission for the rest of the battle. The other one is the Beta enemy skill, which inflicts around 1000-1200 points of damage (which spells instant defeat if your allies are weak, although you should try to pick up this skill if you have a Teki no Waza equipped). Along with his bite attack, this serpent can be a tough enemy if you try to fight him earlier in the game. It's easier if you try to defeat him after you have Cid's airplane, since you can use Limit Breaks and powerful summon and magic spells to kill it. Unfortunately, you get a measly amount of EXP, AP, and gil for beating the boss and what's worse, he reappears when you return to the World Map, so you're right back where you started.

Note that if Midgar Zolom knocks one of your allies off-screen, the game won't end should the other members be killed; instead, you'll find yourself standing at the edge of the marsh.

The first time you get across the marsh, you'll see a large snake impaled on a tree. Just exit the screen to continue playing. Also, if you get off your chocobo while on the patch of grass before the mine entrance, he'll stay there in case you need to return to the farm (this doesn't seem to happen all the time--I don't know why). If you're strong enough, you can get to the Mythril Mines without ever having to go to the Chocobo Farm.

Next Chapter ...

1.16 Mithril Mine / Junon Town

3 . 1 2 m i t h r i l m i n e / j u n o n t o w n

ITEMS IN THIS AREA: Ether, Tent, Long Range materia, Mind Source x2, Elixir, Power Wrist, Shiva materia, Grenade or Potion x6 or Ether x6, Enemy Skill materia, 1/35 Shinra x2, Luck Source, Power Source, Guard Source, Speed Plus Source, Silver Glasses or HP Plus or Force Stealer.

Inside the Mythril Mine, head northeast to find a green Ether on the stone steps. In the chest is a Tent, so be sure to grab it. If you try climbing up the brown vine on the western rock face, you'll find a purple materia (Long Range). Climb back down, return to the first area, then

head left. Make your way southeast to find a chest with a Mind Source inside, then head west to reach the next area.

Here, you'll run into some of the Turks again: Rude, Elena, and Tseng. Once they leave, walk north. There's a chest with a Elixir inside it and a Hi-Potion just to the north of the chest. Return to the area where you met the Turks, climb up the vine, and go through the door to exit the mine and return to the World Map. From now on, you can meet Yuffie in the forests and have her join you (refer to section 8.1 for details).

Nearby is a rocky outcropping with a huge bird statue atop it, the Condor Fort. Enter it and choose the second option when talking to the man out front. After climbing up the rope, you'll find yourself in a town built into the rock itself. There is a Save Point, item shop, bedroom (you can sleep for free), and Materia shop here. Talk to everyone. If you have enough Gil, you can hang around and fight the 'mini-battle' as many times as you want (it's fun!). Otherwise, leave and go northwest through the forest to Junon Town by the shore. For information on fighting the battles, refer to section 7.8 (Having Fun).

<KM's note - Okay, folks, from here on out, it's all based on the Japanese version of my FAQ (mostly). So enjoy, and I'll be back with more info and additions next time!>

Once you arrive at Junon, talk to the villagers, then go down the stairs to the shore. Here, a young girl named Purishira is playing with a dolphin. Out of nowhere, a big flying boss shows up and attacks her, then your party.

BOSS TIPS: BOTOMUSUWARU (Bottom Swayer) LV: 23 HP: 2500 MP: 100

There's not much to worry about; just attack with Lightning or Poison-based spells and keep your life up. Since this guy's flying, some characters can't attack him (like Tifa), while some can (like Cloud). Find out which guys should be casting magic and which should be attacking early on in the battle. Sometimes, the boss puts an HP-reducing bubble around a character. It only disappears if you cast a magic spell upon it (this won't hurt the 'bubbled' person). If you have the Affect All materia, you can use this to cast a spell on the bubbled person and the boss at the same time. Before dying, the boss will attack with a wave, (he can do this normally, but always does one before he disappears) so watch out and make sure your hp is high enough to withstand an attack. If you want, you can equip characters (like Barret) with weaker, long-ranged weapons so that they can attack the boss, but it may not be worth it. You'll receive a Power Wrist when the battle is over.

After killing the boss, you'll have to revive Purishira. To do this, watch the lung-shaped meter that appears in the upper right. Press the S button once to make the meter start to raise. Just as it reaches the top, press S again to make Cloud breathe into the girl's mouth. It will take a couple of tries. Afterwards, go to the house near the entrance to town and talk to the person there (for some reason, choosing

the top option won't make Cloud go to bed, but if you go back in the house and try again, he will go to sleep).

During the night, Cloud will have another bad dream. In the morning, leave and go to the house above the stairs (your friends will be gathered near it). Purishira will give you the 'Summon Shiva' materia, a gift for saving her life. Follow her to the shore, then talk to her a second time. Barret will show up and the girl will keep talking; when you have the chance, choose the middle option. Your goal in this part of the game is to leap atop the iron beam above the electrical tower so that you can sneak into the heart of Junon Town. Your controls are:

X Swim faster
S Makes the dolphin flip you into the air

If you get too close to the electric blasts traveling along the tower, you'll get shocked and will have to try again (just pick the second option). The easiest way to get up there is to simply not move and press S. The dolphin will miss and deposit you near the bottom of the screen. However, you'll be perfectly positioned, so if you press X again, Cloud will land on the beam. Once you're on it, head to the left to get a good view of the flying airship 'Highwind'. Make your way south (towards the 'front' of the screen) to continue.

The next area has a higher and lower level. If you investigate the box-like switch, you'll be taken to the lower level. From there, head south to find a building. There is a projecting roof nearby which has a door underneath it; just press against the edge and you'll enter a hallway filled with soldiers. In the halls, go up to find a locker room. Check out the half-open locker and choose the second option to dress up as a guard. When the captain of the guards asks you another question, pick the bottom answer.

Then, leave the locker and take note of the Save Point before heading through the door (follow the other soldiers). Now that you're outside, go into the first alleyway. You'll come across a group of marching soldiers. The head guard will want you to join in and march with them perfectly, so it may take a couple of attempts before this event will end. You also have to move your gun in time with the soldiers by pressing and releasing the O button. Depending on how high or low the counter was during this scene (the one in the lower right-hand corner), you will get the following:

PERCENT	NAME	TYPE
21%	= Grenade	Item
37% - 39%	= Potion x6	Item
45% (?)	= Ether x6	Item

(I'll figure out the rest later....)

Afterwards, you'll have to stand at attention while Rufus and Heidegger talk to each other...press in any direction and the captain of the guard will tell you to get back in line. After the rest of the soldiers leave, the captain will give you an option; choose either option and you'll return to the locker room for some training on the next event. There, you can try to follow the captain's orders, if you wish. When he asks you a question, choose the top choice to try training again, or the

bottom option to finish the training. Once the soldiers leave, follow them outside.

Now's your chance to do a little shopping and treasure hunting. You'll run into Rude in the basement of the first weapon shop, but he won't recognize you in your Shinra guard uniform. Go through the third door and talk to the guard near the back of the room, then jump down to an area with several Shinra guards and some holograms. In the far corner of the room is a yellow materia (Enemy Skill). This place (I believe) is similar to the 'House of Learning' back in Area 7 Town where you could learn about the game's mechanics. On the second floor of the same building, you can get a 1/35 soldier and a Mind Source. In the room with the cats nearby is a Luck Source. On the third floor is a red Power Source and a green Guard Source.

If you enter the fourth door on the other side of town, you'll find that Elena, Rudo, and Tseng of the Turks are here. It's a good thing that you're in that uniform :) Go through the sixth door to find a room with a soldier; you can check the silver trashcan for a message and pick up a yellow Speed Source in the side room. On the floor above, you can pick up another 1/35 soldier.

In the next area, Heidegger and Rufus show up again. You have to do your salute according to what the captain of the guard tells you to do (remember your training)! At the very end, all you have to do is be facing forward: pressing any button will make you do the 'spinning gun' salute. Unfortunately, the order of commands is random each time you play, so just do your best. Afterwards, you can press the following buttons to make Cloud do funny things:

S	Scratch back with gun
X	Put one leg forward
T	Shrug
Pad	Stand at attention

Depending on how well you did during the salute, Heidekkaa will give you an item. Each 'button press' action was worth 10 points, and the final salute was worth 30 points. Changing direction was worth 0 points, but unless you were facing in the correct direction, any action you performed was worth 0 points. Also, performing an action was worth 0 points if you did it too late (although you'll get full points if you do the action early). Your total score determines what you will receive (notice that Rufus' reactions change depending on what item you will be given):

SCORE	NAME	TYPE
000 - 050 =	Silver Glasses	Accessory
060 - 090 =	HP Plus	Independent Materia
100 - 190 =	Force Stealer	Weapon (for Cloud)
200 =	(I'll figure out this one later....)	

After everyone else leaves, Red 13 (who was watching from just inside the boat) will talk to you if you try to leave instead of boarding the boat. Either way, you'll end up joining your friends in the boat's hull.

Next Chapter ...

1.17 Shin-Ra Boat

3 . 1 3 s h i n - r a b o a t

ITEMS IN THIS AREA: Ether, Affect All materia, Wind Slash, White Cape.

Open the treasure chest to get an Ether, and be sure to pick up the blue materia (All). Talk to the people here, then go up on the deck and talk to everyone else; you'll notice that they are your companions (don't miss Red 13 :)). The man in white will sell you items if you talk to him. Once you're done, go back down and talk to Aeris, then return to the deck and go all the way to the left; one of the guards has left, allowing you to sneak to the front of the ship.

Here, talk to Barret, who is spying on the Shinra members. After talking to him a couple of times, an alarm will sound. Go back to the center of the boat to find your friends. Then, assemble your party. If you want to change the setup, talk to your friends again. When you're ready, go downstairs and head through the door that the one guard was standing in front of. In the next room, watch out for enemies and climb up the ladder, the walkway leads to a chest with a Wind Slash inside. Did you get all the items on the boat? When you're ready, go and talk to the captain of the guards. It turns out that he's dead. Then, Sephiroth shows up, and summons a huge monster for you to fight before he flies away.

BOSS TIPS: JENOBA*BIRTH (Jenova*Birth) LV: 25 HP: 4000 MP: 110

Earth, Fire, and Cold magic work well against it, but don't use Poison. Attack with your Summon Materia and hit it with everything you've got. Keeping your HP Plus is a priority, since it can use lasers to attack one or all members. Only use physical attacks if you are running low on MP. The boss can cast 'Stop' on a single ally so make sure that you're not too dependent on any one character during the battle. Some Phoenix Tails will also come in handy, since the boss sometimes uses a laser that hits all allies (Terror Laser) twice in a row (which can inflict loads of damage). You'll get a White Cape when the battle is over.

Next Chapter ...

1.18 Costa Del Sol

3 . 1 4 c o s t a d e l s o l

ITEMS IN THIS AREA: 'Summon Ifrit' materia, Power Source x2, Motor Drive, Fire Ring, Double Machinegun, Turbo Ether, Transform materia, Wizard Staff, Star Pendant,

Soft x2, Phoenix Down x10, Mind Source, Tent.

Grab the red Materia (Summon Ifrit) after the battle and wait for the boat to dock. Talk to the people here and then go up the stairs. A short automatic sequence follows. In the next area, go into the door to meet a shady guy who will sell you this room for 30,000 gil; you can sleep here for free anytime you want afterwards. Climb down the stairs in the bottom part of the room to reach a basement with a sleeping man. You can get a Power Source and a Motor Drive here, as well as a Fire Ring from the treasure chest. You'll meet Mukki (from the cabaret in the Wall Market) in the bar, as well as some of his friends. If you go down to the beach, you'll run into Hojo (the scientist you met in the Shinra HQ). You can talk to him if you want, but you won't get anything out of it.

Outside of the town, head through the mountains and across the bridge. You'll find a cave-like entrance. Talk to the man on the hill, then keep heading north. Eventually, you'll reach a walkway that leads to a large Makoro furnace. Head south and follow the train tracks; there's no point in looking around here. Keep going, and you'll come across some curving tracks and a Save Point. As you walk along the tracks, you can get the following items: Double Machinegun, Turbo Ether, and a Transform materia.

These tracks are rickety, and when you walk across them in certain areas a message will appear telling you to press O so that you don't fall through them. It's better to let yourself fall, because you can then hold left or right and rapidly press O to land beneath the tracks. Then, press Up to climb back up. If you landed on the left side of the tracks, you can pick up a Wizard Staff. If you landed in the middle, you can't get anything, but if you landed on the right side, you'll find a Star Pendant. There are three places where you can fall through the tracks, so be sure to get these items.

Take the upper rail path to the next area. Are your friends waiting for you on the lower track? If they're not, then go back and take the lower path. You'll get an option to summon them using the PHS system (NSS). Assuming they're there, take the upper path and keep walking until you find a wooden shed. Enter it and pick the top choice when you're prompted to make a decision. This will lower the tracks on the bottom path. Before returning to the lower rail path and following after your allies, you can walk to the end of the path you're on and climb the wall; you'll hear birds chirping if you're in the right place.

After finding the nest, you can choose to take the treasure in the nest (the top option), or leave the birds alone (the bottom option). If you choose the top option, you're attacked.

TIPS: KOKATORISU (Cocatrice)

LV: 17 HP: 420 MP: 0

This guy's easy; just attack until it dies. You'll get 10 Phoenix Downs should you kill it. You can get two Softs from it; one by stealing, the other by killing it with Morph.

You'll get 10 Phoenix Downs after the battle is over. Cloud will then

return to the train tracks. Keep in mind that this is a one-shot deal; whether you decide to take the treasure or not, you can only make a choice one time. As you're traveling along the lower rail path, you'll see a part where the track splits in two directions. Take the left path (the one that turns back). Walk north (towards the bridge), then right (under the first bridge). It may sound confusing, but you'll end up in a little shack where there's a bunch of items and a man resting on a bulldozer. There's a Mind Source and a Power Source here, and the chest has a Tent inside of it. Leave and follow the other path across the bridge in the next area to reach the town of North Corel.

Next Chapter ...

1.19 Gold Saucer

3 . 1 5 g o l d s a u c e r

ITEMS IN THIS AREA: Silver Armet, 'Summon Ramuh' materia.

There's some merchants here at North Corel and an inn. You can also learn more about Barret here, whether he's in your party or not. When you're done shopping and chatting, go to the sky lift. After Barret has a flashback about his friend Dain, take the lift up to the Gold Saucer. You can return to the World Map by heading right from the bottom area of the town, but there's nothing to do out there (aside from saving your game or riding around on a Chocobo).

You'll see a Save Point in the background of the first area of the Gold Saucer, but you'll need GP (not gil, like what you've been using) to activate it. Pay the man to get in (the first choice is for a one-time entrance, the second choice will let you enter as often as you'd like), and then choose the path of your choice after your companions separate.

If you try to leave the Station Square (the area where you're at; all the areas in the Saucer are divided into 'squares'), Aeris will join you. As you explore the rest of the Gold Saucer, you'll discover that Shinra soldiers are snooping around, looking for Sephiroth. When you're ready to move on, go to the Wonder Square. Here, you'll meet Cait Sith, a would-be fortuneteller. He'll automatically join you since you only have two members (you and your friend) at this point.

Go to the Battle Square and you'll find a bunch of dead bodies; the handiwork of Sephiroth. As you're talking to the few who are still alive, Dio, the proprietor of the Gold Saucer shows up and promptly blames you for the carnage. Cait Sith makes a dash for freedom, but after following him, the party is trapped. Dio and his henchmen then summon three large robots that throw you and your allies through the 'Gateway to Heaven' to a desolate area, the Corel Prison, which lies at the base of the Gold Saucer.

Here, you'll find Barret. After he runs away, examine the dead body and talk to the other guy before going through the southern gate. There

is a treasure chest here (in the chamber at the base of the ladder), but it's already opened (anyone know if there's supposed to be something in it that you could have gotten earlier?)

In the second area, talk to everyone here. The building to the far southeast is a bar, and a man inside will sell you items. After looking around here, enter the building to the east (it doesn't matter which entrance you take). Barret will show up once you're inside, as will Tifa and Aeris. After Barret's flashback (in which his best friend falls down a gorge and North Corel is razed to the ground), reassemble your team and go back to the first area. Examine the guard (who is dead), then either leave through the gate. If you exit by going through the area between the gate and the building to the right, you'll end up wandering around in a wasteland until a caravan (the same one that Tifa was captured in) shows up. When it does, pick the top option to get a ride back to the area beyond the gate or choose the bottom option to stay where you are (in the middle of nowhere...you'll have to keep wandering around until the caravan shows up again).

Anyway, once you've gone past the gate, talk to the man out here and go to the `_right_`. Any other direction leaves you stranded in the desert (read the above paragraph again if you want to get back on track). This takes you to the caryard. Go up from here and you'll run into none other than Dain (the guy from Barret's flashback). He tells Barret about Erenoa and Marlene (who is actually his daughter), then (for what reason, I have no idea), decides to attack Barret. In the battle, you're forced to fight using just Barret.

BOSS TIPS: DAIN

LV: 23 HP: 1200 MP: 20

The easiest way to kill this boss is simply let him hit you; his attacks increase your Limit meter quickly. Use the Kaifuku Materia to restore lost life, then hit him with the Heavy Shot when your meter maxes out. A summoning Materia (like Shiva or Ifrit) is also a good way to inflict added damage. Just make sure you have all the MPs you need, and you can win in no time. The boss can pull off a final attack before dying, so keep your life up (but he can't do it if you kill him fast enough). You get a Silver Armet for beating him.

After Barret's friend dies, you'll find yourself back in the trailer. After talking to Kooshi (Coach?), you'll be invited to become a Chocobo racer. In the elevator shaft, choose the top option to have the racing process explained to you (NSS), or pick the bottom one to skip it. In the room with the other men, check the alcove by the Chocobo poster for a red Summon Materia (Ramuh). Then, talk to the girl in pink (Esuto) to start racing.

Your controls as a Chocobo racer are:

S	Speed Plus Source
X	Speed Plus Down
O	Dash (uses up your Dash Meter)
Select	Switch between Automatic and Manual control
R1+R2	Hold these buttons to refill your Dash Meter.

The more you Dash, the slower your walking Speed Plus is, so conserve your Dash Meter for when you really need it. You have to keep racing until you win, so get good fast! Esuto will explain the controls to you again prior to the race if you choose the top option, or you can conclude your conversation with her and start racing by choosing the bottom option. If you can't get the hang of it, then just keep racing using the Automatic Sequence mode until you get first place.

After winning, you'll receive the Bagii (Buggy) as first prize, and can now roam freely about the overworld and even pass through shallow rivers! (Look for lighter-shaded fords along the rivers.) Your controls are set up in the following manner:

X	Exit buggy
O	Enter buggy
T	Main Menu
Select/Start	World Map (press repeatedly to enlarge/hide map)
L1/R1	Rotate view (or return to side view if in overhead view)
L2/R2	Change view

You can run into enemies in the buggy, so be careful. Also, you can only return to the Golden Saucer if you take the sky lift from North Corel Town; you can't get there using the buggy. If you go across the river south from the Golden Saucer and look around, you'll find a house on a peninsula; you can't explore it yet, so ignore it for now. BTW, you can return to the desert if you get in the buggy, enter the dirt pit surrounding the Saucer, and touch the houses at the base of the Saucer. However, you'll find that there's nothing to do here but wander through the desert--do so long enough and the same cart that Tifa was abducted in will pull up and offer you a ride back to your vehicle. Choose the top option to accept and the bottom option to stay where you are. And as the help menu indicates, it's possible to return to Junon Town and take the Buggy with you. After you've completed the scenario with Cid, you can explore the house on the penninsula; you can also get Aeris's Level 4 Limit Break manual at that point in the game (see section 14 for details).

Next Chapter ...

1.20 Gongoga Town / Cosmo Canyon

3 . 1 6 g o n g a g a t o w n / c o s m o c a n y o n

ITEMS IN THIS AREA: Fairy Tale, X Potion x2, 'Summon Titan' materia, Deathblow materia, Added Effect materia, Ether, Black M-phone, X Potion, Fairy Ring, Ether Turbo, Wizer Staff, Demi materia (and you can get an Elixir, Magic Source, and the Full Cure materia here from Disc 2 onwards).

Your next goal should be to head south from the Golden Saucer across the river to a forested area. Go into the black structure (it's called Jungle, for some reason). Reno and Rude are here. After Elena shows

up and alerts the other Turks to your presence, you'll be asked a question. No matter what your answer is, you'll have to fight Reno and Rude at the same time.

BOSS TIPS: RENO	LV: 22	HP: 2000	MP: 80
RUDE	LV: 23	HP: 2000	MP: 135

Use Summoning spells to even the odds at the start of the round, then go after either one. Once you injure one enough times, he'll leave, then the other one will. It may be better to attack Rude, since he can heal himself and Reno, but then again, Reno can inflict more damage. In any case, this fight isn't too hard either way. You'll get a Fairy Tale and a X Potion should you win the battle.

After the Turks leave, head northeast, then go north to reach a pile of scrapped machinery. As you're looking around, Sukaretto and Tseng show up in the Shinra helicopter and talk about 'Huge Materia' (which you'll learn more about in Disc 2). After they leave, examine the area where Sukaretto was standing and choose the bottom option to get the 'Summon Titan' materia. Then go back to the first area and head left. In the second area, there is a Deathblow materia near the left path (which returns you to the World Map). If you take the north path, you'll arrive at Gongaga Town.

Be sure to visit the stores (don't forget that you can climb up the pole in the Accessory Shop to reach a room where you can buy weapons) and get the treasure chests from the inn (X Potion) and the old man's house (White M-phone). If you go into the far right house, you'll meet an old couple who apparently know Cloud (or someone just like him), and someone else named Zekkusu. When you're done here, return to the World Map. Head southwest, then turn toward the river and go over the shallows, and then make your way up through the mountains to reach Cosmo Canyon. If you try to drive past the town, the buggy will short out, so you don't really have any choice but to enter the town (and you can't get anywhere else without the buggy, so even if you didn't drive it past Cosmo Canyon and entered on foot, it wouldn't matter....)

When you approach the man at the gate, Red 13 will talk to him (he'll either bound up the steps past your party if he's not with you, or he'll just leave your party and start talking if he was with you previously). Everyone here knows Red 13 by the name 'Nanaki'. After Red heads up the stairs, talk to the guard and choose the bottom option to be let into the town (Red 13 will reappear to make sure you guys get in). If he was in your party, you'll have the option to make a new team; otherwise, you can look around town freely. Don't miss the Save Point located in the Tigerlily Arms Shop. In the Item Shop, there is a passage with a red rope across it that prevents you from checking out the room in the back. Keep this place in mind because if you return to Cosmo Canyon in Disc 2 or 3, the rope will have been removed and you can get an Elixir, a Magic Up, and the Full Cure materia orb from the back room.

Eventually head up to the observatory, where you'll run into Red 13 and Buugen Haagen, an old geezer who knows all kinds of things. After Red 13 leaves, go back down and talk to your friends in order to make a new party. Then talk to Red 13 in the room connected to the inn

before returning to the observatory. Enter the side door, chat with Buugen Haagen, and you'll see a short FMV sequence.

When it's over, return to the large bonfire to the right of the entrance. Your friends are here. Talk to everyone here, then chat with Red 13 a second time. Buugen Haagen will show up, and you'll make a new group (with Red 13 as a permanent member). If you want someone else, just talk to another ally (it doesn't matter which one). Follow Buugen Haagen back to the sealed door above the weapons shop and talk to him, then choose the top option. He'll open the door for you. Enter and climb down to the very bottom of the shaft, then head left.

In the next area, head right and up until you see a hole facing left*. Enter it and you'll be given an option. Pick the top one to make an opening appear nearby. Go through it, then head up and left. You'll slide on the oil and hit a spiked wall, reducing every member's HP by 500 points. Then go south, through the hole, and head right to reach the Combination materia you couldn't get in the first area (Additional Effect). Go back and carefully walk along the edge of the path to avoid slipping across the oil. Then go right, up, left, down the stairs, and through the underpassage to reach a chest with an Eeteru inside of it. Then return to the stairs and go left, then down to find a second chest containing a Black M-phone. Then climb back up the stairs and head to the upper-left to leave this area.

* If you enter any of the other three holes, you'll be given the same option, but if you choose the top choice, you'll be attacked. Doing this doesn't seem to alter the level in any way, but you're better off doing this after you've cleared the whole area out instead of doing it right now; I'd rather be safe than sorry, in my opinion.

There are five passages in this area; you only want to take the 2nd and 4th passages from the left. First, take the 4th passage. When you touch the web beyond it, you'll have to fight a giant spider (Stinger). When you've killed it, follow the path north to find a chest with an X Potion inside. Then go back and take the 2nd passage from the left. Kill the Stinger that attacks you when you touch the web and then head left and down. As you're going through the tunnel, hold right and you'll find an alternate path that leads to yet another treasure chest. You'll find a Fairy Ring in it. Go back up to where the web was and walk north to find another web. Past it is the exit, but try holding left and Cloud will go along a passage hidden by the rock that leads to a chest. There's a Turbo Ether inside.

When you approach the giant face in the next cavern, it begins to move and you are attacked.

BOSS TIPS: GI*NATATAKU

LV: 29 HP: 5500 MP: 200

Don't worry about the Soul Fires this boss has with him; just use your Summon Materia, then concentrate on attacking and using Limit Breaks on the big guy himself. If your spell Materia has hit second level, then Cold and Lightning work nicely on him. You don't even need to worry about your life much; the boss can be taken down before any serious

damage is done to your party. You'll get a Wizer Staff should you be successful in battle.

Grab the spell Materia (Demi) that's left behind and follow Buugen Haagen up the steps. After the sequence with Red 13 and the other creature (his father, who was transformed into metal or something?), make a new party and leave the town. Don't worry, Red 13 will rejoin you when you try to leave. Oh yes, the Buggy will be working again when you leave Cosmo Canyon.

Next Chapter ...

1.21 Return of Sephiroth

3 . 1 7 r e t u r n o f s e p h i r o t h

ITEMS IN THIS AREA: Luck Source x2, Elixir x2, Platinum Fist, Turbo Ether Silver M-phone, Twin Viper, Enemy Launcher, Magic Source, Destruct materia, Rune Blade, Platinum Barrette, Powersoul, All Materia, Elemental Materia, Sniper CR, Jem Ring, Counter materia (if you open up the safe in the mansion, you can get the Cosmo Memory manual and the 'Summon Odin' materia, not to mention a Key Item (the gold key).

Get in the buggy and continue past Cosmo Canyon. Head north to find a river with a shallow ford you can cross. Past it, the mountains are of a different type than what you usually see. Near them is a small town, Nivelheim. Look familiar? It's the same one Sephiroth and Cloud went to in Cloud's flashback.

First, go into the inn. Talk to the black creature in the back to get a Luck Source. You can get an Elixir from another one of the creatures in the Item Shop, and a second Luck Source if you talk to the small creatures in the upper floor of the southeastern house. The large house to the east is Tifa's home, and you'll be given a Platinum Fist and an Turbo Ether if you talk to the creatures here. There's a piano in Tifa's room that you can fool around with (see section 14 for details).

This next section is optional--you can just continue on through the mountains if you want. However, Sephiroth won't show up in the mansion after you reach Disc 2, meaning you can't nab the Destruct materia unless you get it from him during the first disc (read below for details).

Now, go into the large mansion at the edge of town. Left of the entrance is a piece of paper written by the Turks (?). It has several hints on it that clue you in to the combination of the safe on the upper floor (but it's useless if you don't know Japanese :)). You can get the 4th number by choosing the blank space beneath the first three tips (look at the paper, choose the top option, then move the cursor down to the blank space and press 0).

Head right and look for the sliver of light near the stairway, it's very hard to see. It's an opening that leads to the lower section of another room. There's a chest here, with a Silver M-phone inside. Go back out and go into the northern door beneath the staircase. In the adjoining hall, head right and up to find a chest with a Twin Viper in it. To the left is a room with a broken piano (which you could have also reached by looking for the opening near the left staircase in the main room).

Go up the stairs and head left. In the circular room is a chest that has an Enemy Launcher inside. There's nothing in the northern room except for a locked safe--you'll need the right combination in order to open it (see section 14 if you don't know how). If you want to try your luck, examine it with the O button and choose the top option to enter the combination or the bottom option to quit.

Open the safe (or not), then go right and into the right wing of the manor house. If you go up, you'll find a chest with a Magic Source inside. Then go into the lower room and examine the curved wall to open a secret passage. Go down the spiralling walkway, and then head right. If you got the gold key from the safe, you can open the northern door (refer to section 14 for details). Continue to the right to find a library. Then go north and you'll run into none other than Sephiroth, who will pelt you with a green materia before flying away. Be sure to get the materia (Destruct) before leaving the mansion.

Once you're back outside, leave Nivelheim from the northern entrance and continue along until you see a passage leading into the mountains. In the next area, follow the path until it splits, and take the north path, which wraps around the back of a spire and leads to a chest with a Rune Blade inside of it. Now go back and follow the original path. You'll notice that just before the bridge, there's a path that curves away to the north. Follow it up into the mountains and when it curves south, take that path instead of continuing in the same direction. The path curves several times, but eventually you'll make it to the top of the mountain, where you can find a chest with a Plus Barrette. It may help if you press SELECT so that you can see yourself when a mountain is blocking your view, and if you can't seem to get any further, press in other directions (like down) to scale the back of the mountain.

Go back down to the main path and head up the bridge. Inside the cavern, take the ladder down instead of the tubes, or you won't be able to get all the treasure in this area. You don't have to worry about the large boss near the door just yet. Feel free to make use of the Save Point, then climb back to the top of the area. Enter the pipe labeled '2' to end up on a rocky ledge. There's an item bag here with an Powersoul inside; get it and then press down to jump down to a lower ledge, then press down again to reach the floor. Climb back up one last time and go into the pipe labeled '4' in order to reach the treasure chest on the bottom ledge below; there's an All materia lying within. Walk against the right edge of the ledge to drop down to the floor.

See the path heading south, just below the path that the boss is

blocking? Follow it to go outside, then try to keep walking and you'll drop down to the lower ledge. Following the path here leads to a dead end, so enter the cave instead and take the righthand path once you're inside. Ignore the exit at the other end of the cave and work your way southwest, then go through the small hole. Walk up, then left, then down in order to reach the treasure chest you could see when you first came in here. Inside it is an Elixir. Now go through the exit to arrive at a wooded area. On the ground, to the left of the mass of crystalized Materia is an Elemental materia. Take it and proceed north, going through the opening to go back into the caves.

Inside, head to the right, then go up as far as you can and walk left past the stone walls to reach a chest containing a Sniper CR. Then go back and take the rightmost passage. It goes south and leads you back to the outside. From here, head left (going right leads you to a dead end). You'll eventually end up at the Jenova Plant you visited in Cloud's flashback. There's nothing to do inside the plant, so continue beyond it to the door set in the rock wall. Enter it and you'll end up back in the chamber with the pipes again.

It's true that you could have taken the door and done this entire sequence in reverse, but then you couldn't have scaled the ledge and you would have to go all the way back, instead of taking the express route like you just did :) Now climb down and examine the boss, and it will attack you.

BOSS TIPS: MATERIAKIIPAA <Materia Keeper> LV: 38 HP: 8400 MP: 300

Don't use Honou-related attacks; it'll only heal him. Red 13's Limit Break B1/1 works well, as does Cloud's B2/1 Limit Break. I'd also suggest using the 'Choco/Mog' materia as much as you can--it's ability to stun this boss is very useful. Physical attacks should do the trick if you have good weapons; save your MPs for healing yourselves. Kealra and All Materia are a good combination (remember to link them when selecting holders) if you want to stay alive, since the boss can inflict 300-800 points of damage with its stabbing/mauling attacks. Also, he can heal himself (around 1000 hp's worth), and use the damaging Tryne skill, which causes about 500 points of damage to all those still alive. If Red's learned his B1/2 break or someone knows Haste, it would be a wise idea to use it at the start of the round. Since the Materia Keeper is one of the few enemies that can use Tryne, it comes highly recommended that you have a Enemy Skill materia equipped so that you can learn this enemy technique. You'll get a Jem Ring should you be victorious.

After the battle is over, examine the purple materia that is left behind in order to take it (Counter Attack). Then follow the path outside--it leads back to the World Map.

Next Chapter ...

1.22 The Inventor

3 . 1 8 t h e i n v e n t o r

ITEMS IN THIS AREA: Power Source, Yoshiyuki, Drill Arm, Edincoat.

Head southwest, then turn north (you're making a big C around the mountains). Keep walking and you'll see Rocket Town up ahead. In the Accessory Shop, you'll receive a message if you go to the left end of the counter and examine it (anyone know what it means?) If you go into the house farthest to the right, you can find a chest with a Power Source inside of it in next to the stove. Then talk to the old man standing near the house that's just left of the rocket's launch pad. Talk to him again, and he'll ask you a question. Pick the top answer and the view will pan up to show the rocket. Then the old geezer will give you the Yoshiyuki; it's a weapon for Cloud.

Go into the house to the right of the old man. This is the home of Shiera and Cid, although neither of them are around at the moment. There's a chest here with a Drill Arm inside it. If you go out the back entrance, you'll find a light airplane in the backyard--it's one of Cid's inventions, the 'Tiny Bronco'. After looking at the airplane, Shiera will show up. When she leaves, go outside and head north to arrive at the rocket--climb inside it to find Cid. After chatting with him, name him. You can then ask him several questions; you have to at least ask the first one (top choice) in order to proceed with the game. Then leave the rocket and return to Cid's house. Shiera will show up, then Cid, too. After Cid goes out back, Shiera will explain how Cid was going to pilot his rocket into outer space some time ago, but aborted the launch when he discovered that Shiera was still making last-minute checks and hadn't left the launch pad yet; she would be burned to ashes since the launch could only be aborted, not delayed. By saving her life, Cid's dreams were shattered, since he did not have the resources to repair the rocket, which tipped over after falling back onto the launch pad.

Cid comes back into the house, then Palmer shows up--an employee of Shinra. Go outside and you'll run into Rufus and a Shinra guard, who have come to 'borrow' the Tiny Bronco. After Shiera brings you back inside the house, go out the back entrance to find Palmer standing atop the Tiny Bronco. Talk to him and he'll attack you.

BOSS TIPS: Palmer <Palmer>

LV: 38 HP: 6000 MP: 240

His gun causes a fair amount of damage since it has the effects of Fire 2, Ice 2, and Bolt 2, so make sure Aeris is in your party or that you have some Restore Materia. Use Haste and All on your party as well as Slow magic and/or Summon Chocobo on him to even the odds a bit. You'll want to have Cloud's B2/2 by now--it comes in handy. Your prize for beating Palmer is an Edincoat.

After the boss gets wasted (heh, heh), your party and Cid will escape on the Tiny Bronco. Although it gets damaged during your escape it

can still be used to skim across shallow water and traverse rivers (although you can't go up or down waterfalls). Here are the airplane controls:

X	Exit airplane
O	Enter airplane
Select/Start	World Map (press repeatedly to enlarge/hide map)
L1/R1	Rotate view (or return to side view if in overhead view)
L2/R2	Change view

You now have several options that are available to you: you can get Aeris's Level 4 Limit Break manual (see section 14 for details) or go on Yuffie's sub-quest (if you have her in your party, see section 6 for further information). Even if you don't have Yuffie, you can purchase some pretty good weapons and find some treasure chests lying around in Wutai, so you may want to stop there anyways. You can even go back and kill the big snake you had to flee from in section 3k, if you've been itching to do so (you'll now have enough HPs to learn the enemy skill 'Beta' from it without dying). In any case, it would be a good idea to explore other areas and pick up items you missed/buy stuff you couldn't afford before instead of continuing on your quest just yet. I would suggest checking out the excavators' site to the north, since you can pick up the powerful 'Summon Kjata' materia there as well as buy some useful bracelets and items (see section 3u for details).

Next Chapter ...

1.23 Betrayal

3 . 1 9 b e t r a y a l

ITEMS IN THIS AREA: Protect Vest, Choco Feather, Elixir.

Pilot the Tiny Bronco back to the Gold Saucer area. Go to the weaponsmith's house on the peninsula near the dirt pit and talk to him--he'll explain that you need the Kiiston (Keystone), which he no longer has. Get back in Cid's airplane, and leave it on the shore by the dirt pit. You need to get to the Golden Saucer, so either walk or find a wild Chocobo and ride it back to North Corel. Then take the sky lift up to the Gold Saucer. Go to the Battle Square and look for an opening on the right side of the room labeled 'Dio's Show Room'. Inside, examine the glittering object on top of the large stand; it's the Kiiston. Dio, the big lug who threw you out of the Gold Saucer before, will show up and offer you a challenge: fight in the Battle Square and he'll give you the Kiiston. When you have a choice, pick the top option to accept or the bottom option to temporarily decline. You'll now have to fight in the Battle Square using only Cloud. Keep in mind that even if you lose the very first battle, Dio will still give you the Kiiston.

If you want to try and see if you can win all the battles, then keep

fighting. After each battle, the message 'GREAT!' will appear, followed by two options. Choose the right option to stop fighting, or the left option to continue fighting. If you choose to continue, a jackpot-like device will appear. You can stop it from spinning by pressing the O button, and whatever comes up when you press O will take affect prior to the start of the next battle. Depening on what you get, different things will happen to you, although certain accessories can render you immune to some of the more debilitating effects.

Furthermore, the status ailments that you are afflicted with as a result of the jackpot stay with you from battle to battle, and you're forced to stop the jackpot after each battle, so you could end up being a poisoned, petrified frog in a few rounds, if you're not careful. If you last through seven battles, then the fighting ends.

Refer to the 'Having Fun' section for a complete explanation of how the Battle Square works, but keep in mind that although you will earn Battle Points during the battle, they are reset to zero when the battle ends since you end up in the Show Room (and the way things work you lose all the Battle Points you earn if you leave the main room at any time). Should you make it through all the battles, Dio will give you a Boudan Chokki and a Choco Feather, in addition to the Kiiston.

There's nothing else you need to do at the Gold Saucer now, but when you try to leave, you'll discover that the ropeway that the sky lift travels up and down is broken, leaving you stranded in the Saucer. Cait Sith will either show up (or leave your party, if he's already with you guys) and suggest that you all meet him at the Ghost Hotel. At the Hotel, you and your allies will chat for awhile. In the next scence, you'll find yourself in your room.

At this point in the game, a character will come into your room and ask to go on a date with you. While it's usually Aeris, it's been confirmed that you can go on a date with Tifa instead, if you were nice to her and mean to Aeris throughout the course of the game. It's much harder to do, but if you have had Yuffie in your party for a while, she may wish to date Cloud as well. If you're really mean to all the women in your party, Barret will date you (so be nice!) It's not what you think--just a friendly outing (he had a wife, so what are you thinking ^_^;) I'll write down the exact method to date each character when I learn what they are.

Both times that I've played through this part, it's always been Aeris who comes to ask Cloud to go on a date, so I'll write the next section with her in mind, although you may end up with someone else.

First, you'll go to the Event Square. Since you're the 100th person to come here that day, you and Aeris will be offered a role in the upcoming play. What you do here doesn't affect the game in any way, so just pick whatever options you'd like and watch one of the many humorous endings. If I wrote it out, it would ruin the fun, so.... Next, you'll ride the gondola in the Round Square. When Aeris looks out the window, you can press left to look out, too, and see various FMV sequences showcasing the events at the Gold Saucer.

After the date is over, Cloud and Aeris will return to the Station

Square only to find Cait Sith sneaking around with the Kiiston. He'll run away when Cloud yells at him, and you have to chase him around various sections of the Gold Saucer. (If you don't want to waste time doing that, then go to the Chocobo Square, enter it, and chase Cait Sith back outside). Eventually, Cait will stop at the steps outside of the Chocobo Square. The Shinra helicopter shows up, and Cait will toss the Kiiston up to Tseng. When confronted by Cloud and Aeris, Cait reveals that he is in fact a spy for the Shinra. He insists that he continues to travel with Cloud and his friends because he has taken Marlene as a hostage back in Midgar (Right? That's what he seems to say).

Once Cait Sith leaves, you'll find yourself back in the Ghost Hotel. Check the iron maiden for an Elixir (notice the sound it makes; it sounds just like Norstein Bekkler's laugh [the guy from Chrono Trigger!]). Leave the room to meet up with your allies again. After a brief talk, Aeris will join your party, becoming a permanent member. Pick another ally and then leave the Saucer, since the ropeway is now repaired.

Now that you're back at North Corel, leave and return where you parked the Tiny Bronco. Look at the World Map. See the tiny chain of islands near the bottom of the map? Just to the right of them and to the left of Mideel and the Fort Condor is a large island. If you go there, you'll see a large temple surrounded by a forest. This is your next destination, so land the Tiny Bronco at the shore and head to the temple.

Next Chapter ...

1.24 The Temple

3 . 2 0 t h e t e m p l e

ITEMS IN THIS AREA: Trident, Mind Source, Silver Rifle, Turbo Ether x2, Rocket Punch, Luck Plus materia, Morph materia, Princess Guard, Ribbon, Hou xx, Mega Elixir, Nail Bat, Dragon Armlet, 'Summon Bahamut' materia, Gigas Armlet.

At the top of the temple is a black creature, similar to the ones you met in Nivelheim. If you talk to it, it floats into the air in a flash of light. Inside the temple, you'll find the Turk, Tseng. He was badly wounded by Sephiroth. He gives you the Kiiston so that you can go after his attacker; examine the dais in the center of the room and you'll be transported into the depths of the temple.

This area has a very confusing layout; it's a mass of stairs, walkways and passages. There are chests everywhere, and a kooky old man in a blue robe is also running around down here. From where you arrived, head up, then left, then up again and go down the stairs to the ground level. There's an opening just above you; go in it, turn to the right, then climb down the vines clinging to the wall beneath you. If you run underneath the long staircase nearby, you can reach a treasure chest that has a Trident inside of it. From there, head right, go down the

stairs, then turn and climb up the wall using the vines. Head past the opening (which you can't enter at this point, anyway) and go up the stairs. The old man will dash away; ignore him for now and climb up the vines to reach a platform. There's a shiny pink item here (Mind Source). Take it and go down the stairs, then enter the door to your left to find a room with a treasure chest and the old man. Inside the chest is the Silver Rifle. Talk to the geezer twice and he'll offer his services to you:

- Purchase Items
- Restore HP and MP to maximum
- Save your game*
- Nothing

* Choose the top option to decline or the bottom option to accept and save your game.

Outside, go back up the stairs and down the vines, but this time, head down and to the left. You can pick up a green item here (Turbo Ether). Then go down the long stairway. At the bottom, climb down the smaller set of steps to your left, then work your way towards the southwest corner of the screen. There's a small patch of vines here that you can climb down. Be sure to open the nearby chest; there's a Rocket Punch inside of it. Now, go down the stairs and walk northeast along the path to find some more vines and the old man, who scampers away when you get too close. Climb up the vines, then go up the stairs next to you, go through the archway, turn east and go down the stairs, and climb up the long stretch of vines on the nearby wall. Head left, underneath the staircase, and you can nab a purple materia (Luck Plus).

Now, go back the way you came (go right, down the vines, up the stairs and down and out through the archway so that you're back on the path that the old man was standing on, just above the vines). Walk to the east until the path stops, then head south and turn east again to enter the nearby door. As you enter, the old man will dash away. There are huge hollow boulders that are rolling down this walkway. To get past them, time your dashes so that the hollow part will be directly over you, causing Cloud to kneel as the boulder rolls over you. Then keep going until you reach a side path that leads to a pool of water. Grab the Morph materia near the pool, then continue along the walkway, avoiding the boulders. Once you reach the end of the path, they'll disappear for good, but remember that if you get hit by a boulder, you'll be dragged all the way back to the beginning of the path (ouch!) Alternately, you can wait until the boulders disappear and then go back and pick up the materia after the sequence with Sephiroth.

Once the boulders are gone, Aeris will sense a powerful presence in the chamber and return to the pool. Light will erupt from the surface of the pool, and you'll be able to see what I presume is a flashback of Tseng and Elena (both Turks) running around in the shrine. After Elena leaves, Sephiroth shows up and creates a double of himself. While he busies himself with attacking Tseng, the laughing double flies up into the air. After this sequence is over, Sephiroth's double will descend into the pool and then fly away (is this supposed to mean anything?) When you return to the end of the passage, the old geezer will be waiting for you, and will once again offer his help:

- Restore HP and MP to maximum
- Save your game
- Nothing

When you're ready, go down the stairs. There's a huge room here with twelve doors labeled I to XII. In the center of the room is the ever-annoying talking clock. I was ready to use my FF7 discs as frisbees by the time I figured out how to solve this little 'mini-game'. Here's how it works:

If you press O (Roulette), the hour and minute hands move around very quickly. Even when you press O again to stop the hands, they'll both move three more spaces in the direction they were traveling.

If you press T, you're given two options: one in blue, one in green:

BLUE: This gives you four more options, one in blue, one in green, one in red, and one in white.

- BLUE The hour hand moves ahead by one space.
- GREEN The hour hand moves ahead seven spaces.
- RED The hour hand moves ahead by 17 spaces.
This invariably sets the minute hand ahead by at least one space.
- WHITE This does nothing.

GREEN: This gives you another four options, in blue, green, red, and white, respectively.

- BLUE The hour hand moves back by two spaces.
- GREEN The hour hand moves back by ten spaces, setting the minute hand back by one.
- RED The hour hand moves back by 20 spaces.
This makes the minute hand decrease by at least one space, too.
- WHITE This does nothing.

If you press X, the damn clock shuts up and you're free to move onto the hands of the clock (providing you've aligned them properly). You can only walk on the hour and minute hands of the clock.

Isn't this fun? Well, there are twelve passages (labeled I to XII), and you get to explore them by setting the clock to various positions. Here's a list of what's in each passage:

- I - When you open up the chest, you'll be attacked by monsters. You won't get anything for beating them, either.

TIPS:	JEMINISUMII	LV: 24	HP: 800	MP: 80
	POIZUNFUROGGU <Poison Frog>	LV: 26	HP: 500	MP: 100
	POIZUNFUROGGU <Poison Frog>	LV: 26	HP: 500	MP: 100

The Poison Frogs are weak against Reiki, so use cold-based attacks/spells on them. Their attacks will turn you into a frog, but they attack so often that it's better for you to wait until they hit you again (turning

you back into a human) instead of wasting a Maiden's Kiss or other restorative item. The woman (Jeminisumii) is weak against Poison, so use one of the Bio spells on her for good results. The only point in fighting this battle is if you want to learn Song of the Frog from the frogs (providing you have a Enemy Skill materia equipped).

-
- II - This passage is blocked off by rocks. You can't do anything here, so return and pick another path.
 - III - A treasure chest. It contains monsters, too. You won't get anything for defeating them.

TIPS: HEKUTOAIZU <Hecto-Eyes> LV: 30 HP: 500 MP: 220
 HEKUTOAIZU <Hecto-Eyes> LV: 30 HP: 500 MP: 220

Both of these red, multi-eyed monsters are weak against Poison, so use the best Bio spell you've got, or simply attack to dispatch them. If you've got Morph equipped, you can morph both of them into Magic Source items, which is really the only point in fighting this battle. Although weak, either enemy can drain lots of HP from you (around 1200-1400 points!)

-
- IIII - Shouldn't this be IV? Anyway, there's a chest here, and Aeris's Ultimate Weapon, the Princess Guard is inside.
 - V - This passage leads outside to the gold chest you could see but not normally reach. Inside it is a Ribbon.
 - VI - Read below to find out what to do here.
 - VII - There's a chest here. A weapon for Cait Sith, the Hou xx, is inside it.
 - VIII - You can get a Mega Elixir from the chest in this room.
 - IX - A passage blocked by fallen rock.
 - X - This is where you came in, bud!
 - XI - Yet another blocked passage.
 - XII - What a creepy room! You'll be seeing more of it soon enough.

At some point, you should stand on the hour or minute hand and let the second hand approach. When it passes over you, it will knock you down into the pit below. When you land, you'll find yourself in a room with a treasure chest. Before you can open it, you'll be ambushed by two monsters.

BOSS TIPS: ENSHYANTODORAGON <Ancient Dragon> LV: 34 HP: 2400 MP: 450
ENSHYANTODORGAON <Ancient Dragon> LV: 34 HP: 2400 MP: 450
(weak against Demi)

Using Demi or some Summon Materia will kill these dragons quickly. Even physical attacks work well. Either enemy can only attack for about 500 points of damage, or use a Sazankurosu (Southern Cross) attack that hit's one enemy for the same amount of damage, so they don't pose too serious a threat. You can also control them, even though they're bosses. You'll win an Turbo Ether for defeating both of them.

In the chest is the Nail Bat, the strongest weapon Cloud can get during Disc 1. Take it and leave the room. You'll find yourself back at the door you couldn't enter earlier (in the area with the vines and staircases. Simply work your way back to the talking clock, and pick up any items you might have missed the first time around.

PASSAGE VI

Before going down this passage, make sure you've cleared out the other rooms since you won't be able to go back to them after the next event. When you step out into the open, the bouncing old man will see you and run away. When Aeris asks you a question, pick the bottom answer if you want to return and explore more of the clock puzzle room (NSS), or choose the top answer if you want to hunt down the old man. To find him, simply go through the passages; you want to end up going into a passage that he plans to come out of. You can go down to another set of passages by going to the left end of each ledge and pressing the O button to jump down a level. The passage entrances and exits are random, but you can catch him without too much difficulty. Don't forget to take the chest lying on the lowest level; there's a pair of Army Cotton Gloves inside. As usual, beat the old man at his own game and he'll help you in return:

- Restore HP and MP to maximum
- Save your game
- Nothing

Now that you've caught the old man, the large door on the top level will open. Go inside and head to the right. You'll encounter Sephiroth four times. Up to his usual evil, Sephiroth talks about the energy within the temple as he swings his sword around, his every motion trailed by the double that he made earlier. After disappearing, Cloud will suffer from some sort of fit (something about the Materia taking over his body?) After coming to his senses, the party examines a mural on the wall which shows a meteorite speeding towards the people of the earth. Aeris talks about the spell 'Meteo' which Sephiroth is planning to cast, when the party hears Sephiroth's voice. The temple starts to shake, and a large red dragon appears and attacks the allies.

BOSS TIPS: REDDODORAGON <Red Dragon> LV: 39 HP: 6800 MP: 300

Slow the dragon and Haste yourself to gain the upper hand. Some Summon Materia will also even the odds, but don't use Kjata since it will heal the boss by about 2100 points. Also, Demi won't work against it. Limit Breaks and physical attacks should do the trick. You'll win a

Dragon Armlet should you win the battle.

Pick up the summon materia that's left behind (Bahamut). Then go back and examine the floating gold object on the dais. Aeris refers to it as the 'Kuro Materia' (Black Materia) but it's _gold_...in any case, Aeris will then ask you a question. It doesn't matter which answer you choose. At this point, if Cait Sith isn't in your party, you'll here a ringing sound and Cloud will answer the PHS phone. Cait will talk to him through the phone. If he is in you party, then he starts hopping around and talking to you. When he finishes, leave this chamber, let the old man heal you if you need it, then go back to the clock room. The only direction you can go in is straight up through passage XII. When you examine the door in the room beyond, yet another boss appears to finish you off.

BOSS TIPS: DEMONZUGEITO <Demon's Gate> LV: 45 HP: 10000 MP: 400

The bad news is that the boss can hit for lots of damage. The good news is that most of his attacks (especially the earthquake and body slam attack) quickly max out your Limit bars. Now's a good time to try out the Bahamut materia, but most other Summon materia don't do much damage. Make good use of Aeris's B1/1 and Cloud's B2/2, and you'll want to Barrier and Haste yourselves. Luckily, this boss can't instantly kill you as a similar boss in FF2 could. You'll win a Gigas Armlet from this boss if you're victorious.

Once the boss is defeated, Cait Sith will have an animated conversation with your party. If he's not in your group, then he bursts out of the door and starts talking. He'll then return to the chamber where the Black Materia was and take it. Afterwards, the entire temple vanishes! In the following scene, Cloud and Aeris go down into the foundation of the temple and retrieve the Black Materia, but Sephiroth shows up and forces Cloud to give the Materia to him. During this time, you control a ghostly image of Cloud as a child. If you stand in Cloud's path and keep talking to him, you'll prevent him from approaching Sephiroth, but there's no point in doing this since Cloud will continue to advance until you give up. After Cloud gives Sephiroth the Black Materia, he will attack Aeris (and you can't do anything about that, either). Cait Sith will show up (actually Cait Sith 2--the same person, but with a new robot body since the first one got trashed when the temple was destroyed. He sure got there fast, huh?) Then your other party member will leap down and prevent Cloud from killing Aeris.

After what I take to be a dream sequence, you'll awake in, of all places, the inn at Gongaga Town, with Barret and Tifa by your side. Answer Barret's question any way you like, then go outside. Tifa and Barret will join your party, but you don't have to keep them as permanent members. Look for the Tiny Bronco on the southern shore near Gongaga Town.

Also, Aeris has left your party for good. However, you'll have all of her weapons, equipment, accessories and materia in your item menu. Now, you need to go to the forest that you saw in Cloud's dream. First, get in the Tiny Bronco.

Next Chapter ...

1.25 Excavators' Site / The Forest

3 . 2 1 e x c a v a t o r s ' s i t e / t h e f o r e s t

ITEMS IN THIS AREA: 'Summon Kjata' materia, Water Ring.

Make your way up to the Northern Continent by going around the left side of the Western Continent after going along the river by the Gold Saucer.

Head to the right edge of the continent, where you'll find a forest surrounded by mountains. In the middle of the forest is a big rib cage and a large skull. Approach it, and you'll find yourself in a excavation site where a bunch of archaeologists spend their time digging. Before doing anything else, you might want to head up the ladder and go through the hole in the back to reach a forest, the same one from Cloud's dream. Keep walking until you reach the second forest screen. If you stand here for a moment, you'll see a red Materia floating on the left side of the screen. It will switch to the right side and back again every few seconds. Try to predict where it will show up and use the O button to grab it. Your reward is the Summon Kjata materia. If you try to continue through the forest, you'll find that this screen repeats endlessly. So, go back outside. Before going on to the next part of the game, you may want to buy some bracelets and items; talk to the man sitting near the rib cage and pick the second option in order to buy things from him.

What you need to do at this point in the game is commission one of the men to dig up the Runahaapu (Luna Harp) for you. As long as you have it in your possession, you're able to pass through the 'endless' forest.

- First, talk to the man sitting just outside of the rib-cage room. Pick the first option twice*. The screen will fade out.
- When the screen fades back in, all the men will be gone. What you do is choose a place where you want a digger to stand and press the S button. It costs 100 gil to place a digger. Use the top option to place a digger, or the bottom option to quit. You can place up to five diggers.
- You'll quit once you choose the bottom option or after you've placed five diggers. Now, press the S button to set off an explosion. You'll hear a music cue, and the diggers will turn in different directions.
- Stand where you want one of the diggers to search through the night and press S again after clearing the dialogue box. You'll find yourself back at the bottom of the screen the next morning. The treasure chest nearby will be closed, and it may or may not hold an item, depending on where you chose to dig.

- The key to getting the right item is to watch the diggers after the explosion occurs. They'll all look toward the location of the item you need, so try placing them in compass-point style layout so that you can follow their vision to the place where the item lies. If you're really stuck, the Runahaapu lies just a little ways to the west and ever so slightly south of the tent on the upper ledge.
- * Normally, the first option is used to dig for the Runahaapu (all the diggers will look in the direction of the harp). The other two options are used to dig up other items (the diggers will look in the direction of the closest item/next item to be found). But not only do you not have to place diggers in order to find an item, but you can use any of the three choice to dig up the Runahaapu or any other item--it's just that the diggers won't look in the correct direction if you don't use the first option, and you can't use the first option after obtaining the Runahaapu.

How do you know if you got the right item? Well, it will show up on the Key Item menu (where the important stuff like the PHS is kept). Also, if you talk to the digger sitting by the room, and choose the first option twice, he won't let you select and place diggers. Finally, try going into the forest. If the screen turns green, then you've got the right item.

When you've got Runahaapu, go into the forest. When you reach the second area, the screen changes to a green color, and the forest will no longer repeat. Beyond the forest is a rocky area. First, go under the tree trunk to reach the treasure chest with a Water Ring inside. Climb up the rocks near the pink mass of coral, then go through the fallen trunk and head north to reach the next area (you can't climb up the vine in the first area, so ignore it). Walk along the curving path and you'll find yourself back in the World Map, in the canyon near the forest. Head straight forward to the top-like object to continue your quest.

Next Chapter ...

1.26 Ancient City

3 . 2 2 a n c i e n t c i t y

ITEMS IN THIS AREA: Magic Source, Aurora Armlet, Comet materia, Guard Up, Elixir, Enemy Skill materia, Wizard Brace.

This area looks a lot like the floor of the sea; there's shells and coral everywhere. At the crossroads, take the left path. It leads to a stone building--inside of the building is a Save Point, and there's a chest on the upper ledge with a Magic Source inside it. Leave the building and continue past it, following the path east into the rock face. Inside, go down the stairs and head all the way right to find a chest with an Aurora Armlet in it. You can check out the blue crystal if you want, but there's nothing you can do with it at this point in the game. Return

to the crossroads and take the middle path. Enter the shell building and climb the spiraling walkway to the very top to find a green materia lying on the ground (Comet). Go back to the crossroads yet again and take the right road. It leads to an area with several shell buildings. Go all the way to the right, then go north to enter the building before you. Climb all the way to the top level. There's a chest here containing a Guard Source.

There's nothing else to do in this area but enter the last shell house; your friends won't let you take the path leading out of the city, and the main path leads to another part of the chamber with the blue crystal, but there's nothing you can do there. So, if you're ready to proceed, enter the shell house to the right of the main path. On the ground floor is a chest holding an Elixir. Take it and climb up the ladder. When you approach the beds, you'll be given an option. You can choose the bottom option, grab the yellow materia behind the headboard of the third bed (Enemy Skill), exit the house, then enter it again, approach the beds, and choose the top option to go to sleep. Or, you can just pick the top option the first time around, go to sleep, and when you wake up in the night, grab the materia (it's easier to see at night, too). Originally, I thought this was a 'bug' materia (don't I feel silly now), but it's not.

No matter what you decide to do, go to sleep when you're ready to. You'll wake up in the middle of the night. After Cloud's companions join him, return to the crossroads a final time and take the middle path again. When you enter the shell building, the fish floating in the middle of the spiraling passageway will have disappeared; there are blue steps in its place. Go down them and you'll find yourself in an underwater palace. At the bottom of the stairs, leave the building and take note of the Save Point before going down both sets of stairs below.

Aeris's here, and you have to get to her by jumping across several pillars. Press in the direction of the next pillar to get proceed, but you'll have to use just Cloud; your allies will wait for you back on the ground. Once you get close to Aeris, Cloud has another spastic fit and will draw his sword. You can press the controller and the buttons to make Cloud do different things, but pressing O three times will make him try to strike Aeris. Luckily, he'll come to his senses beforehand with some help from his friends, but Sephiroth makes an appearance and attacks Aeris. After her death, Sephiroth escapes, leaving behind another monster in his wake.

BOSS TIPS: JENOBA*LIFE <Jenova*Life> LV: 50 HP: 10000 MP: 300

This boss is weak against earth attacks, so use Earth and Titan. Also, Comet, Bahamut, and Kjata all work very well. Physical attacks do a surprising amount of damage. The boss will cast Reflect on itself the first time you cast a spell on it, so be wary about using spells too often. Jenova*Life's attacks are not that strong (about 400-700 points), but it has an ultra-deadly blue bubble attack (Aqua Breath) that inflicts +1500 damage to each character. Be sure to have some Restore Materia handy. Considering it's the last boss on this disc, this is not a very hard battle. You'll get a Wizard Bracelet when you win the battle.

After beating the boss, there's another FMV sequence, then you're given the option to save your game. Guess what? You just finished Disc One! My times (if you're interested, and even if you're not :) were 29:04 initially, and 25:20 for the rewrite.

Next Chapter ...

1.27 The Cave

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4 .   D I S C       T W O       W A L K T H R O U G H
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4 . 1       t h e   c a v e
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ITEMS IN THIS AREA: Viper Halberd, Bolt Armllet, HypnoCrown,
Mega Elixir, Magic Plus materia, Power Source.

You'll start off outside of one of the shell-shaped buildings on the east side of the Ancient City. If you walk to the left, Cloud will have another attack and you'll see the ghostly form of Sephiroth leaving the Ancient City. Once Cloud has recovered, follow Sephiroth by heading north, then east along the path you couldn't take before. Note that you're free to go back through the Forest and return to the World Map, but there's no point in doing so unless you wanted to buy some items or find Vincent or Yuffie (unless you already have them). Although you're now on Disc 2, none of the other events that occur in this disc will actually happen until you get the Highwind in section 4e (meaning that if you were to return to the World Map, you couldn't go on the Huge materia quests yet, dig up the Gate 5 Key, or bring Buugen Haagen back to the Ancient City).

In the next area, ignore the white, spiked object for a moment. Instead, walk behind it (look for a path to your left). This will allow you to reach a chest containing a Viper Halberd (a weapon for Cid). Once you've gotten it, climb up the spiky object. It's a little tricky to navigate due to it's spiraling shape, but you'll eventually reach a cave entrance after making your way to the top.

Inside, walk to the left and press against the second cleft in the wall. You'll climb to the top and be given two options (Right or Left). Pick the bottom option (Left). Walk over to the next cleft and climb up it, then choose the bottom option when you reach the top to land on a little ledge with a chest above it. You can open the chest from where you are; there's a Bolt Armllet inside. Face the cleft and choose the bottom choice, then the top one to jump to the other side. Now, go to the right and when two options appear, pick the bottom one. This lets you climb down to where the first chest is; there's a HypnoCrown inside of it. Climb back up to the top of the cleft, pick the bottom option, then press against it to try and get back on. When two options appear, choose the top one. Then, make your way up to the ledge with the chest, and pick the top option. You can now take the Mega Elixir from inside the chest.

Get back into the cleft and choose the bottom option to jump to the west side of the path. Work your way to the left, climb up the cleft, and head left a second time to reach a long ladder. Selecting the bottom option will left you climb down to the bottom of the ladder.

If you search using the O button, you'll find a purple materia (Magic Plus) near the lower-left corner of the screen. When you approach the ladder, you'll automatically climb up to the ledge you were at. Now pick the top option after nearing the ladder and climb all the way to the top. Once you're off the ladder, run to the right and go through the opening on the north wall. In the next room, take the contents of the treasure chest (Power Source) before exiting through the far opening to the northwest.

Once outside, keep to the east. After heading along the coastline for a while, you'll come across a sharp curve that turns to the west. Just beyond it is a village and a deep valley, which you can't enter without exploring the village (Icicle Lodge) first.

Next Chapter ...

1.28 Icicle Lodge

4 . 2 i c i c l e l o d g e

ITEMS IN THIS AREA: X Potion, Hero Drink, Vaccine, Turbo Ether.

Go to the far end of town and talk to the man in purple standing near the trees. Pick the top option. Two Shinra members will show up, along with Elena (a Turk). After confronting Cloud, she will try to knock him out. To avoid her strike, press left just after you see the transparent message box. If she does hit you, you'll wake up in one of the houses, but if she doesn't, then she'll roll right out of the town. It doesn't make a difference whether you get hit or not.

After that's done with, go to town entrance and check out the house that's just to your right. In the back room, there's a boy, a cat, and a snowboard. Talk to the boy and the cat will leave the room, enabling you to take the snowboard by examining it. You'll need it for the upcoming event. Now, go to the inn, head to the upper floor, and examine the window in the lower left-hand corner to get an X Potion. Leave and enter the house on the far right (near the snowman). Take the items in the back room (an Hero Drink and a Vaccine), then examine the map on the wall in the main room. You can examine it by choosing the top option, but before you leave, you'll want to choose the bottom option to take it.

Finally, go into the house on the left side of town, just to the right of the weapons shop. If Elena KO'd you, this is where you'll wake up :) If you go down the stairs and look by the windowsill, you can get another item (Turbo Ether). You can also take a look at the machinery on the ground floor to see a series of pre-recorded videos dating back many years ago; they show Aeris's mother (Ifaruna, a Setora just like Aeris) and her father, a 'renegade' Shinra scientist named

Gasuto (Gast). There are several videos, but watching them has no effect on the game itself, aside from cluing you in to Aeris's past (providing you can read it :) There's a device to the left that will allow more light into the room, but it doesn't seem to have any purpose (NSS).

Before you leave the town, you may want to buy weapons, Hi-Potions and Tents at the shop. When you're ready to go, simply walk past the man in the back of town (the one near the trees), and the snowboard sequence will start up:

Your controls while using the snowboard are:

S	Brake
X	Jump
Pad	Move left or right, down to brake
Start	Pause/unpause
L1/R1	Quick turn to the left or right when used with control pad

Basically, you want to make your way through the mountains. You can collect balloons along the way, but I don't know what they do for you. There are also obstacles to crash into, like dead wood, pine trees, igloos, moogles, snowmen, rocks, ice boulders, and chocobos. I believe there are four different 'exit' paths; I'll take the left path twice and go from there in this FAQ.

My characters came to in a white forest. Did yours? From this point onward, you can press S to look at the map you took (but not in some screens), which shows where you need to go but not where you are. I spent hours trying to map this place out, only to discover that there's almost nothing of interest in this area. So, I've simply described each location and where it is on the map; getting there isn't much of a problem. Your ultimate goal, BTW, is to make it to the red check mark shown on the map.

The locations are:

ENTRANCE (looks like a square at the bottom-center of the screen)
Heading south from this area takes you back out to the World Map. If you return to Icicle Lodge to heal yourself, you'll have to snowboard in here again.

MOUNTAIN CAVE (small opening just to the right of the ENTRANCE)
You can hop across the ledges to the top of the screen, but in the next room, there's nothing to do but choose to fall/not fall down an icy chute that has no effect aside from ejecting you back into the world map. The entrance to this cave is hard to see; it's in the lower-right area of the T-junction screen. You can also get here by going right from the LAKE CAVE area.

FOREST (forest divided by Y-shaped paths)
In the main forest screen, there's an item (Mind Source) at the foot of a tree near the upper left part of the screen. If this is where you landed after the snowboarding event, then it's just up and to the right of where you crashed.

BURIED AIRPLANE (tail of plane sticking out to left of forest)
Nothing here.

LAKE CAVE (cave in the middle of the central lake)
On the surface of the frozen lake, near the shore, there is a green item (a Potion). Be sure to get it. Then head to the left to reach a screen full of ice floes. Here, you'll have to jump on the floating ice chunks to get across, but the chunks surrounding the one you're currently standing on will submerge or raise depending on how they looked when you arrived there. If you mess up and they are all submerged, you'll have to start all over. The key is to make sure that you're not jumping onto a floe when the ones surrounding it are all raised, or else they'll all submerge and you'll fall into the water. To get on the ice floats, choose the top option, then use the O button and the controller to jump around. Enter the cave in the next area, grab the item bag (it contains a Safety Bit accessory), and leave.

LONE TREE (pine tree up and right from the LAKE CAVE)
Nothing here, either.

ICE BOULDERS (northwest corner, left and below the STONE FACE)
Go into the small cave entrance and grab the item in the northwest corner of the cavern (an Elixir), then go out the other entrance.

RIVER LOG (above central lake, at mouth of river)
There's nothing here.

STONE FACE (left of the red check mark)
Nothing here. Seem familiar? The stone face has also appeared in Secret of Mana and FF5j.

STEAMING LAKES (south and east of the check mark)
You can touch the water on the lefthand bank if you want. In fact, you should, since you can't get the Alexander Materia any other way. (Keep reading for details.) Just maneuver yourself as close to the shore of the left lake as you can, and when an option appears, pick the top one.

MOUNTAIN CROSSROADS (top of mountain east of the STEAMING LAKES)
Once you reach the crossroads (da dum da da :) head to the upper right corner of the screen to go off the map. In the next area, work your way up and to the left. When this screen repeats a second time, look for a Blue Materia (Added Cut) near the beginning of the screen, in the upper-right part of the path. This road takes you to the Steaming Lakes area, but if you try to back the way you came, you'll see that the screen has changed. Put another way, you couldn't have gotten the Materia unless you took this path since the 'switching' road isn't marked on the map.

If you're fast, you can reach the 'lost in the snowfield' section (the red checkmark) before anything bad happens. But if you waste your time in this area, you'll pass out. (This will still happen to you even if you reached the snowfield, but then returned to any part of the 'first area'. If that happens, go to the next section. If you made it to the snowfield area, then skip the first paragraph to find out where you are.

Personally, my suggestion is that you follow the example in the FAQ

and take the left path twice so that you land in the Forest. From there, you can go right to the Lake Cave area, then continue right past the Mountain Cave area (the T-junction), and up into the Mountain Crossroads, where you can take the switching path to the Steaming Lakes, and then head left into the snowfield. Not only is this a fast way to get through this area, but it also lets you pick up all the items along the way and get the Alexander Materia later on (since you touched the lake on your way out).

Also, you'll start off at the bottom end of the snowfield when you first get there, so you can just head up to the cave to get the Blue Materia, then keep heading north to reach the old man's shack (if you're in need of healing and a Save Point). After talking with him, you can go to the Stone Face Area, head south to the Ice Boulders area where an Elixir is, then backtrack to the snowfield and go to the right in order to get the Alexander Materia before returning to the shack. Voila! You've just cleared out this entire area in only a few minutes!

Remember, you will pass out eventually if you return to the first area--there's nothing you can do about it, even if you've already gone to Horuzofu's shack. If you don't want to waste too much time backtracking just run around in the same few areas until it happens, then leave the old man's shack and continue exploring. Why this still happens to you after clearing out this area doesn't seem to make much sense, as it's more of a nuisance than anything else, but there's not much you can do about it. If you return to the first area after falling unconscious and wait around there again, you'll pass out a second time. In fact, this will always happen to you, so get moving!

Next Chapter ...

1.29 Lost in the snow

4 . 3 l o s t i n t h e s n o w

ITEMS IN THIS AREA: All Materia, Circlet, Alexander Materia.

You'll awake in the house of an old man (Horuzofu). Go up the stairs and let the old man talk to you; choose the bottom option twice when he asks you two questions. When you wake up the next morning, check out the Save Point (since you probably haven't saved prior to entering the Icicle Lodge). If you want to spend the night again, talk to the old man in the first room and choose the top choice. When you leave the shack, your friends will be waiting outside. Make a new party if you wish, (see below for directions) then head south. You may have noticed that you can talk to the man from the ground floor even though he is above you :)

If you didn't pass out, then go directly to the shack so that you won't pass out. There, you'll meet an old hermit named Horuzofu. Talk to him, and when he asks you a question, answer any way you like. The second time he asks you a question, choose the bottom reply. You'll spend the night at his shack, and when you leave the next

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      First Area (Steaming Lakes)

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So no matter how far you are along a boundary, you'll still enter that area when you hit it. The same applies to the corners -- you'll hit one boundary or the other, so going in a diagonal direction won't get you to a new place. Don't worry about finding an 'exact' spot to enter an area, just head in that direction. The only real landmark is the cave with the All materia, but if you head north from the Steaming Lakes exit, you're bound to spot it.

Next Chapter ...

1.30 The Crater / Tornado Labyrinth

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4 . 4   t h e   c r a t e r   /   t o r n a d o   l a b y r i n t h
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ITEMS IN THIS AREA: Ribbon, Javelin, Elixir, Fire Armllet, Mega Elixir, Speed Source, Enhance Sword, Fang of Dragon Pair, Neo Bahamut, Ether, Hi-Potion, Kaiser Knuckle, Reflect Ring, MP Turbo materia, Poison Ring.

Once you've had your fun in the snowfield, return to the old man's house and heal up or save your game if you need to. Then, go north from the shack to arrive at the slopes of a icy mountain. Keep in mind that you can't explore this area at any time other than right now in Disc 2, so make sure to get all the items and other stuff.

Now, get ready for some finger-smashing fun! the meter that appears on screen when you're outside is your body temperature (the kanji you see by the numbers, 'do' actually means 'degrees'): it goes down because of the cold climate. To keep your temperature up, you need to rapidly hit the S button. The highest temperature you can get to is 38, while the lowest is 27. Any less than that (26), and you pass out and find yourself back in the old man's house. It sounds like keeping your heat up is easy, but you can only increase it when you're on one of the ledges, not while you're climbing up the rock face. So for those long climbs, you have to max out your heat and climb as quickly as you can. Luckily, your heat doesn't go down during a battle. Remember, it's not how hard you press the S button, but how fast you press it, so try to get in as many presses as you can to max out your temperature. If you'd rather cheat, refer to the Game Shark code section in the second part of this FAQ--one of my 'fix-all' codes is in there that will give you a high body heat no matter how long you stand around.

In this area, there's nowhere else to go but up, so climb along the rock face until you arrive at the cave entrance, pausing at each ledge to restore your body heat. Always keep an eye out for the red flags; they indicate which part of the wall you can climb. Inside, go through the two archways into the next cavern. Here, climb up the stairs and

go through the south exit. In the adjoining area, walk all the way to the right to find a hidden chamber with a chest; inside it is a Ribbon. Then return to the main path and head north, then west, through the entrance. Cross the icy bridge in the third cavern and press the SELECT button to bring up the cursor; it'll help you navigate through the twsiting passage before you. Once you reach the top, examine the boulder and choose the top option when it presents itself. This will make you push the boulder and free up the blocked passage beneath you. You can still move while the boulder is rolling--notice that you can stand right where it falls and you will recieve no damage (then again, Cloud is the same guy who can run around in the cold wearing a sleeveless shirt and not die of hypothermia...must be those corn flakes).

Go back to the other room (where you got the Ribbon), and open the purple chest to the northeast; there's a Javelin lying inside it. Now, return to the room that you exited from the south (the one with the formerly blocked passage), and go north along the passage until you reach another exit. This leads to the upper path above the chest with the Javelin--keep following it and you'll find yourself outside.

Build up your temperature, then climb up the wall. After going a short distance, you're given a choice (up, down, or right). Pick the top option (up), and head up until you reach a ledge. Keep climbing upward, and you'll be prompted with another choice (right or down). Pick the top option and head right to arrive at another ledge. Then climb up until you raech the next ledge; it has a path going left and an unmarked path that goes to the right (i.e. there's no flag by it). The right path is a dead end, so take the left path and keep climbing up along the wall (you'll find another ledge on the way) until you reach a second cave entrance.

This large cavern is pocked with holes. There's an exit and a treasure chest, but they are too high to reach, at the moment. Don't miss the Save Point between the chest and the exit. Nab the other chest in the lower right corner of the room (there's an Elixir inside of it), then go north from the chest to find a passage that leads outside. Once you're out in the open again, head north, then go around the bend and head south and east.

In the next room, examine the area immediately to the right to find a chest with an Fire Armet inside. There are four huge icicles here that you need to knock into the holes in the lower cavern. This is done by 'fighting' them. Each icicle is guarded by several yellow bats.

TIPS: TSURARA <Icicle>	LEVEL: 30 HP: 3000 MP: 300
	(weak agains Fire, Earth, and Demi)
IBIRUHEDDO <Ibil Head?>	LEVEL: 28 HP: 740 MP: 45

The icicle (Tsurara) can counter with 'Tsurara Otoshi' (Icicle Drop). It will do this to any person who attacks it, tries to steal from it, or the like. You don't have to kill the bats in order to win the battle (all you have to do is 'kill' the icicle), but since they can Silence your characters and recover HP when they attack you, you may want to get them out of the way before attacking the icicle. Killing the icicle is worth 500 exp, 0 AP, and 0 gil, so if you want some AP and gil, you may

want to kill the Ibiruheddos (which, incidentally, you can Morph into Holy Torches.

Each time you win a battle, you'll be given an option. If you pick the bottom choice, you'll drop down to the room below, while picking the top choice lets you stay where you are (so you can continue to 'fight' the other icicles. After knocking down the last icicle, choose to stay where you are so that you can get the chest on the far left (it has a Mega Elixir inside). Then, go back along the path. Just before you reach the door, an option appears; pick the bottom choice to jump down to the room below.

When the icicles drop down here, the floor of the cavern is 'raised'. After knocking down 3 of them, you can reach the exit, knock down all 4 and you can get the chest on the ledge in the upper left corner of the room (which contains a Speed Source). When you're ready, go through the now-available exit by hopping across the stones. This leads to the left side of the outer path. Be sure to examine the chest that's here to get an Enhance Sword, then follow the path as it curves back on itself and leads to the lower passage in the icicle room.

Keep following the path, and you'll find yourself on the side of the mountain yet again. Grab the rock face and climb to the right. After a while, three options will appear (up, left, or right). Pick the bottom choice and keep holding right to make Cloud ascend the side of the mountain. When you reach the next ledge, raise your temperature and take the path that leads to the left. As you're climbing, another set of options will appear (up, down, or right). Choose the top option and keep climbing up. Once you've made it beyond the second ledge, you'll find a final cave entrance.

This area has a hard-to-miss Save Point in it, and if you examine the nearby pool of light, your HP and MP will be completely restored, and all dead characters will be revived. Now is a perfect time to stock up on goodies--you can use the pool to stay healthy while fighting the enemies for exp, AP, and gil, and you can learn Smelly Breath from the Molbols just outside (be sure to wear a Ribbon!) Plus, you can win Dragon Armllets from the Blue Dragons in this cave, which will halve damage taken from Fire, Cold, or Lightning attacks, and win Molbol Tentacles from defeated Molbols. There's a boss encounter coming your way, so make sure you're ready to do battle, then exit the chamber by going to the far right.

In the adjoining hallway, you'll see one of those shrouded creatures (similar to the ones in Nivelheim be thrown to the floor. Before you have a chance to examine it, you'll be attacked by a two-headed boss.

BOSS TIPS: TSUINHEDDO <TwinHead: Right Neck> LV: 43 HP: 18000 MP: 350
TSUINHEDDO <TwinHead: Left Neck> LV: 43 HP: 18000 MP: 350

In case you're confused, the 'right head' is the scaly one, and the 'left head' is the one with horns. Anyway, you should have the Aurora, Dragon, and Fire Armllets equipped on your members to reduce damage from the scaly head's Fire breath and the horned head's ice breath. Use Mabarrier to up your defense, then Haste yourselves. Try using Earth and

Comet spells, as well as summonings, like Alexander, Leviathan, and Bahamut to soften the boss up. However, don't use Poison (which does no damage) or the Kjata summon spell (which will heal both heads). Ice works well on the scaly head, and Fire works well on the horned head, but don't confuse the two since you will heal a head instead of hurt it. You may also want to use Tsuika Kouka and attack a Fire or Cold materia in order to attack with that sort of element (but don't attack the other head, for the same reason). In addition to breath attacks, the boss can also use a dual cold/Fire breath attack, it can cast Quega, and has an explosion type attack that will inflict around 1400 damage to all members. It will use this attack when each head is killed (so you will have to deal with it twice during the battle, once when you kill one head, and then again when you kill the other). I highly advise that you concentrate on one head at first instead of trying to kill them both at the same time because this attack will kill your party if it happens in succession (which means you lose). When it's defeated, you'll get a Dragon Fang from the boss.

If you were badly beaten during the fight, you can always return to the room with the pool to heal yourselves. Otherwise, continue down the passage; it leads outside (Cloud sure moves slow out here, doesn't he?) Then climb the icy wall up to the top, where an automatic sequence will play. After it finishes, head along the side of the inner crater. In the next area, Tifa will talk with you if she's in your party; if she isn't, she'll promptly appear and insist on coming with you, which means you'll have to kick a member out of your current group. Head to the left.

In the next area, climb down to the lower path and look for a red materia (Neo Bahamut) near the bottom edge of the screen. You can't do anything about the shrouded guy leaping off-screen, so ignore him. After getting the materia, you can hop up to a small island of rock where there is a Save Point. When you're done there, juMP Plus again to return to the top path, and walk to the left. You'll see a short intermission with the three heads of Shinra and several scientists heading towards the Crater in the Highwind, the airship you saw back in Junon Town.

Once the intermission is over, walk left and you'll reach the first of three 'shield' screens. Talk to the two shrouded men, and they'll each leave behind an item when they die (an Ether and a Hi-Potion). To get past the flickering shield that's in front of you, stand as close to it as you can, then wait until the green aura is almost gone. Now, quickly run through it or you'll be knocked back when the shield's aura grows stronger. If you mess up, you'll be repelled by the shield and will be attacked by a monster:

TIPS: UINDOINGU <Wind Wing>

LV: 36 HP: 1900 MP: 350

For starters, you can steal a Hi-Potion from the Wind Wing, and you can transform it into a Phoenix Down. Even better, you can control it using a Manipulate materia and make it attack itself! In other words, this is an easy battle.

If you happen to touch the shield from the other side, you'll get

knocked back to the beginning, so be careful.

In the next screen, more of those shrouded creatures are running around and dying. Ignore them, but don't miss the chest near the first left turn of the path; there's a Kaiser Knuckle inside it. Follow the path until you reach the next screen. The second shield is here, but unlike the first one, there's a surge of energy travelling along the shield that will knock you back even if the shield's aura is almost gone. So, wait until the energy surge has passed and the aura is nearly invisible, then dash across. If either defense knocks you back, you'll have to fight a second Wind Wing (see the above strategy).

Beyond the shield, Sephiroth awaits. He'll cut down two more of those black creatures before turning invisible and toying around with Cloud. After he attacks the party, he'll summon a second version of Jenova to kill Cloud and his friends.

BOSS TIPS: JENOVA*DEATH <Jenova*Death> LV: 55 HP: 25000 MP:800

Jenova will try to Silence your members from time to time, and uses a Red Light attack often (usually after being attacked with magic). It causes little damage, but too many of these will really mess up your party. Jenova's last form of attack is a spurt of fire bubbles (even weaker than the Red Light attack). As you can see, this battle is not hard at all; just hack away with physical attacks, or if you think you have enough HPs, use Comet and cast Bahamut, Neo Bahamut, and Alexander. It's advisable that you wear the Fire Armllet or Dragon Armllet, since Jenova's attacks all cause Fire-based damage. Give the Fire Armllet to your best spellcaster, and you can knock out Jenova and gain life back at the same time :) You'll win a Reflect Ring when the battle's over.

After the boss is killed, you'll get the Black Materia back (and it's actually black this time :) Once you're back in control of Cloud, he confesses that since Sephiroth was able to manipulate him last time, he might try it again. Therefore, someone else should hold the Black Materia and stay here while Cloud and the others follow after Sephiroth. The first time I got here, only Red 13 would take the Black Materia. This time, only Barret would. No matter what character you get, simply choose the top option when it is available (you won't get an option if that character refuses to take it). Finally, talk to Tifa.

When you're in control of Cloud again, head north. There's a materia here (MP Turbo, but notice that it's yellow when you pick it up!), as well as a Save Point and a chest containing a Poison Ring. If you go north from here, you'll run into the third and final shield. In addition to having all the defenses of the previous shield (the glowing aura and the moving energy surge), bolts of lightning will strike the ground repeatedly. Since the lightning strikes in short bursts with long pauses in between, wait for the shield's aura to fade, the energy surge to pass, and wait for a pause in the lightning strikes before attempting to pass through the shield. If you're hit by any one of those defenses, you'll have to fight a Wind Wing again (refer to the strategy section above). Once you're past the shield, head along the path. It leads to an exact replicate of Nivelheim.

This next scene is sorta like a 'semi-interactive' flashback. You get to see Sephiroth run around in Nivelheim, but this time, there's another guy following him (Zekkusu, the guy you heard about in Gongaga Village). Talk to your other party member, then to Tifa. In the next scene, Zekkusu will look around Nivelheim (which has been reduced to smoldering rubble), and chat with Zangan (sp?), who I think was Tifa's mentor. (BTW, you can go to the Main Menu while Zekkusu is running around. It's pointless, but I thought it was sort of amusing :)) Then, your party appears in a flaming building, and Sephiroth appears. Instead of attacking, he talks to the party. When you can move, talk to Sephiroth and he'll teleport around the room. When you're in control of Cloud once more, talk to Tifa twice. Sephiroth warps around some more, then shows Cloud a picture of him, Tifa, and Zekkusu. After that, Cloud has another fit, and the screen fades out.

In the next scene, Rufus, Scarlet, and Hojo (the scientist) arrive at the crater. Before them is a monster encased in ice. It's one of the three 'Weapons', which awakens and watches them, then starts moving. Following that, Sephiroth appears in the guise of Tifa and knocks out the other characters, then tricks whoever is guarding the Black Materia to go to the center of the crater. Your party will appear in the area where the Shinra members are at, and the person with the Black Materia gives it to Cloud, who then flies to the structure where Sephiroth is at (while you can move around up here, the game takes over your controls in a few seconds anyway). Once Cloud's given the Black Materia to Sephiroth, the whole crater starts to break apart and your party (sans Cloud) escape on the Highwind along with the rest of the Shinra crew.

Next Chapter ...

1.31 Junon Town attacked!

4 . 5 j u n o n t o w n a t t a c k e d !

ITEMS IN THIS AREA: Enemy Skill materia, Chocobo Attract Materia, Fourth Bracelet, Yoshiyuki (if you didn't get it the first time). Note that none of these items are actually found in Junon Town, but since I talk about them in this section, they're listed here.

When you come to, you'll find yourself incarcerated back in Junon Town. Without Cloud, you'll be taking control of Barret and Tifa for most of this section. As Tifa, talk to Barret. Rufus and Haidekka will show up. Now that you're in control of Barret, follow Tifa as the guards take her away (don't miss the Save Point), and prepare to execute her. Once Junon Town is attacked by the freed Weapon, one of the Shinra officials knocks out Scarlet. It's turns out to be none other than Cait Sith, who helps Barret fight the two soldiers who are guarding him.

TIPS: xxxx
xxxx

LV: 34 HP: 1300 MP: 100
LV: 34 HP: 1300 MP: 100

Physical attacks will do the trick here, although you can control them if you want. If this battle gives you trouble, you need to gain some levels at some point in the game.

Notice how the guard will run away and disappear after the battle? I guess that glitch went unnoticed...anyway, examine the door in the lower right corner of the screen and use the controller or the O button to make Barret try to pull it open. An FMV sequence follows in which the Sister Ray is readied and Junon Town prepares to engage the approaching Weapon. When it collides with the city, gas starts pumping into the chamber Tifa is trapped in. When you're in control of Barret, go and talk to Cait Sith. Then go out the door and when it closes, head right, then out the door. Outside, head down the road. If you got Yuffie, she'll be here masquerading as a newscaster; talk to her and continue to your left. Once the Weapon has rose out of the water, continue to the left until you arrive at the Airport. Then, run to the center platform and examine the yellow box to be lifted to the upper level. From there, continue towards the airship by heading right.

When you're in control of Tifa again, you have to pick up the key on the ground so you can free yourself from the gas chamber. Your controls are:

S Move right arm
X Move feet
O Move left arm
T Move Tifa's head

You'll need to press the buttons in this order: X, X, T, X+T, T+O, O. (Or, press X, X, T, X+T, T+S, S if you want to free her other hand instead...it makes no difference).

Pressing them has the following effect:

When you press X, Tifa will stretch out her legs. Pressing X a second time makes her drag the key towards her. Then press T to sit back in the chair. Then press T and X at the same time (you don't need to hold them, just press them), and she'll lift the key up with her feet and take hold of it with her teeth at the same time. After that, T+O together will make her free her arm using the key. Finally, press O so that she can grab the key and use it to release her other arm.

Feel free to take your time doing this since waiting around won't do anything to you (Tifa's invincible! Mwa, ha ha!!)

Examine the back of the room by the left side of the chair to shut off the gas, then examine the door. After the monster provides you with an exit, climb outside and work your way down the front of the tower (don't worry about the guards). When you reach the bottom, head toward the upper left corner of the screen (the cursor will appear to help you keep track of your location, but you can disable it if you want). In the next screen, make your way down to the frontmost cylinder of the cannon, then press up to go along the front of it and end up on the

cannon barrel itself (this can be a little tricky). Just as you reach the edge of the cannon, Scarlet. She'll start slapping you, so press the O button to slap back (go Tifa, go)! If you're fast enough, you'll slap her to the floor after 5-6 good hits. If she gets in more slaps, you get knocked over. Despite the outcome of the 'fight', Tifa will still be rescued by Barret in the Highwind.

Once in the airship, head to the cockpit where you'll talk with Cid. When he finishes, talk to Red 13 and Cid again, then chat with the man piloting the airship. After that, go to the room marked 'Operations' and talk to the man there. He will let you assemble a new group with Tifa as the leader. From this point onward, you can return to this room and talk with the man to activate PHS, restore your HP and MP, or save your game. Now that you have a party, return to the cockpit and talk to the man again. Choose the top option, and you can control the Highwind! To pilot it, use these controls:

S	When held, you can use the Pad to fly without changing the direction you're facing
X	Press to land
O	Move the Highwind in the direction you're facing
T	Takes you inside the Highwind
Pad	Press left/right to turn, up/down to rise or descend
Start	Reveals/enlarges/hides the map
Select	Same as Start

Notice that your other vehicles (the Gold Saucer vehicle and Cid's airplane) are gone for good. BTW, you enter the Highwind by pressing O when you're close to it (like other vehicles). To gain control of it again, just talk to the man at the wheel and pick the top option. At this point, you'll probably want to look around and go to various places. However, you can only land on green, grassy ground, and nowhere else, which limits the areas you can explore (this doesn't include the canyon floor on the Northern Continent). There are two areas you can now reach with the Highwind. The first one is a cave with a sleeping man that's just beyond the mountain range near Midgar City (you can go here with the Buggy, but since you no longer have it, you'll have to use the Highwind). Also, there's a house to the right of Icicle Lodge, you can talk to the green Chocobo inside to get a free Enemy Skill Materia, and the purple geezer who lives here will sell you various chocobo foods. Finally, if you return to the Chocobo Farm, you'll find a purple materia (Chocobo Attract) near the edge of the now-empty Chocobo pen. From now on, you can breed Chocobos here (refer to the 'Secrets and Strategies' section for details).

If you look, there's a lake near Junon now (I thought this didn't appear until Disc 3 *sheepish grin*) There's also a barrier surrounding the Crater, and of course, a huge meteor is hanging in the sky (the result of Sephiroth casting Meteo via the Black Materia). A lot of places now sell different items, among them Junon Town*, Fort Condor, Costa Del Sol, and Rocket Town, for example. There's also some new treasure to be found in Rocket Town: there's a chest with a Fourth Bracelet in the store that sells accessories, in the back of the adjoining room. And if you didn't get the Yoshiyuki from the old man in Disc 1, you can get it now.

- * In very last area of Junon, there's a man standing out in the middle of the road. If you talk to him and choose the bottom option, nothing happens. But if you choose the top option, the Shinra helicopter lands and you're given another choice. Pick the top option and you can ride it back to the first area of Junon Town! If you choose the bottom option, you'll be flown back out to the World Map.

Finally, keep in mind that there are some things that Tifa can't do, like enter the Gold Saucer or play the piano in her house in Nivelheim. Ditto with Cid, who becomes the leader during the next section (keep reading).

Next Chapter ...

1.32 Where's Cloud / North Corel Express

4 . 6 w h e r e ' s c l o u d ? / n o r t h c o r e l
 e x p r e s s

ITEMS IN THIS AREA: Curse Ring, Elixir.

Get in the Highwind and fly to the Southern Continent. Look around until you spot a forest with a small village nearby. Land in the grass, and enter the village, Mideel. Look around, and be sure to do some shopping; the items here are expensive, but well worth your money. When you're done, go to the weapon shop and examine the door in the back of the room. You will try to knock on it. Go outside and climb up the stairs, then walk along the floorboards behind the house where you can buy accessories. You should hear a sound. If you press O to examine the floor, you'll receive a message. Return to the weapon shop and examine the door in the back again. When an option appears, select the top choice. You'll mess around with the door. When the shopkeeper asks what's going on, pick the bottom option, and he'll give you the Cursed Ring accessory. (If you want to see your character act funny, pick the top option instead--works better with Tifa than with anyone else, IMO. Of course, you'll have to reset and try again if you want the Cursed Ring.)

When you try to explore the north end of the town, Tifa automatically goes over to the cat in the middle of the screen. While playing with it she hears that a strange man has been brought to the hospital--inside is none other than Cloud, who survived the blast of energy back at the Crater. However, he's nothing more than a vegetable now. Tifa insists on staying by his side. Back at the Highwind, Cait Sith reveals that the Shinra are hunting for the four Huge Materia, which they plan to use in order to destroy the Meteo before it crashes into the Earth. Barret gets distressed when he learns that the Shinra plan to destroy North Corel in order to get the Huge Materia, then Cid declares himself the new party leader! Despite his dorky running style, Cid makes a good front man. Once you're able to control him, go to the Operations room and make a new team.

Before you go anywhere else, land and return to Mideel. You can now

check out the house in the middle of the town, where an old man sits betting his cat. There's a large green item on the man's bed (an Elixir). If you try to leave, the cat turns out to be a ferocious dog! When an option appears, pick the top one to admit that you took the Elixir. However, the man will let you keep it. On the other hand, if you pick the bottom option, Cid will feign innocence, until the old man tells him that he took his Elixir. Either way, you still get the item. There's nothing else to do here (at least for now, anyways), so leave the town behind and board the Highwind (notice how Cid mentions the Fort Condor).

At this point in the game, two of the four Huge Materia sub-quests are available to you: you can either get the Huge Materia in North Corel, or get the one at Fort Condor. The choice is yours. If you want the one in North Corel first, keep reading. If you'd rather pick up the one at Fort Condor first, skip to section 4g below. Remember, you DON'T have to succeed at Huge Materia Quests; in fact, you can lose all four and still proceed with the game (if you decide to do this, just ignore any mention of Huge Materia for the remainder of the FAQ).

Ready to go? The next thing you have to do is stop a train from smashing into the town of North Corel. You can pilot the Highwind to two places; North Corel, and then work your way back through the old train tracks to the Makoro furnace, or you can land at the nearby cave-like entrance that leads to the furnace and take the train from there. Either way, you'll still have to do a bit of walking, so it's up to you (check out sections 3n and 3o if you don't remember what I'm talking about). Anyway, once you reach the furnace, head to the center and you'll be attacked by some Shinra guards (easy to defeat). After you do them in, a train will leave the furnace. What you have to do is catch up with it before it rams into North Corel. The next scene finds you and your companions on a train trying to catch up to the Shinra train.

Remember the digit-damaging fun you had back at the Frozen Mountain? Well, this time, it's worse. You have to press Up and the T button in a steady, yet extremely fast motion to make Cid pull the levers of the train so that you can catch up to the Shinra train. Even worse, there's a time limit--you have to reach the train, board it, kill the enemies on board, and stop it all within 10 minutes. If you practice, you should be able to catch up to the train in about 23-30 seconds, but remember that you'll need about 4 minutes, at best, to beat the enemies on board, so work quickly. You fight monsters each time you leap to a new train car, (five battles in all) and while they're relatively easy to win, they do take up your time. If you have learned it by now, Degeon can be used in the first two battles for a quick win. If you're low on time, don't use Summon Materia because the Counter Attack still decreases during the casting (which usually takes some time).

Assuming you get to the locomotive with time remaining, wait for the conversation between Cid and your other characters to stop. You can now do the following; press up + T to slow the train, or down + X to Speed Plus it up. Once Cid grabs the controls, press:

Up + Triangle, Down + X, Down + X
or: Down + X, Down + X, Down + X

(if there are more commands than these, let me know, pls)

You can't enter either command while your buddies are talking to you, so skip through the conversations when they occur. The train will speed up, but will slow just as it reaches the town, if you've done it correctly.

If you stop the train in time, you get a Key Item (the Huge Materia), and a little boy gives you a green materia (Ultima). The next morning, go to the house below the inn and a lady in a hat will give you Barret's Level 4 Limit Break Manual. If you messed up, then the train runs straight through North Corel. You don't get the Huge Materia, and if you want the Ultima materia, you'll have to buy it from the same kid for 50,000 gil. However, you can still get the manual from the lady in the hat and spend some free time at the inn ;P. So, it's really in your best interest to save the town. If you really want to keep playing after losing the Huge Materia, then continue on to section 3g, or if this is your second attempted quest, go to section 3h.

Next Chapter ...

1.33 Condor Fort

4 . 7 c o n d o r f o r t

(Remember, you can do this before or after the North Corel Huge Materia quest; it's your choice).

Pop into the Highwind and fly back to the blue tower with the big gold bird on it (read section 3l if you don't remember where it was). Enter it, and climb to the top of the tower. Talk to the man in the room with the locked door. Choose the middle option, and you'll get to play a mini-game. For instructions/strategies, please refer to the 'Having Fun' bit in section 7.

When you win, you can open the sealed door. On the rooftop is a red materia (Summon Phoenix), and if you talk to the man in white wearing the large hat in the lower room, you get a Huge Materia. For a condor's baby, that bird sure looks like a Chocobo if you ask me....

Next Chapter ...

1.34 Inside Cloud's Head

4 . 8 i n s i d e c l o u d ' s h e a d

Head back to the village on the Southern Continent where you left Tifa and Cloud behind. When you talk to Tifa, the screen will start to shake. Go outside, and you'll be attacked by a huge black dragon.

BOSS TIPS: ARUTEMAUEPON <Ultima Weapon> (you can't see his stats.)

This boss has only two attacks, Quega, and the Ultima Beam. He's pretty easy to beat, so just keep summoning your best monsters and use physical attacks to deal out damage. After you've injured it enough, it will fly away.

The next scene with Tifa and Cloud is so funny! They're puffy and Shotgundeformed, and well let's just say any sense of danger or surprise at this sudden attack is forgotten once you see their wide-eyed faces as they escape the crumbling village.

After Tifa and Cloud take a dive, you'll find yourself playing with Tifa, who's in a strange world filled with Cloud's memories. First, talk to the northmost Cloud. You'll head into his memories of the trip he took to that one town near the Jenova plant with Sephiroth. When Cloud shows up, speak to him again. When you reach the 'center' of Cloud's mind again, speak to the Cloud on the left. Once you're in control of Tifa, converse with the Cloud sitting on the steps to the right (near the 'kid' Cloud).

Then talk to the 'kid' Cloud and look in the window. When you can move Tifa, talk to the 'shadow' Cloud. Once you're back in Cloud's mind talk to the 'real' Cloud and go back to the town area again. Everything else unfolds by itself (you can go to the Main Menu during the burning of Nivelheim--again!) At the end, speak with Cloud one last time, and you'll return to the 'real' world.

Next Chapter ...

1.35 100 leagues under the sea

4 . 9 1 0 0 l e a g u e s u n d e r t h e s e a

ITEMS IN THIS AREA: Contain materia, God's Hand, Battle Trumpet, x ryuu x getsutou, Suishin x no Uroko (it's a Key Item, but since you don't have to get it, I'm listing it up here.)

Back at the airship, prepare a new team and take control of the Highwind. You can buy goods that weren't available before back in Mideel, and you'll want to get the Contain materia orb at some point. To get it, climb up the slope on the west side of town to where the hyperactive kid is running around (remember him?) Talk to his White Chocobo and pick the first option (make sure you have at least one Mimetto Greens on you). When a list of six options appear, pick the fifth one from the top. The chocobo will then reveal the Contain materia, which you can take.

Furthermore, if you went into each store in Mideel and talked to the hyperactive kid in each one, he will now be selling all the items that

you could normally buy there! However, if you didn't go into any of the shops, or only talked to him in one shop or two shops, then he will only be selling items from those stores or will be selling nothing at all.

Also, at this point in the game, the man who lost his keys will appear outside Midgar City, enabling you to get the Key to Midgar City, among other things. You might want to take some time now to breed Chocobos, do some shopping, or maybe have some fun at the Gold Saucer (since you can now get in with Cloud in your party).

Whenever you're ready to proceed with the game, head to Junon Town for the third Huge Materia quest (you can't do the fourth one until later). Head into the center of Junon, and go down the main road (you'll see a scene with Cloud inspecting the damage that the Weapon inflicted on the town earlier). Keep walking until you arrive at the gray underpassage where a commander is drilling his men. He will order his men to run away when he sees you. Continue down the passage until you see a door labeled '1' against the left wall. Enter it, and you'll find yourself in an elevator. Two guards in here will attack you; dispatch them and let the lady take you down to the bottom of the elevator shaft.

When you step out, you'll be attacked by more Shinra soldiers. Ignore the dog and go down the slope, then through the door. In the next room, head down the set of stairs until you reach another door. Past it is yet another set of stairs, and at the bottom is a Save Point. Go through the door here to reach a second lift which takes you to the bottom of the sea floor. Head north until you reach the underwater tunnel, and follow it until you arrive at the Makoro plant. Inside, examine the red light on the far wall to pump water out of the chamber. Step outside and you'll find yourself in a huge undersea dock where several submarines are sitting. Go along the walkway--it leads to a hall with a Save Point. Walk north from here to arrive at a room filled with guards.

If you talk to the guard who's walking around, he'll attack you. You'll then fight the two other guards by the opening in a second battle. If you don't talk to the walking guard, then all three will ambush you. However, if you let yourself get ambushed, you won't have to fight the second set of soldiers by the other opening. Decide what you want to do (fun, isn't it?) and fight the guards accordingly. Then go through the opening to your right to find a chamber full of machinery. Cloud will automatically stop in front of one of the machines as you walk past it. When you can control him again, head to the right to see the Red Huge Materia being loaded onto a Shinra subMarlenee. Reno of the Turks is here, and he'll summon a mechanical freak to take you out while he makes a hasty retreat.

BOSS TIPS: KARIIAAMAA <Carry Armor>	LV: 45	HP: 24000	MP: 200
MIGIUDE <Right Arm>	LV: 45	HP: 10000	MP: 100
SAUDE <Left Arm>	LV: 45	HP: 10000	MP: 200
	(all weak vs. lightning)		

This boss is composed of three parts. It can imprison two of your characters in his arms, and they receive 1/3 the amount of damage that it receives from your attacks. However, since it has three parts, if you're making an attack that hits more than once, your ally gets struck

twice or even three times! Furthermore, if the third character is killed while the other two are imprisoned, the battle is instantly lost. Destroying it's arms should be your top priority, but the arms rotate and switch sides when they are hit, so adjust your attacks accordingly. Summoning spells and enemy skills work well here. The boss' attacks are not so strong, but they come quickly. The worst one is the Lapis Laser that strikes all members for +1600 damage. BTW, the only way to free a character is to destroy the arm that's holding them, or have him or her die. This makes the Phoenix summon very useful if you just freed a friend and want to revive and attack at the same time. You'll get the God's Hand weapon when you kill it and both arms.

With the Carry Armor out of the way, head to the left to find a chest with the Battle Trumpet inside it. Then go back to the right and run along the pier until you reach gray submarine. Open the chest by the stairs to get the Scimitar. To the left of that chest is a chest holding a Key Item: the Suishin x no Uroko (Fire Extinguisher). You'll need it later so be sure to pick it up. Go up the stairs to find a bunch of soldiers running around in place (ha!) who will fight you. Cloud will then enter the submarine and be ambushed by three soldiers. You may win a set of 'Shinra Relaxed Form Defense Tool' armor from the guards, but it's not that great. Anyway, there's a Save Point here, and when you're done using it, head through the northern door to reach the bridge of the submarine.

Here, you'll meet two guards and their scared-as-hell commander. You can either choose the bottom option and let them live, or you can pick the top option and kill them. You can steal the 'Shinra Armor Type Defend Tool Reform' (_very_ strong armor) from the captain if you choose to fight. Whatever your choice, examine the captain's seat when you're able to and you'll be given three options. Pick the second one to climb into the chair. From there, pick the top option to see a description of the sub controls, or the bottom option to start up the sub and enter the submarine mini-game (explained below).

Your controls on the submarine are:

S	Shoot torpedoes (only when you're near an enemy craft)
X	Backward thrust
T	Forward thrust
Pad	Move left/right or descend/raise
R1	Switch between close-up or bird's eye view
R2	Switch between near, overhead, or cockpit view
Start	Pause; show control screen

The walls of the ocean floor are shown in blue, and there are diamond-shaped mines that are invisible until you get close. You can tell how far they are from the floor by the red columns beneath them. The purpose of this 'mini-game' is to destroy the the main Shinra sub (red) in the time allotted, although you can kill some of the ten yellow submarines if you want to. During the mission, the following warnings will appear:

WARNING	When an enemy sub is approaching
ALERT	When an enemy sub is firing
MINE	You are about to run into a mine

CONFLICT The sub cannot move because you are
 steering it against/along a rock face

You lose the game if one of two things happen; time runs out (you have 10 minutes to destroy the submarine), or if your life bar (which is represented by the red/green bar at the bottom of the screen) is depleted as a result of being hit by missiles, crashing into the walls or floor once too often, or ramming another sub. If you win, then the submarine you're in is automatically piloted to shore. If you mess up, your characters will jettison themselves from the sub. Either way, you'll learn that a Huge Materia is being transported from the Junon Airport. You can go there (it's the same place where the Highwind was docked) to see some FMV of the plane taking off, or not (it's optional).

At this point in the game, you have two options available to you. You can either sneak back into Junon and get yourself another submarine, or you can go to Rocket Town and do the fourth and final Huge Materia quest. If you already have a submarine, then you can do some underwater exploring or do the last Huge Materia quest (refer to section 3j for the former and section 3k for the latter). If you need to get a second submarine, then keep reading.

Go back into the main part of Junon Town and work your way back to the gray hallway, down the elevator with the woman, and to the room with the guards, a dog, and the sloping floor. Beat the guards and examine the dog. When he moves aside, follow him and examine him again. Choose the top option, and you'll enter the red Shinra submarine. When the guards show up, choose the top option to let them go, or the bottom option to fight them. In the cockpit room, choose the top option to save the commander, or the bottom option to fight him and his men. Either way, you still get to pilot the sub. Note that if you got the gray sub, you can't go through here and get the red sub.

Next Chapter ...

1.36 Underwater Adventure

4 . 1 0 u n d e r w a t e r a d v e n t u r e

ITEMS IN THIS AREA: Red Huge Materia (listed here because you don't have to get it), Heaven's Cloud, Escort Guard, Conformer, Continuous Slice, Mega Elixir x2, Elixir, Spirit Lance, Outsider, Highwind Manual, 'Summon Hades' materia, Old x x no Key (listed here because you don't have to get it just yet), Oritsuru, Steal as well materia.

This section outlines a series of side-quests and optional events. While some have to be done at a certain point, the others are listed here only because you now have a submarine and can explore the ocean. You can skip this section and go on to 3k for the final Huge Materia Quest if you'd rather do the things in here at a later point.

The controls for either submarine (gray or red) are as follows:

X Submerge/Ascend
O Propel forward
 - (doesn't work in overhead view)
Pad Move in any direction
 - (raise or lower while underwater)
L1/R1 Turn to the left or right
L2/R2 Switch from side/overhead view
 - (doesn't work while underwater)
Start Show/enlarge/hide map
 - (cannot enlarge map while underwater)
Select Same as Start

The submarine can cross deep water, but not shallows. If you can't get by an area while skimming the sea, try submerging and looking for a passage. If you can't get over a rock wall while submerged, try ascending and looking for another way around. Also, the sub can only land at docks such as the one near Junon Town. BTW, the mini-game at the Gold Saucer also becomes available once you have a submarine.

If you sunk the red submarine, then get in your submarine and look at the map. Head to the chain of small islands southeast from the weaponsmith's house (the guy who lived near the Gold Saucer). Submerge and you'll find the red submarine. Should you touch it, Cloud will retrieve the Red Huge Materia from the wrecked submarine. If you failed to sink it earlier, then it won't be here. Note that you can wait and pick up the Red Huge Materia in Disc 3 if you'd rather not get it right now.

Next, return to the Junon Town dock and go west until you reach a jutting peninsula (or go north from where the red submarine was, assuming you sunk it). Go around the peninsula and head south until you reach land (you'll be in a little bay, near a dock, and you should be able to see the Golden Saucer from where you are). Descend and you'll find a wrecked plane lying on the sea floor. Touch it to board the sunken plane.

Inside the plane, go down the ladder. Run to the left to find a Save Point and a treasure chest (inside is the Heaven's Cloud sword). Enter the northern door (the one with the Shinra emblem on it) and head east along the walkway. There's a green chest here with an Escort Guard in it. Go down the incline to the lowest level of this room and head to the upper-left corner. Hidden by a pipe is another green chest; inside it is Yuffie's Ultimate Weapon, the Conformer (in English, it means 'Conformer'). Now to all the way to the upper-right corner and search the wall for a hard to see yellow materia (Continuous Slice). Finally, return to the entrance and go north and then east across the beams. This leads to the final chest which has a Mega Elixir inside of it.

Return to the main room and go through the door on the left wall. In the adjoining chamber are Reno and Rude of the Turks, who will talk to you briefly before attacking your party.

RUDE

LV: 49 HP: 20000 MP: 280

Rude (the bald guy) can cast Ice 2 and Fire 2, while Reno will attack you with his Neo Turks' Light Ray attack. They also have the nasty ability to confuse you, which can be a serious problem if the confused member has a Continuous Slice or Slice Everybody materia equipped. Once you inflict enough damage on one of them, that person will leave. If you kill Reno, then Rude will simply stand around until you lower his HP to zero. Since this battle is tougher than it might seem, Haste your characters and use your best attacking and summon spells. If he's learned it, Cloud's B3/1 should be used whenever possible. You'll get an Elixir when the battle is concluded.

With the Turks out of the way, go through the northern door. A chest sitting near the entrance contains a Mega Elixir, and if you continue along the walkway and go all the way to the right, you'll find another chest with a Spirit Lance inside. Go down the stairs to the lower area; near the bottom of the screen are two chests; one to the left and one to the right. The left one has an Outsider gun in it, and the right one contains Cid's Level 4 Limit Break Manual (Highwind). Before leaving, look by the wrecked helicopter for a shimmering red sphere (it's lying between the body of the helicopter and one of the broken, detached parts next to it). It's the 'Summon Hades' materia, so pick it up and then head back to your submarine. You don't need to return to the wrecked plane again, although you can fight the monsters here and transform them into various '-Up' items (you can also do this to several of the monsters in the Mideel Area). Considering this game's difficulty (the lack of, that is), you shouldn't have to do this, though.

Once you're in the submarine, look at your map. Just south and east of the southeastern tip of the Northern Continent are three islands in a sort of a curving pattern. If you can't quite tell where you are, just go along the coast of the Northern Continent until you reach an area surrounded by shallows where there are three islands (you should be near snowy ground with patches of grass, in addition to a large mountain). Submerge the submarine and look for an underwater tunnel around here (guide the submarine into the dead-end and turn around; you should see it as you're moving). The short tunnel leads to a twisted, spikey object which you will take (it's called the Old x x no Key; Buugen Haagen asks you to find it later on when you return to the Ancient City in section 31).

Finally, get back in your airship and fly to Uutai on the Westernmost Continent. Go up into the Dachao Statue area, and head along the path until you reach the path that heads north. Follow it past the statue's head until you reach another crossroads with a cave entrance nearby. Enter the cave. Try to walk into the first fire-pit twice and Cloud will use the Suishin x no Uroko on the Fires each time, exposing a green chest which contains a Oritsuru (a shuriken for Yuffie). Explore the rest of the cave until you find a second fire-pit. Press against it to douse it with the Suishin x no Uroko. This allows you to take the blue materia lying on the floor (Steal as well).

Next Chapter ...

1.37 Cid's Rocket

4 . 1 1 c i d ' s r o c k e t

ITEMS IN THIS AREA: Nothing!

Return to Rocket Town (it's beyond the mountains near the Gold Saucer). Go to the launch pad. It's swarming with Shinra soldiers! Make your way to the stairs leading up to the rocket and you'll be attacked by two soldiers. Deal with them and you'll be attacked by another pair of soldiers. At the top of the stairs, you'll fight two more soldiers and their captain. After killing them, Cid will show up and insist on joining if he's not already with you. After you've made a party, press X to continue playing, T to go to the Main Menu, or O to change your party's configuration (but Cloud and Cid cannot be removed from the current party). After you choose to continue playing, climb up the ladder and you'll face off with two Shinra soldiers and Rude of the Turks.

BOSS TIPS: Rude	LV: 42	HP: 9000	MP: 240
xxxx	LV: 34	HP: 1300	MP: 100
xxxx	LV: 34	HP: 1300	MP: 100

Use physical attacks to kill the soldiers and injure Rude, especially if you've got the Continuous Slice and Slice Everybody materia equipped. Rude can use a jumping wave attack, but it only causes about 500 points of damage. He can also create a Mabarrier which he usually casts when one or both of the soldiers are killed, and he can cast Bolt 2 and heal himself for about 1100 hit points. Despite all his powers, he's still easily beaten. If you kill Rude before finishing off the guards, you'll automatically win the battle. You may win an S-mine once you win the battle.

Go inside the rocket ship--you'll have to fight another battle, but it's easily won. Press O to open the northern door, then go into the main room, where Cid will talk to the workers. After the rocket lifts off, go to the right into the next room and climb up the ladder. Examine the Huge Materia in the next room and choose the top option. Cid will chat with Cloud and several numbered boxes will appear. When they do, punch in the following code, one press per message box:

```

First Message (1):      O
Second Message (2):    S
Third Message (3):     X
Fourth Message (4):    X

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If you did it correctly, the glass tube will open and you can take the Huge Materia. If you mess up, you'll have 3 minutes to get the code right, and Cid will try to clue you in to the correct code. Should the timer reach zero, the Huge Materia is lowered into the ground.

Whether you got the Huge Materia or not, return to the entry room and

climb down the ladder; when you get near the sparking tanks, they will explode. With a little help from Shiera, you'll free Cid from under a piece of metal. Follow Shiera into the next room (which turns out to be an escape capsule). After a lengthy FMV sequence, you'll find yourself back in Highwind, and the Meteor hanging in the sky will now be much closer than it was before. Alternately, you can do this part (see the tanks explode) and then go back and get/not get the Huge Materia, or you can even do this part and then take the escape pod without even attempting to free the Huge Materia (which means you obviously won't get it).

Next Chapter ...

1.38 Return to the Ancient City ...

4 . 1 2 r e t u r n t o t h e a n c i e n t c i t y /
 m i d g a r c i t y u n d e r s i e g e

ITEMS IN THIS AREA: Ultima Weapon, Elixir x3, Mega Elixir, Aegis Bracelet, Starlight Horn, Max Ray, Power Source x2, Guard Source, Magic Source, Mind Source, W-Item materia, Master Fist, Pile Banger, HP Shout, Ragnarok, Missing Score.

Get in the Highwind and return to Cosmo Canyon. Make your way up to the observatory and talk to Buugen Haagen. Cloud will use the PHS system to call the rest of his friends up to Buugen Haagen's home. They'll all talk about Sephiroth and Aeris, and then leave Cloud alone with Buugen Haagen, who offers to keep the Huge Materia at his observatory for safekeeping. Touch any of the Huge Materia you have and pick the bottom option to return to the Highwind. Buugen Haagen will accompany you. Pilot the Highwind back to the Northern Continent and land in the canyon where the Ancient City is located. At the crossroads, take the left path and follow it into the chamber with the blue crystal that you couldn't do anything to earlier. Head right along the upper path and take the stairs up to the crystal. Buugen Haagen will talk to Cloud and his friends. If you already got the Old x x no Key, Buugen Haagen uses it to create a waterfall. If you didn't get it yet, he'll remain here in the Ancient City until you find it and return to him with it.

Once the waterfall has been activated, walk towards the crystal a second time. Pictures of Aeris will be shown in the falling water while Buugen talks to your party. Now, leave the Ancient City. As you do, Cait Sith calls on Cloud's phone and tells him that the Sister Ray in Junon Town has been re-installed in Midgar City, and that it's going to be used to destroy the barrier around the crater (where Sephiroth's at). After seeing some more FMV, return to the Highwind. Just as you're about to board it, another Weapon monster shows up and starts advancing towards Midgar City. Since you can't attack it while in the Highwind, and you can't reach it using the submarine, wait until it reaches dry land, then try and touch it in order to see another FMV sequence in which the Sister Ray is used to kill the Weapon and break

the shield at the same time.

At this point in the game, if you return to the lake near Junon Town, the Ultima Weapon will be hovering over the lake. You can battle the Ultima Weapon by ramming into it while aboard the Highwind. However, it will fly away after fighting with you for awhile. From this point on, it will fly around the sky and make it's way to various random locations. It might seem as if you could just wait around for the Ultima Weapon to show up here and there, but the beast will fly in circles unless you find it and ram into it repeatedly. After 4 or 5 tries, it will then head towards a new location and sit there until you attack again. After escaping a few more times, it will make a final stop at Cosmo Canyon. You can fight it to the death here (it's a pushover, so don't expect too much of a challenge), and when it dies, you get Cloud's Ultimate Weapon (the Ultima Weapon). Furthermore, it will create a crater when it crashes into the ground, wiping out several of the rock formations around Cosmo Canyon. However, you can now walk across the crater and go into the Old Forest! Normally, you can't reach this place unless you're using a colored Chocobo. If you don't want to fight the Ultima Weapon now, you still fight it during Disc 3.

Anyway, pilot the Highwind back to the crater when you're ready. Before you can explore it further, Reeve (y'know, the guy who controls Cait Sith) reveals that Hojo (one of the members of the Jenova Project) is planning to use the Sister Ray again, even though the results could be catastrophic considering how much energy it used up last time. So you have to get back into Midgar City and stop Hojo beforehand.

<KM's note -- Upon getting back in the Highwind, I talked to the pilot near Cid in order to take control of the airship. He said something about the airship reaching it's "Level 14 Limit Break" and most of the text was flashing in rainbow colors (same effect as when you have the All 7 Fever). Does anybody know why this happened?>

When you're ready to raid Midgar City, fly the Highwind straight towards it, as if you were going to ram into it. Cloud and his allies will gather together on the airship's deck. You can now choose the top option to assemble a new party, or the bottom option to leap off the ship and parachute into the city. When you can move, follow your friend to an alleyway where your pals are waiting. There's also a Save Point here. Talk to whoever is by the wooden panel and they'll open it to reveal a ladder leading down into the depths of Midgar City. At the bottom of the ladder, go along the metal passage and down the slope. Go up the the next slope and when you reach the wall, head right to find a chest containing an Elixir, and then run to the left to find a chest with a Mega Elixir inside of it.

Make your way back to the area with the ladder and take the stairs down to an area with a ladder. If you climb down the ladder, you'll reach a long walkway; head east and then go north to arrive at another ladder. Climb up it and you'll have access to the green chest you saw earlier; it contains an Aegis Bracelet. Climb back down to the long walkway and run to the right. The floor will give way and you'll be deposited on a lower walkway. Head left, jump on top of the pipe, and then ascend the ladder. When you arrive at another ladder, climb up it, too.

Eventually you'll arrive at a path just below the one you were walking around on earlier. Walk along it until you reach a chute; walk into it and you'll be deposited in a new area. Check out the green chest to the left (there's a Starlight Horn inside it). Then go to the right and open the chest that's near the ladder (it contains an Elixir). Climb down the ladder and press against the right lip of the platform in order to jump down to the chute labeled '42'. Enter the chute, and when you arrive at the other end, head left and then go up the ladder. At the top, you'll find a chest to the left; there's a Max Ray inside it. Retrace your steps until you're back at the other area, press left to jump off the chute and back onto the platform, and then climb up the ladder and go up the stairs to your left (it's right next to the chute labeled '12').

At the top of the stairs is a Save Point. To the right of it is a crawlway. Make your way along it and you'll arrive in an underground tunnel system. Climb down to the floor and head south. While many of the passages here split off in two directions, one direction will always end in a blocked door, so keep going south. As you keep going, you'll run into your friends (remember, who you meet up with depends on who is and isn't in your group). After heading south for a couple of screens, you'll find a treasure chest lying against the left wall of one of those 'split-passage' areas I mentioned earlier. Inside it is a Power Source. At the next split-passage area that you come across, there is a treasure chest in the area between the doorways. There's a Guard Source inside it. Keep going south, and when you reach the next split-passage area, there will be two chests lying in the area between the doorways. The one to the left has a Magic Source inside it, and the one to the right contains a Mind Source. If you go south from here, you'll arrive at a dead end. In the left corner of this area is a Save Point, and in the right corner there is a yellow materia (W-Item). If you press against the wall, you'll discover that you can't go any further.

So, go all the way back to the first area (where the ladder was). Try to head to the north and guess who shows up! It's the remaining Turks, and they're here for a final showdown with Cloud and his friends. I could swear that the first time I came through here, they asked if I wanted to fight or not...but I guess not, since nothing like that happened this time around. Perhaps it has something to do with completing Yuffie's sub-quest before coming here?

BOSS TIPS: Elena	(can't see her stats.)
RENO	LV: 50 HP: 25000 MP: 200
Rude	LV: 51 HP: 28000 MP: 250

Elena is healed by lightning attacks, Reno by ice attacks, and Rude by fire attacks. Rude has a punch attack that hits one character for 2000 points of damage, Elena can throw a firebomb that inflicts 500 to 600 points of damage (in addition to a Amulet attack), and Reno uses a spark attack which will cause 800 HPs worth of damage. They all have more attacks than these; but I'm listing the ones they seem to use most often. Alone, they aren't much, but with all three of them fighting together, this becomes one of the toughest battles in game. Barrier and Haste your allies, then use spells like Ultima and Tornado to soften the Turks up in addition to Limit Breaks. Try to save Phoenix until you really need it, since it will revive your members but heal Rude. All three Turks will escape once you've defeated them in battle. You'll get

an Elixir when the battle is over.

After the battle, go north. When you reach the split passage area, go north again. If Cid isn't in your party, he'll show up here. Take the right path and at the next split passage, take the left path. You'll arrive at a blocked passage, but there's a ladder against the left wall that leads to the Shinra Building. If Cait Sith is in your party, he'll talk to you. Otherwise, you'll see him hop out of the building. If you didn't read Kamedouraku Flyer No. 2 the first time around, you can check out the billboard at the back end of the first floor to read it now. Go up the stairs near the front and look for a door marked 'Accessories' near the other end of this floor. In the adjoining room, you can open two chests that a Shinra employee wouldn't let you examine earlier. The one to the right contains a Master Fist and the left one has a Pile Banger inside of it. Before leaving, go up to the 64th floor and look for the lockers (go north from the elevators). If you examine the left end of the row of lockers against the wall, you'll find the HP Shout (Cait Sith's Ultimate Weapon that you couldn't take earlier).

Return to the underground passages again. Go south past one split-passage room, and when you reach the second room, take the left path. You'll go outside. Walk towards the lefthand red beam to climb up it and jump onto the main street. Head north and a huge mechanical monster will appear from behind you; it's being controlled by Heidegger and Scarlet. After laughing in your face, they'll attack you.

BOSS TIPS: PURAUDO KURADDO <Proud Cloud> (can't see it's stats.)
JAMAAAAAMAA <Jammer Armor> LV: 62 HP: 20000 MP: 300

This mechanical monstrosity has two parts; a head and a chest area that you can aim your attacks at. The boss can only cause around 500-800 points of damage, but it can kneel and fire a ray from it's back (the Beam Cannon attack) that causes 1100 damage to all members. Even after disabling the Jammer Armor (it can use it's Materia Jammer attack to disable your Materia), you'll still have to keep attacking the main part if you want to kill it. Spells and summonings work nicely, and you shouldn't worry about your HP until the boss kneels and readies it's laser attack. You'll get the Ragnarok sword once the fight is over.

Once the machine explodes, it starts to rain. Head north. There are two chests near the entrance. The one closest to you has an Elixir in it, while the one that's further away contains a Mystile. Use the Save Point that's nearby if you want to, then climb up the ladders. If he's not in your party, Vincent will be on the lower landing. The second landing is normally empty, but if Barret is in your party, you will see a green chest there. Open it to get Barret's Ultimate Weapon, the Missing Score. If Barret's not in you party, you won't find anything on the landing, even if you search it thoroughly. Once you've climbed all the way to the top, run to the right. Sitting at the Mako Cannon's (Sister Ray's) controls is Hojo, who will attack your party when you talk to him.

BOSS TIPS: Hojo	LV: 50	HP: 13000	MP: 250
PUDUREA SANPURU <Pudurea Sample>	LV: 42	HP: 10000	MP: 200
IBIRURAPPU SANPURU <Ibirurappu S>	LV: 34	HP: 11000	MP: 120
HERETIKKU Hojo <Heretic Hojo>	LV: 55	HP: 26000	MP: 200
MIGUIDE <Right Arm>	LV: 55	HP: 5000	MP: 300
SAUDE <Left Arm>	LV: 55	HP: 24000	MP: 400
xxxxx Hojo NA <Hojo NA>		(can't see his stats.)	

Hojo can use his 'Capsule' power to summon the two 'Sample' monsters every time you kill them. So, concentrate on defeating Hojo instead of the lesser monsters. He'll then reappear as a huge monster with two independant arms (Heretic Hojo). Since Hojo can bring the arms back to life, aim your attacks at the main body of the boss. He may cast Confuse or Silence on you, so I hope you have some Ribbons equipped. The right arm will also inflict a lot of damage, so cast Barrier beforehand. In his final form, Hojo can cast Slow and employ a multiple-hit attack (Combo), which will poison whoever is hit by it. As long as you keep your HPs up, this battle is a cinch. You'll receive a Power Source once you've killed Hojo.

You'll return to the Highwind after killing the boss. There's a short sequence with Tifa and Cloud afterward, then the Highwind blasts off into the sky. Well, that's the end of this disc! My time...17:25 the first time around, and 14:24 for the rewrite.

Next Chapter ...

1.39 Makou Pit

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5 . D I S C T H R E E W A L K T H R O U G H

=====

5 . 1 m a k o u p i t

ITEMS IN THIS AREA: Limited Moon, Save Crystal, Guard Source x3, Mind Source x2, Magic Source x2, Elixir x2, Power Source x2, HP Absorb materia, Mega Elixir x4, Hero Drink x3, Mystile, Speed Source x2, Tetra Elemental, Almighty Medicine x2, Vaccine x2, Shield materia, Imperial Guard, W-Magic materia, Counter Attack materia, X Potion x2, Turbo Ether x2, Everything All materia, Luck Source

You'll start off on the deck of the Highwind. If you'd rather explore the World Map instead, just go back to the cockpit, talk to the engineer next to Cid, and choose the top option. If you haven't noticed it yet, the Highwind is now rocket-powered.

Before descending into the crater and exploring the Makou Pit, you may want to pick up Red 13's Ultimate Weapon. Return to Cosmo Canyon and

climb up to the second floor of the observatory, making sure that Red 13 is in your group beforehand (you can switch characters at the Save Point near the Tiger Lily Arms Shop if you need to). Buugen Haagen is lying on his couch, and he is about to pass away. He chats with Red 13 for a while, then dies. Back at the bonfire, Red 13 rejoins his companions, and now has the Limited Moon in his inventory. Also, if you haven't gotten either of the 'optional' characters yet (Yuffie or Vincent), then now would be a good time to add them to your party.

When you're ready to explore the Makou Pit, land the Highwind and go out to the deck. You can talk to the man out here to change party members (he'll automatically ask you every time you return to the Highwind). Climb down the rope ladder to reach a new area, then head southwest. In the next screen you'll be given an option: pick the bottom one to turn back or the top one to descend into the pit. After hopping down the steps, you'll see a cavern entrance. If you go inside it, it merely returns you to the last area, in which you can climb up the stone column and make your way back to the Highwind. Otherwise, simply follow the path as it winds it's way down into the ground. Don't worry should the ground crumble away since you can jump over the gaps. The first chest you find contains a Save Crystal. It can be used once while in the Makou Pit to create a Save Point. Considering that there are no Save Points at all in this level, the Save Crystal is a handy item to have. The next chest you find has a Guard Source in it.

In the next area, you can climb the silver parts of the ledges by pressing O when you are standing near them (a message appears prompting you to do this). Go to the right and hop down the 'steps'. The first chest you find has a Guard Source inside of it. Be sure to make your way to the next chest and not explore the edge of the ledge below the chest you just opened or you'll jump down to the bottom and will have to climb all the way back up again (although you'll be doing that at some point anyway, so it's no big deal). In the second chest is a Mind Source. You can now either climb back up and get the rest of the chests, or continue searching the Makou Pit and get the chests when you are coming back out (assuming you want to make more than one journey into the Pit). To get the chests, climb up the ledge to your left (you're at the bottom of the screen, remember?) Go all the way to the left and climb up two ledges, then walk to the right to find another chest containing a Magic Source. Go left again, go up to the next ledge, then go to the right and climb up again. Walk all the way to the right, climb up the tall ledge, then head left to find a chest holding an Elixir. From there, walk up to the next ledge, go to the left, and climb up the silver part to arrive at a chest that has a Power Source in it. If you go to the right, you'll find an HP Absorb materia just past a large rock. Finally, jump back down, go to the right, and climb up the ledge to reach the top again (you can jump to the top ledge from here and exit the Pit by going back up the spiraling passage).

If you head south from the bottom of the screen, you'll arrive at a large chamber pocked with holes. Walk to the right until you fall down a level, then go left to uncover a chest (inside is a Mind Source). Go to the edge of this ledge, turn around, and press O to juMP Plus to the upper ledge (just like in the last area, you'll be prompted to jump whenever you are near a ledge ending). Head left until you fall down, then go to the right and step into the hole by pressing up. Beyond the opening is a treasure chest containing a Mega Elixir. Go back out again and walk all

the way to the left and you will fall down to a new level (since you can't see Cloud, move left or right until he falls). Run to the right in order to find a chest, which has an Hero Drink inside of it. Walk to the left and enter the hole. As you walk along the adjoining path, stop to open a treasure chest to your left which holds a Guard Source, and go through the hole that's a little farther up to reach a chest with a Power Source inside it. Go back out the hole and keep climbing to reach an opening that deposits you back at the top of the screen. To get back down to the bottom, run to the right until you drop down, press right again to fall a second time, and enter the hole. The passage beyond it leads to another hole; press left to fall down it (if you want to get back up, just climb the ledges to your left). Then walk to the left until you fall, and walk right to fall again.

Here, climb down the two stalagmites in order to reach the ground where your friends are waiting. Each one asks you which path they should take, the left one (top option), or the right one (bottom option). Furthermore, you may have certain characters join you, or you may be asked to make a new group (and you may not have many characters to pick from). Unfortunately, I really have no clue as to how this part of the game works even after playing through it numerous times. (Yes, that means that you should still treat this whole paragraph as a NSS :))

Take whatever path is available to you (you'll get a message if you can't go in that direction). Refer to the LEFT PATH or RIGHT PATH sections depending on which one is available to you. Note that once you reach the PLACE OF GATHERING, you can go back and explore all the areas freely (remember that because you may be approaching an area from a different location, you may have to do it in a different order. For instance, you can tackle the LEFT PATH: LOWER ROUTE area from either the top or bottom, so take note while playing (and no, I'm not going to write out the section backwards and forwards, just figure it out yourself depending on where you're going!))

RIGHT PATH

You'll find yourself on a column of stone. Follow the winding path that leads along the column. Eventually, you'll reach a gap in the path. Pick the top option to jump down to the area below, or the bottom option to turn back. When you land on the ground, look to your right for a chest containing a Mystile. To your left is a green Elixir. Take it and continue along the path until you reach a broad, gray area. Here, there is a treasure chest to the north containing a Speed Source. If you look to the south, wedged between several broken structures is another chest that has a Tetra Elemental inside it. Go back to the main path and head east, then north. Here, the path splits to the north or the west.

Take the west branch and it'll lead to a dead-end where there is a chest. Inside it is a Mega Elixir. Retrace your steps and keep going north; just to your right will be a chest that also has a Mega Elixir inside of it. If you keep going north, you'll arrive at a bridge made of curving bones. Work your way down it and you'll arrive at the PLACE OF GATHERING (see below).

LEFT PATH

In this room, your teammates will each ask if you should take the upper (top option) or lower (bottom option) route. Pick accordingly, and refer

to the UPPER ROUTE and LOWER ROUTE sub-sections depending on what you chose. You may be prompted to make a new party yet again after you have decided on the route you will take.

LEFT PATH: UPPER ROUTE

Hop down onto the branch-like structure, run to the right, and when you can't go any further, press Up to jump to another branch. From here, go right to reach a chest containing a Magic Source. Now, hop back to the first branch and go left, then north. When you reach the edge, Cloud will jump onto the nearby rocks. Walk north along the path and Cloud will dive in the water and jump out on the other side of the screen. If you walk to the left, then go north, you'll arrive at a chest which has an Remedy within it. Head right, but take the upper branch (go east, then north) in order to arrive at a new area.

Here, head to the far right to find a chest which contains an Elixir no Kusuri. Then take the upper path and run all the way to the left. If you go a little ways to the north, you'll see a chest; it has a Vaccine in it. To the right of the chest is a large rock; walk in front of it and you'll see a path that leads up to the top of the rock, where a green materia is lying on the ground (Shield). Take it and walk to the left, then press Down to descend the rock face. Cloud will jump into the water and pop out again near a treasure chest (Imperial Guard). After opening the chest, keep pressing Down and Cloud will dive into the water again and end up on the other side of the screen. From here, run south and then east to reach yet another unexplored area.

This area is full of green shrubbery and stone tiers. Walk to the left in order to work your way down the tiers, but then go to the center of the screen and walk north until you're right beneath the shrubbery. There is a small dot here; press O to examine it and you'll find that it's the W-Magic materia. From here, work your way down to the shining light (go south, then east). There is a patch of darkness in the light--examine it and you'll get the Counter Attack materia. Now, walk west and then north to find a cave entrance. It leads to the PLACE OF GATHERING (see below).

LEFT PATH: LOWER ROUTE

Hop down the stone columns and investigate the chest to your left to find an Remedy. Head to the right and hop up the stone columns to arrive at a chest that has an Elixir inside of it. Then go back to the first treasure chest and press against the bottom of the ledge. You'll hop down to a column where there is a chest containing an X Potion. Make your way to the southeast. In the next screen, hop down the stone columns and then go to the left to find a chest with an Turbo Ether in it. Then follow the path east and north. There's another chest here and a Vaccine is inside it. Walk to the west, then follow the path south and hop across the columns. When you reach the bottom of the screen, run to the south.

In this area, go to the right and press down to hop down to a small ledge. Below is a larger ledge and a green chest (X Potion). Walk to the left across the thin stone bridge, drop down a level, then keep going right until you see some stone 'steps'. Go down them; to the left is a green chest containing a Turbo Ether. If you walk to the left, you'll jump down to a low ledge. Nearby, there is a ball floating in the air. Hold Up in order to jump from a small ledge to a

larger ledge, and when you get near the ball, tap O repeatedly. If you timed it right, you'll be able to take the ball, which is actually the Mega All materia. If you missed it, just press left to jump back down to the lower ledge and then try again. You can only get the materia while jumping to the small ledge, not while jumping from the large western ledge.

Once you've gotten the materia and are on the large ledge, walk to the other end of it. There's a chest here (Speed Plus Source). Now walk to the south and press against the edge to jump down to a lower area. Keep walking south and you'll reach the PLACE OF GATHERING.

PLACE OF GATHERING

On the right side of this chamber is a chest containing a Luck Source. Follow the path as it curves around until you reach a set of stone steps. Your friends will show up here. Depending on where you told them to go earlier, they may or may not have items to give you. Talk to each one of them to get an item (or not), then approach the stone steps. Pick the top option to go down them or the bottom option to stay where you are. Once you pick the top option, you can't go back, so feel free to choose the bottom option and then leave this area from the upper ledge (walk to the left) if you have more exploring to do.

Once you've chosen the top option, assemble a new group. You'll leap down the steps and arrive at the lowest levels of the Makou Pit (home not only to Jenova and Sephiroth but also to massive slowdown). Simply jump from floating ledge to floating ledge, working your way towards the bottom of the screen. In the second screen, make your way to the central island of rock, where the final form of Jenova will appear and attack you.

BOSS TIPS: JENOBA*SYNTHESIS <Jenova Synthesis> (can't see her stats.)
JENOBA*SYNTHESIS B <Jenova S. B> LV: 61 HP: 10000 MP: 600
JENOBA*SYNTHESIS C <Jenova S. C> LV: 61 HP: 8000 MP: 600

Start the round by using Haste and Barrier on yourselves, then use Enemy Skills and Summon Materia to dish out damage. The tentacle-like arms will droop and become useless after you've attacked them long enough, but they regenerate with some HP if you don't kill the boss quickly, so use high-level spells (Ultima or Inseki) to take them out and injure Jenova at the same time. When she is about to die, a message appears and starts counting down the rounds from 5; if you don't kill her by the time it reaches zero, Jenova Synthesis will cast Ultima. For the second-to-last boss, this is an easy battle. She has very weak physical attacks (500-800 damage), and not much else. If you want to conserve MP, you can take out the boss using physical attacks with little injury to yourself. If she does cast Ultima, the battle ends, but you get no EXP, GP, or AP, so try to kill her as quickly as possible.

After the death of Jenova Synthesis, the ground will break up and Cloud and his friends will awaken to find themselves floating in space. Sephiroth makes his final appearance here, floating next to the core of the Makou Pit. You'll get to make a new party*, then the battle with Sephiroth will commence.

* Apparently, the number of teams you can make is determined randomly. The first time I played this game, I was able to make two parties, but since then I've been able to make just one party or three parties (the third had only two members, since you only have 8 characters). For a time, I thought this was based on the paths you took when you talked to your friends at various locations in the Makou Pit, but I guess it is simply a random occurrence after all.

BOSS TIPS: RIBAASU SEFIROSU <Reverse Sephiroth> (can't see it's stats)
 RIBAASU SEFIROSU B LV: 61 HP: 2000 MP: 400
 RIBAASU SEFIROSU C LV: 61 HP: 10000 MP: 400
 RIBAASU SEFIROSU D LV: 61 HP: 4000 MP: 400
 RIBAASU SEFIROSU E LV: 61 HP: 4000 MP: 400

Use Wall and Haste on yourselves (maybe even Regen), then use your best attacks against Sephiroth, like Coin Toss, Ultima, and summon spells. Every time you kill a few of of it's body parts, you'll be asked if you want to switch to another team (left option to switch, right option to keep using the current party). In this case (if you have more than one team), you'll find that only one team can damage the yellow orb (part C) of Sephiroth's body. Once part C is sufficiently damaged, you'll get a message stating that Cloud can now attack part C as well, so switch back to him and attack Sephiroth. Once part C is destroyed, kill off the rest of the body parts. If you only have one team, all you can do is attack. The number of teams you have will affect the strategy used against this boss, so keep that in mind when attacking*. I'm not exactly sure about this, but: Sephiroth will gain more HP and MP in proportion to Cloud's experience level, and using the Knights of Round materia will usually kill Sephiroth. If you more than one team, keep in mind that the battle will end if even one team is killed. And interestingly enough, the number of times you've used a summon materia resets when you switch to a team and back.

Sephiroth can heal himself using a technique called Reverse Energy, and he can use it to bring defeat body parts back to life. Among his attacks are Graviga, an explosion attack that causes 1500+ points of damage, a fire ray emitted from his chest that inflicts 1700+ damage, and a 'Fallen Angel'-type attack that reduces all party members' HP to one point.

* I'm saying this because one time I was able to kill Reverse Sephiroth before receiving the message to attack part C.

Once Reverse Sephiroth has been defeated, Sephiroth shows up in a new form. You always fight him using the team that Cloud is a part of.

BOSS TIPS: SEEFA SEFIROSU <Seraph Sephiroth> (can't see his stats.)

Looks like Square couldn't bother creating a new end boss, could they? Seraph Sephiroth can cast Slow, Flare, Break, Doom, and Dispel (Dispel will affect all members). Other attacks include Shotgunnova (a 'summon' style spell that inflicts 1100-2200 damage to all allies; it causes confusion and silence), Pyro Holes (a laser attack causing 3700-3800 damage), and Dein (ring-shaped flares break apart the ground and cause 1200-1300 damage to all members. His sole physical attack is a wing

slash that causes upwards of 5000 damage points. Sephiroth can fly around, too, preventing some characters from using certain skills or attacks against him.

Use Wall on yourself, and then heal, revive, and fix status ailments with the Angel's Whisper Enemy Skill. Haste yourselves and use physical attacks, your best summon materia, and Ultima. You can even use Coin Toss or Throw if you want. Seraph Sephiroth isn't easy to kill, but he's certainly no challenge, even if you have low levels. There's only one thing to watch out for: if Cloud's level is at 98-99, then Sephiroth becomes monstrously powerful and much harder to kill.

After a brief automated sequence, Cloud fights Sephiroth one last time. I'll leave this up to you...I doubt you'll lose! My time was 6:20 the first time around, and 1:30 for the rewrite.

1.40 Old Forest

6 . B O N U S A R E A S

You can only go to these areas in Disc 2 or 3. There's some information on these bonus areas in the 'Secrets and Strategies' section, too.

6 . 1 o l d f o r e s t (c o s m o a r e a)

Location: On a cliff near Cosmo Canyon on the Western Continent.
 How to get there: Use a Green, Black, or Gold Chocobo. Or, climb past the crater that's left behind when you kill the Ultima Weapon in Disc 3--it destroys part of the cliff.
 Items to get: Supershot ST, Spring Gun Clip, Slice Everybody materia, Summon Typoon materia, Apocalypse sword, Elixir.

You can grab items (frogs, big frogs, wasp nests, etc.) by pressing the O button. When you grab a frog for the first time, you get a message informing you that if you press the S button, the entire area will reset, returning all the items to their proper place. However, it also returns you to the very start of the area, no matter how many screens you've worked your way through. If you mess up on an area (you run out of frogs to use for transportation), you can cheat by leaving the area and returning (if it's possible to leave given your current location). But if you're really stuck, you have no choice but to reset the whole level by pressing S. You will keep all items and materia orbs you've collected so far, though. Also, when you hear a frog croaking, look for a place where you can let go of a small frog you might be carrying as it'll be replaced with a big frog.

In the first area, pick up three frogs and go beneath the earth bridge.

Put them near the three bags hanging from the trees. Now, quickly take the frogs and press the O button to make them hop into the bags; repeat this until all three bags are full by standing on a bag and pressing O to put a frog into the next bag. When they're all full, hop to the other side of the gap. Once on the other side, go down the slope and carefully inch towards the center of the large snapping plant. Press O to grab the bag (which contains the Supershot ST gun). If you get too close, the plant will close and you'll lose almost all your HP. You can make as many attempts as you want, but it's best to try and not touch the center of the plant in the first place. Continue to the right when you're finished here and Cloud will automatically use the pink vine to reach the other side. Go past the tree and nab the item bag on the hill (there's a Spring Gun Clip inside), and head right to reach the next part of the forest.

In the second area, pick up one frog and approach the pink vine. Choose the top option to leap to the ledge. If you leave the frog on the ledge, it'll be switched with a big frog (or you can just use your small frog). From here, you can put the frog in the bag and leap across to the second (already-full) bag. You'll automatically use the pink vine to jump to the ground. Now, pick up a frog and climb on top of the green ledge to your right; let it go and it will leap into the left bag. If you wait long enough, you'll be sent flying to the ledge above when the frog escapes (you have to use a big one). Once on the ledge, take the wasp nest. Jump back down. Stand near the small snapping plant and press O to release the nest; if you're at the right distance, the nest will fly backward and land in the plant, which will snap it up. Take the yellow materia (Slice Everybody). Pick up the big frog again. Climb to the green ledge one more time and let the frog jump into the right bag. Jump atop it and wait until you are thrust onto the opposite side of the huge snapping plant. Run to the right to reach the next zone.

In the third area, pick up two frogs, toss them into the bags, and leap across to the pink vine. You'll be lifted into the treetops. Go left, then down the trunk to reach the big bag you saw back in the second area. A Minerva Band is inside. If you go too far down the trunk, you'll jump down to the ground, so return to the treetops after grabbing the bag. If for some reason you can't, just hop back down repeat the last few steps to get across the plant, get into the next screen, and return to the treetops.

Once you're back in the trees, climb to the upmost branch and head right, then make your way towards the broken branch; Cloud will vault across three of the pink vines and land on another branch. Go south to get yet another item bag holding a red materia (Summon Typhoon). Now, go back across the vines, and take the lower branch that leads behind the leaves to the ground level (look for a path leading right). Once on the ground, grab a frog. There are two bags to your right; look for a high ledge beneath them, stand on it, and toss the frog into the bag. Then, hop onto it and make your way over to the second bag, then to the ledge with the wasp's nest. Take it and drop to the ground, then approach the snapping plant and press O to release the nest. If you are positioned correctly, you'll toss the nest into the plant, which will close up.

Pick up a small frog and move past the plant. Stand on the left ledge, and let go of the frog; it will jump into the nearby bag. Hop across the bag and onto the ground. Run to the left and grab a frog. Put it

in the hollow in the tree next to you and a big frog will jump out. Take it and go back the way you came (put the big frog in the bag, jump to the other side, and wait for it to land by your feet). Grab it again, go to the far right ledge, and release it into the bag. Now, stand on the bag and wait for the frog to escape. Doing this sends you flying across the gap to a cave entrance.

In the cave, walk to the right to find a chest with the Apocalypse sword lying within. Head to the north, then go east to find another chest (there's an Elixir in it). Finally, exit through the opening to your left. You're back outside! Yup, there are no bosses to fight in this area (which is a good thing in case you had a hard time dealing with the snapping plants).

Next Bonus Area ...

1.41 Vincent's Waterfall

6 . 2 v i n c e n t ' s w a t e r f a l l

Location: Waterfall in the center of the Western Continent.
How to get there: Use a Green, Black, or Gold Chocobo to go to the west side of the waterfall by the lake. Dismount and touch the waterfall to enter it. Alternately, you can go there in submarine--you can dock on the dark-colored western side of the shore.
Items to get: Death Penalty, Chaos Manual (in Disc 3, see below).

Beyond the waterfall is a room made of white stone. If Vincent isn't in your party, then you'll get a message stating his name when you step past the threshold of the room. So, return with Vincent. This time, there's a woman there (Rukuressia), and you'll get to see a flashback of Vincent's past. While you don't get anything out of this if you visit during the third disc, you can get Vincent's best weapon and his Level 4 Limit Break Manual if you come here with him in your party during the second disc and then visit the waterfall again in the third disc. Refer to the 'Ultimate Weapons' section in part two of the FAQ for more information on this area.

Next Bonus Area ...

1.42 Bonus Materia Locations

6 . 3 b o n u s m a t e r i a l o c a t i o n s

WESTERNMOST CAVE (Wutai Area)

Location: Cave lying to the east of a mountain in the bridge-covered region of the Westernmost Continent.

How to get there: Use a Green, Black, or Gold Chocobo to climb over the mountain. Dismount and enter the cave.

Items to get: Mime materia.

There's nothing in here but a glowing yellow light. Try to touch it, and you'll get a yellow materia (Mime). Notice how there's still a glow after you've taken the Materia? :)

WESTERN CAVE (North Norel Area)

Location: Cave next to a mountain lying on a square of brown land. There's a river running nearby. It's beyond the mountain footpath by the shallow part of the river near the Gold Saucer, on the Western Continent--there's another cave entrance by the river you need to cross.

How to get there: Use a Blue, Black, or Gold Chocobo to cross the river to the patch of land where the cave is.

Items to get: HP<->MP materia.

Inside this icy blue cave is a twinkling purple materia (HP<->MP).

SOUTHERNMOST CAVE (Mideel Area)

Location: Cave lying at the end of a penninsula on the north stretch of land on the Southernmost Continent.

How to get there: If you have a Blue Chocobo, land the Highwind on the patch of grass on the thin island near Mideel. Then use the shallows connecting the penninsulas to reach the area where the cave is. If you have a Black or Gold Chocobo, simply land on the grassy area near the cave and keep walking down the cliff and out to where the cave entrance is. If you have the Gold Chocobo, you can just walk southeast from the Chocobo Farm across the water to the penninsula where the cave is.

Items to get: Quadra Magic materia.

This sandy cave is empty, save for a blue pyramid-shaped object. If you examine it, you'll get a blue materia (Quadra Magic).

NORTHWEST ISLAND (Round Island)

Location: Oval-shaped island surrounded by mountains and trees that is in the northwestern part of the world. It is one of the Uncharted Isles (it doesn't show up on the map).

How to get there: Use a Gold Chocobo to fly to the island and climb over the mountains. Dismount and enter the cave mouth that's at the edge of the forest.

Items to get: Summon Knights of Round materia.

This may be another empty area, but the red pyramid lying by the tree trunks is none other than the Knights of Round summon materia--the most damaging summon spell in the entire game. Simply examine it to pick it up.

Next Bonus Area ...

1.43 Yuffie's Sub-Quest

6 . 4 y u f f i e ' s s u b - q u e s t

Location: Town of Wutai. You can go here in Disc 1 after you get the Tiny Bronco, or you can do this in Disc 2, once you have the Highwind or a colored Chocobo. You CANNOT do this in Disc 3, however.

How to get there: Go to the southern end of the Westernmost Continent using the Tiny Bronco, Highwind, a Chocobo, or a Chocobo + the Highwind. You MUST have gotten Yuffie (though she doesn't have to be in the current party) in order to perform this sub-quest.

Items to get: Hairpin, Fuuma Shuriken, MP Absorb materia, Fast Lightning, Elixir x2, Peace Ring, HP Absorb materia, X Potion, Turbo Ether, Ice Ring, Universe Manual, 'Summon Leviathan' materia.

After arriving at the southern tip of the Westernmost Continent, head north. There is a curving path that leads up to a high plateau. As you go along the curve (even if you are riding a Chocobo) you will be interrupted by Yuffie. The screen switches to that of a plain, and Yuffie runs up, steals your Materia*, and escapes, but not before leaving you with two Shinra guards to contend with! The guards are easily beaten, though. If Yuffie was in your party when she tricked you, you'll have to fight the guards only using two people (in which case Barret will join the party afterwards, and if he's already in your party, then whoever isn't being used will join. Keep in mind that you can rearrange the party in whatever way you'd like afterwards).

* She can take 48-50 Materia (the number varies), and will steal them in this order of preference: Master Materia, Summon Materia, Independant Materia, Command Materia, Combination Materia and then Magic Materia. This means that it is possible to be left with a few materia after she has escaped. Note that if you're using the Materia Select Game Shark code and you have disabled Materia equipped/in your inventory, she'll steal them and you won't get them back.

At this point, your characters will refuse to board the vehicle you used to get here (Highwind, Tiny Bronco, or Chocobo), insisting that they find Yuffie instead. If you were on a Chocobo when Yuffie stole your Materia, then you'll still be on it when the sequence ends, but you won't be able to board the Highwind, and if you get off the Chocobo, you can't get back on. If you use the 'Start with Gold Chocobo' code, then you can leave the island, but I don't know what happens if you do this sub-quest while riding a real Gold Chocobo. In any case, you can

use the Chocobo to cheat and simply ride all the way to Wutai, Yuffie's hometown. If you're not on a Chocobo, you'll have to walk.

From the curving path, head north until you cross a bridge, then go west across a second bridge. Head southeast once you reach the other side; this leads to a north-bound path that runs under the bridge. Follow it and it will lead up to another bridge. Past the bridge, the land becomes flat and grassy. Keep heading north and you'll arrive at Wutai.

When you enter the town, Yuffie will see you and run away. Head to the upper-left corner of town. There's a path here that leads to a large courtyard and a pagoda. Enter the building to your right and walk along the hall until you arrive at a room with a man sleeping inside. Enter it and talk to the man. He is Godoo, Yuffie's father. Keep talking to him until he stands up, at which point Yuffie will appear and then be chased away by her father. If you follow Yuffie, you'll find that she has disappeared. Before leaving this area, enter the room next to Godoo's and examine the right wall. There is a hidden panel here that will open, revealing a passage. At the end of the passage is a chest containing the Hairpin (a weapon for Red 13). On your way out, go into the room to the left of the entrance. You can come here and spend the night for free, but if you examine the scroll on the left wall, it will lift up, revealing another passage. The chest at the end of this passage has a Fuuma Shuriken (Wind Demon Throwing Star) inside it.

Return to town and go into the eatery in the southwest corner of town. The Turks are her! Talk to them all (Elena, Rude, and Reno). When you are finished, go to the Item Shop. Normally, there is a woman standing in front of a treasure chest (preventing you from getting at it) but now she will have moved away. Open the chest and you'll get a MP Absorb materia, but Yuffie will drop down from the ceiling and swipe it from your hands! Leave the shop and go to the southeast edge of town. There's a building here near the entrance. Go inside and examine the folding panel to the left. Hiding behind it is Yuffie, who dashes away as soon as she is discovered. Chase her outside and go to the eatery. If you look at the jar standing outside the eatery, you'll see that it is moving. Approach it and press O to make your friends block all the exits. Then press O three times to make your main character hit the jar until Yuffie jumps out. Seeing that she can't escape, she'll lead your characters to her house.

Meanwhile, two Shinra soldiers run into the eatery to meet with the Turks. After Elena leaves, you'll find your characters in Yuffie's house. When she goes downstairs, follow her. I was sure that I found an item in this room once, but I guess I was mistaken...anyway, don't miss the Kamedouraku Flyer that's on the far wall when you go downstairs. Talk to Yuffie. When you can move again, examine the levers in the back room; you can pull the right lever or the left one. It doesn't matter which one you choose, since either one will make a cage drop on top of your allies! Yes, Yuffie has tricked you again. Examine either lever a second time to free your friends, then leave the house.

Return to the courtyard area where the pagoda is and you'll see that you can now enter the building to your left. Climb up the steps and examine the bell to ring it; this will reveal a hidden door. Beyond the door, you'll find Yuffie, who has been taken hostage by none other

than Don Corneo, the mohawked pervert that tricked you back in the Wall Market. He has captured Elena as well. Before chasing after him, open the chest to your right to find a Swift Bolt, and open the chest to your left to get an Elixir. Go up the stairs and you'll find yourselves in the altar room back in Godoo's house. Three Shinra soldiers appear and attack you, allowing Corneo to escape. Kill the guards (they're the same as the ones that attacked you back on the curving path), then go outside.

Here, you'll run into Rude and Reno. Talk to them, then return to town and head to the northeastern corner of Wutai. There's a path here that leads up into the mountains, where huge Dachao statues have been carved into the rock. Talk to the Turks again as you follow the path, and keep going along the path until it splits. Take the path that goes north. It leads past a huge head to a crossroads. Rude is standing here, blocking the entrance to a cave. If you talk to him, he'll enter the cave. Go inside and open the chest in here to get a weapon for Cid. You can't get across the fire-pits yet unless you've gotten the Suishin x no Uroko from the submarine docks (see section 4i for more information on the Suishin x no Uroko, and section 4j to find out what treasure you can get from the fire-pits). There's a chest here that has a weapon for Cid in it, but I got it back in Disc 1 so I forgot (I think it's the Grow Lance or the Mop). ^_^; Talk to Rude again and then exit the cave and head south to find Corneo, who's tied Elena and Yuffie to the face of a Dachao statue. When you confront him, he summons a boss to attack you.

BOSS TIPS: RAPUSU

LV: 39 HP: 6000 MP: 300

This winged beast isn't that tough, but unless you were able to hold onto some Materia, all you can do is attack. Use Phoenix Downs and Hi-Potions or other restorative items to heal your party, and you may want to use 'attack' items like the Deadly Waste or Swift Bolt in order to inflict damage along with your normal attacks. Because of their high attack power, Red 13 and Vincent make the best allies to have in this fight. If you think you can make it without Vincent assisting you, then use his breaks to inflict lots of damage on the boss. You'll receive a Peace Ring when the battle is finished.

After the battle, Don Corneo will ask you a question and you have three answers to choose from. Pick any one you like. Corneo threatens to kill Yuffie and Elena, but then Reno and Rude show up and send Corneo to his well-deserved demise. Back at her house, Yuffie will give all the materia she stole back to your characters (including the MP Absorb materia).

You'll find yourself back in the World Map again, but I wouldn't leave just yet if I were you. Return to Wutai and enter the building near Yuffie's house. It's full of cats. Normally, there's nothing you can do here, but now you can climb up the steps in the back to find a secret passage. Walk north (towards the screen), to find a cat and a chest. Inside the chest is a HP Absorb materia. Take it and go back outside.

Now, head back to the courtyard. Enter the pagoda and talk to the man

there, Goorikii. He'll inform you that if she wishes, Yuffie can fight by herself against the five guardians of the Pagoda of Five Strong. Choose the top option to accept and the bottom option to decline. After each battle, go up the stairs and talk to the person there, picking the top option to fight them and the bottom option to not fight them. You don't have to kill all the guardians in one go, and if Yuffie is killed in battle, the game won't end, although she'll have zero HP and will need to be revived before she can fight again. Your enemies are:

First Floor: Goorikii, a winged creature.

BOSS TIPS: GOORIKII LV: 30 HP: 3000 MP: 150
(weak vs. Wind)

Use Haste on yourself, then use the Deathblow materia repeatedly in order to inflict lots of damage. Don't forget to heal yourself when your life gets low. The boss can use Barrier, but he's still easy to defeat. Yuffie gets an X Potion once she's won the battle.

Second Floor: Sheiku, a penguin-like monster.

BOSS TIPS: SHEIKU LV: 32 HP: 4000 MP: 180

Use the same strategy that you used against Goorikii. You might try the Barrier spell to reduce physical damage. His 'Furious Bomber' attack causes a lot of damage, but it will fill up your Limit Break bar very quickly. Yuffie will receive an Turbo Ether when the fight ends.

Third Floor: Chehofu, a four-armed foe.

BOSS TIPS: CHEHOFU LV: 34 HP: 5000 MP: 210

Keep your HPs up in case you get paralyzed. Once again, using Haste, Barrier, and then attacking with the Hissatsu materia should do the trick if your attack power is low. Yuffie's prize for winning this battle is a Ice Ring.

Fourth Floor: Sutanifu, a creature swinging and iron ball.

BOSS TIPS: SUTANIFU LV: 36 HP: 6000 MP: 240

Fight him the same way you fought Sheiku. Without a doubt, the easiest boss of the Pagoda of Five Strong. If you win, Yuffie will get an Elixir from him.

Fifth Floor: Godoo, a three-headed monster. Note that he will automatically attack you win you talk to him.

BOSS TIPS: GODOO

LV: 41 HP: 10000 MP: 1000

Godoo's attack style changes depending on which head is facing you. He has many attacks, including the Tryne Enemy Skill and the ability to drain your HP. He will also use his supply of MP to heal himself for around 1200+ points per use. To beat him, deplete his MP supply by using the Ghost Hand item or Magic Hammer Enemy Skill (you can learn it from the Ashigirisous that live north of Wutai; they look like bunches of grass). The other way to beat him is simply Berserk yourself, assuming you have enough HP and your attacks do over 1200 points of damage. Your only other tactic is to stay alive until he runs out of HP and then attack him. You'll get Yuffie's Level 4 Limit Break Manual (Universe) once Godoo is defeated.

After Yuffie defeats Godoo, he'll give you the 'Summon Leviathan' materia.

1.44 Terminology

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7 .   P L A Y I N G       T H E       G A M E
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7 . 1   t e r m i n o l o g y
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Certain notations and abbreviations are used in this FAQ. This is what they mean:

S	Square Button	L1	Front Left Shift
X	X Button	L2	Back Left Shift
O	Circle button	R1	Front Right Shift
T	Triangle button	R2	Back Right Shift
START	Start Button	SELECT	Select Button

B#/# - Indicates the Break Level and which one to use (i.e. Red 13's B2/2 would be the Stardust Ray, while Barret's 3/1 would be his Satellite Beam).

Field - Any area aside from the World Map. Towns, caves, dungeons, power plants, and so on are all considered 'field' areas.

World Map - The 3-d overhead world in which you can travel to towns and other locations, and activate the map. When first starting the game, you will not reach the 'World Map' area until a good part of the first disc has been completed. This is also referred to as the 'outer world' or 'overworld' throughout this FAQ.

A note on Materia: Since I was able to get many of the correct names for new revisions, I've replaced the names of materia, spells, etc. with their proper names. However, in most cases I won't list the spell in particular but the Materia you should use (i.e. Honoo <materia>

instead of Fire 3 <spell>). This means that you should use the highest level that you have (or the one that suits you the best).

And as usual, 'x' denotes Kanji I could not translate into English.

Next Chapter ...

1.45 Starting / saving the game

7 . 2 s t a r t i n g / s a v i n g t h e g a m e

After inserting the disc you're currently on, watch the intro or bypass it by pressing START. Then, choose NEW GAME to start from the beginning (you'll need to have Disc One entered), or choose the bottom option to continue a saved game. If you choose to continue, select SLOT 1 or SLOT 2 (depending on which slot your memory card is in). Then, select the saved file you wish to continue.

To save your game, you must be in the World Map or standing on a Save Point while in an Area Map (these are glowing blue circles with a rotating 'C' shape above them). Go to the main menu and choose SAVE, (the last option), then specify which memory card and which save slot you wish to use. If all the slots are full, you will get a message telling you that you cannot save. A note on Save Points; you can also (in most cases), use the PHS system to change members while standing on a Save Point.

Next Chapter ...

1.46 Controller Functions

7 . 3 c o n t r o l l e r f u n c t i o n s

The default settings of the PSX controller are:

- | | |
|---------------|---|
| CONTROL PAD - | Moves your character in eight directions. Also used to move the cursor during menu screens and to highlight enemies/allies and options during battle. |
| SELECT - | Shows location of character on-screen using a cursor. In battle, this turns on/off the HELP window. In the World Map, it has the same effect as the START button. |
| START - | In the World Map, it displays/removes the map. During battles, it pauses the action. |
-

- SQUARE (pink) - During battle, holding this button removes the Command window, making the Barrier gauges more visible. It also switches between the Materia window and Equip window on the Menu Screen (providing you are in either of those windows).
- X (blue) - Cancels selections in the Shop screen. During battle, it cancels choices and during the Menu screen, it cancels choices and closes the screen if no choices have been made. If not assigned an ability, this button cancels choices and returns you to the previous option during any other screen. When used in conjunction with the control pad, your character dashes while on the field. Dashing can be combined with L1 and R1 to run at an angle.
- TRIANGLE (green) - In the field, it opens the Menu screen. In the Menu Screen, it de-equips whatever Materia is selected if you are in the Materia window. In battle, it highlights whoever you want to fight next (assuming they have a full Time bar).
- CIRCLE (red) - In the field, press it when near something to examine it or to talk to a person. This button is also used to pick up items, open treasure chests, and latch onto ladders and objects. It will select the items you wish to buy or sell at shops, and can be used to verify commands or perform an action (like opening a gate, running an elevator, etc.)
- LEFT ONE (L/1) - When held and used in conjunction with the control pad, your character walks at a 45-degree angle to his left. When selecting items or magic in the Menu Screen, it moves the view up a screen with each press. When selecting a character to check that person's Materia, magic, equipment, status, or Limit Break, pressing this button scrolls backwards through the characters according to their lineup.
- In the World Map, this button makes your character turn left while it is held down. If you are in overhead view, pressing this button returns you to ground-level view.
- LEFT TWO (L/2) - While in the World Map, switches the viewpoint from ground-level to overhead.
- RIGHT ONE (R/1) - When held and used in conjunction with the control pad, your character walks at a 45-degree angle to his right. When selecting items or magic in the Menu Screen, it moves the view down a screen with each press. When selecting a character to check that person's Materia, magic equipment, status, or Limit Break, pressing this
-

button scrolls forward through the characters according to their lineup.

In the World Map, this button makes your character turn right while it is held down. If you are in overhead view, pressing this button returns you to ground-level view.

RIGHT TWO (L/2) - While in the World Map, switches the viewpoint from ground-level to overhead.

Other Commands:

L1 + R1 - During battle, makes you run away if held down for a while. Doesn't always work, and is ineffective in certain fights.

L1 or R1 - Selects between a single target or all targets during battle when using magic/commands (assuming you have an All or Everything All materia working in conjunction with whatever materia are equipped). You can also do this by press Left or Right on the controller.

L1 + L2 + R1 + R2 - Resets the game. Doesn't work during battles or + SELECT + START the Fort Condor simulation battle.

Note that these are the default settings: they can be changed in the Menu Screen. Additional button commands (for vehicles, games, etc.) are listed throughout the FAQ's walkthrough section.

Next Chapter ...

1.47 Battles

7 . 4 b a t t l e s

There are two ways to enter a battle. The most common way is to be randomly attacked while exploring the World/Area map screen. You will also fight boss battles, which aren't random and occur only after a certain event/arriving at a certain location.

When the battle starts, the camera will move inwards for a better view (it switches constantly during battles, but you can set it to remain stationary in the Configuration screen located in the Main Menu). The enemies will be on the left, and your characters appear on the right (usually). Depending on a person's Speed Plus, either you or the enemy will attack first (not the whole party, just a single character). The object of battle is to kill all your enemies without getting killed yourself. A battle ends when either side has died, or if the enemy or your party runs away.

To the left on the Battle Menu window is the word NAME. Underneath this

appears the names of the three characters currently in your party. Next to that is the word BARRIER. Beneath that is a double-gauge that informs you how long your Barrier (vs. physical attacks), or Mabarrier (vs. magic attacks) will last. Note that they are only full if you have a (ma)barrier spell in use, have an equipped accessory (Reflect Ring) or are using some other form of physical/Magic Plus defense.

To the right of that is the word HP. This shows the current/total amount of HP each character possesses using both numbers and a bar. If you have few HPs left, the numbers turn yellow. And if your status has been changed (i. e. you are poisoned), the total amount of HPs is replaced by the name of your status condition. Depending on the amount of HPs remaining and the type of status you have, your character may fall to one knee or crouch on the ground to show that he is weakened. Farther to the right is the word MP. Below that is the current amount of MPs each character has, represented in both number and bar format. If you are low on MPs, the numbers turn yellow. If you die, your HP and MP numbers are shown in red. Finally, on the far right are two bars.

The first bar is the Limit bar. As you are attacked, this bar increases in proportion to the damage received. When it is full, it will flash rapidly. During this time, you can use your Limit Break attacks instead of fighting (described later on), and your agility is increased. If you don't use your Limit Break when a battle ends, it is carried into the next battle. If you don't use your Limit Break for several rounds during a battle, it empties slightly (but can be refilled). Choosing to be attacked by yourself or your friends, or being attacked by a confused friend will not increase your Limit bar.

The last bar is the Time bar. It increases in proportion to a person's Speed Plus rating. When it is full, it flashes orange, and you are now able to choose a command (this is also signified by the yellow, pyramid-shaped icon that appears over the person's head and by their name, which flashes between white and gray). When it is not full, you cannot control that character.

When a person's Time bar maxes out, the Command Window appears, covering the Barrier gauges (they can be uncovered by holding the S button). The first option is Attack (one enemy or one friend). If your Limit Bar is full, then it is replaced with a rainbow-colored font and you cannot Attack but can use Limit Breaks. The next option is Magic (assuming your character knows magic/has a Magic Materia equipped). This allows you to select a magic spell to use, providing you have the proper number of MPs left. The third option is usually blank, unless you have a Command Materia equipped. When such Materia are in use, this option can be many things: Steal, Throw, etc. The fourth option is Item, and it allows you to use your inventory of unequipped items on yourself or against an enemy. Note that you cannot equip or de-equip items or Materia during battle. Depending on the number of Materia equipped, you may have more than four options available, in which case the Command Window will expand to show them all. Other commands are listed in the order that your materia are equipped.

At any time while the Command Window is showing and you haven't yet made a selection, you can press right (then the O button) to guard. You can't attack while guarding (which lasts the whole round), but any damage inflicted on you is halved. Likewise, pressing left (then the

O button) makes you change rows. This takes a whole round and you can do no other action while changing. Characters in the front row inflict and receive more damage, while characters in the back inflict and receive less damage (you can also change row position in the Menu Screen; changing position during battle isn't permanent).

There are several ways to attack or get attacked. The situation chosen when entering a battle is somewhat random, but your abilities and statistics can change the outcome:

- (Attack) The standard you-versus-them setup. Priority is determined by Speed Plus.
- (Chance) The enemies will have their backs turned and you can all attack, run, or perform any other command without being attacked for the first round only.
- (Back Attack) You have your backs turned to the enemy, who appears on the right. Not only are your rows reversed (front to back/back to front), but the enemy gets to attack first without you being able to do anything about it for the first round only. Note that Materia that work automatically (like Guard and Counter Attack), will still function normally.
- (Side Attack) You appear on either side of your enemy. Although you can't use the CHANGE command, this method prevents the enemy from turning his full attention to all characters and lets you attack from the front and behind.
- (Scissors Attack - Ambush) The enemy appears on either side. You cannot use the CHANGE command, and it is impossible to direct an attack or spell towards all enemies. Your foes can make both front and back attacks. Keep in mind that it is very important whether or not you are facing your opponent--your attacks/limit breaks/magic won't hit enemies who are behind you.

RUNNING

Normally, you can run away from an enemy party, but not always. If you can't run away, a message will tell you so and holding L1 and R1 will have no further effect. Unless fighting a boss (who you can never run away from), you can almost always run from an Initial Attack (first round only) or Side Attack formation. You cannot run from a back attack for the first round, and you must be facing toward your enemy in order to run away (since you run in the opposite direction). If ambushed, you cannot run unless you kill all the enemies on one side of you and are facing toward your foes (for the same reason listed above).

When you run away, the battle ends, but you gain no money, AP, or EXP. Also, you can be attacked while running and it may take anywhere from a second to several minutes to escape a battle, (if it is possible to do

so). You can select and confirm commands while trying to escape (in which case you will stop running to attack, use an item, etc.), but you won't run away while doing such things.

OTHER SITUATIONS

While the game is paused during battle, you can do nothing but remove the Command Window (if it is showing) by holding the S button. While a character is summoning a monster, you can build up your Time bar and select commands, but not confirm them (this includes running). During enemy actions and some of your own actions, the 'Time' message changes to 'Wait' and your bars won't fill until either you or the enemy finish doing whatever caused the 'Wait' status in the first place.

END OF THE BATTLE

If you lose a battle (the enemy is able to reduce your party's HP to zero via attacking, magic, etc.), the game ends. You must start over from your previously saved game. If you win the battle (by reducing all enemies' HP to zero via attacking, magic, etc.), then a screen appears showing you how many EXP and AP points you've gained*. Pressing O calls up another screen where the amount of Gil (currency) you've won is shown, and you have the option of taking items from your fallen foes (if they had any items). Once the battle is over, you are returned to the field/area you were at prior to the battle.

If a character is dead when the battle ends, he or she will gain no EXP or AP. The same applies to `_fully_` petrified characters.

Next Chapter ...

1.48 List of status changes

7 . 5 l i s t o f s t a t u s c h a n g e s

It's possible to have your status changed outside of battles, but most status changes occur during combat. Enemies can also suffer from status ailments, which include:

MANIPULATED

Appearance	Character flashes blue and faces in opposite direction
Effect	Character is controlled by the enemy
Duration	Until controlled character is damaged, killed, or put to sleep
Remedy	Successful physical attack from friend or foe

BERSERK

Appearance	Character's skin is red
Effect	Character automatically fights using physical attacks, however, Attack Power is raised
Duration	Battle
Remedy	Remedy or Esuna magic

BARRIER

Appearance Shield appears when physically attacked; Barrier gauge is filled (to a degree)
 Effect Physical damage from enemies is reduced
 Duration Until gauge runs out
 Remedy Debarrier or Dispel magic

SILENCE

Appearance "....." word bubble appears over head
 Effect Cannot cast magic or summon monsters
 Duration Battle
 Remedy Echo Smoke*, Remedy, Esuna magic

CONFUSION

Appearance Character spins around and around
 Effect Character is uncontrollable and will attack or cast magic on both friends and foes
 Duration Battle; or until physically attacked
 Remedy Remedy, Esuna magic

CONDEMNED

Appearance Counter Attack appears over person's head
 Effect Character dies when Counter Attack hits zero
 Duration Battle; or until Counter Attack reaches zero
 Remedy Finish/escape from battle before your time is up (ha ha ha). If you revive a Condemned character, the Counter Attack will not reappear.

CRITICAL

Appearance Character is kneeling, HPs are shown in yellow
 Effect None
 Duration Until character dies or is healed
 Remedy Cure, Full Cure, or Regen spells, or Potion, Hi Potion, X Potion, Elixir, or Mega Elixir.

DEATH

Appearance Character is lying face down
 Effect Character does nothing (he/she's dead)
 Duration Forever*
 Remedy Phoenix Down, Raise/Life 2 magic, Phoenix summon spell, or you can spend the night at an inn.

* Dead characters receive no EXP or AP should their teammates win the battle for them.

POISON

Appearance Character kneels and flashes green
 Effect Lowers HP each turn
 Duration Battle

Remedy Poison Neutralize, Remedy, or
 Poisona magic.

HASTE

Appearance Character moves faster
Effect Time bar increases twice as fast
Duration Battle
Remedy Slow, Stop, or Dispel magic

ANGER

Appearance Limit gauge is colored red
Effect Amount of damage received doubles, Hit Rate decreases,
 and Limit gauge fills faster
Duration Battle
Remedy Tranquilizer

SADNESS

Appearance Limit gauge is colored blue
Effect Character's physical attacks do less damage; Limit
 gauge fills slower
Duration Until healed
Remedy Hyper

DARK

Appearance Character flashes black
Effect Hit Rate is dramatically reduced
Duration Battle
Remedy Eye drop, Remedy, Esuna magic

MABARRIER

Appearance Magic shield appears when magic is cast on that
 character; Mabarrier gauge is filled (to a degree)
Effect Reduces the effects of magic cast on that character
 from friends or foes
Duration Until gauge runs out
Remedy Debarrier or Dispel magic

MEGABARRIER

Appearance Mega shield appears when a character is hit by
 physical attacks or has magic cast upon him; both
 gauges are filled
Effect Reduces effectiveness of physical attacks and magic
 spells directed towards the shielded person
Duration Until gauges run out
Remedy Debarrier or Dispel magic

MINIMUM

Appearance Character shrinks, becoming very small
Effect Attack/Defense Power is lowered greatly; almost all
 attacks cause only 1 point of damage (even magic)

spells or attacks that can be affected by Materia)
 Duration Battle
 Remedy Minimum magic, Magic Hammer Enemy Skill

INVINCIBLE

Appearance Characters flash yellow*
 Effect Character cannot lose HP or be killed
 Duration Only a few rounds
 Remedy None

* Not if you become invincible using the 'Shield' spell.

PARALYSIS

Appearance Character doesn't move
 Effect Character does nothing
 Duration Variable
 Remedy Remedy, Esuna magic

REGENERATION

Appearance None
 Effect Character gains back lost HP each turn
 Duration Variable
 Remedy None

REFLECT

Appearance
 Effect Reflects all magic cast upon character by friend
 or enemy
 Duration Variable
 Remedy Dispel magic

PETRIFY

Appearance Character has gray skin and doesn't move
 Effect Character does nothing
 Duration Battle
 Remedy Golden Needle, Remedy, Esuna magic

* Petrified characters will not receive EXP or AP should their teammates win the battle for them.

SLOW PETRIFYING

Appearance Character flashes white while Counter Attack appears over head.
 Effect Causes Petrification (see above)
 Duration Battle; or until petrification occurs
 Remedy Golden Needle, Remedy, or Esuna magic

SLEEP

Appearance Character kneels and 'ZZZs' rise from body
 Effect Character does nothing

Duration Battle; or until physically attacked
 Remedy Remedy, successful physical attack from
 friend or foe

SLOW

Appearance Character moves slower
 Effect Time gauge fills slower
 Duration Variable
 Remedy Haste or Dispel magic

STOP

Appearance Character doesn't move
 Effect Character does nothing; Time gauge doesn't fill
 Duration Variable
 Remedy Dispel magic

TOAD

Appearance Character looks like a toad
 Effect Attack/Defense Power is lowered, cannot use
 any magic other than 'Toad' magic*
 Duration Battle
 Remedy Toad or Dispel magic, Maiden's Kiss

* If you tried to cast magic or summon a creature and got turned into a frog, no MP is lost (and you can still summon the following round). However, if you tried to Throw an item, that item isn't even thrown but is still lost forever. Also, all flying enemies are immune to this status ailment.

Your status condition is usually always shown at the bottom of the screen, over the 'MAX HP' section in red letters. If you have more than one change (i.e. you are poisoned and slowed), then the condition message will constantly change back and forth.

Next Chapter ...

1.49 World Map and Area Map

7 . 6 w o r l d m a p a n d t h e a r e a m a p

While in the World Map, you can show, enlarge, or hide the Map by pressing Start or Select repeatedly. When you get them, the river-crossing Buggy and Cid's Airplane are represented as green and blue dots, while the submarine is shown as a red dot and the airship 'Highwind' is a white dot. Here in the 3-d 'overworld', you can travel through forests, plains, and fields in search of towns, caves, and other places. As in previous Final Fantasy games, mountains, rivers, and oceans are impassable while walking, but may be traversed using other means, such as vehicles or special breeds of Chocobos. When you enter a 'location' (i.e. a town or dungeon), you enter the area map and leave behind the

World Map. No matter where you are on the World Map, you always run the risk of fighting monsters.

Area maps are a series of rendered backgrounds linked together to make up a location. Your freedom of movement is somewhat limited in these areas. Most FMV sequences take place while in an area map. Aside from talking to people and fighting battles (depending on where you are), you can also find treasure chests, navigate through hidden passages, climb up ropes, activate switches and levers, or save your game at Save Points. With few exceptions, area maps are the only place where you'll find bosses.

Next Chapter ...

1.50 Visiting towns and shops

7 . 7 v i s i t i n g t o w n s a n d s h o p s

In towns, be sure to talk to the townspeople and investigate the buildings to get clues, items, etc. There are, of course, shops in most of the towns, too. Shops sell anything from potions and weapons to bracelets and Materia orbs. In a shop, you're given three choices initially. The rightmost one is BUY*. Choose the item you want to buy, then press left, right, up or down to confirm how many of that item you want. The middle option is SELL. Choosing the left choice lets you sell items and weapons, while the right lets you sell your Materia. The third option is QUIT, and returns you to the game.

* These are not the exact English equivalents of the Japanese used.

Next Chapter ...

1.51 Having fun

7 . 8 h a v i n g f u n

GOLD SAUCER'S BATTLE SQUARE

To play this game, go to the Battle Square and enter the main building. Talk to the lady by the righthand booth and she'll give you an option. Choose the top one to enter the Battle Arena, or the bottom one to decline. It costs 10 GP to enter the Battle Arena each time. Should you accept, you have to choose which character will fight by himself in the Arena.

Once inside the Arena, you have to fight 8 consecutive battles against randomly-picked sets of monsters. Fighting is done normally, and you can use anything you have equipped (weapons, spell materia, command materia, items, etc.) to attack your enemies with. Each time you finish a battle, you get the message 'GREAT!' and you're then told how many BP

(Battle Points) you've won in that particular battle (it's on the right side of the window). You have two options; pick the left one to keep fighting or the right one to give up and leave the Arena.

If you choose to keep fighting, a slot machine appears prior to your next bout and you have to press 0 to stop the wheel. Whatever you land on will have a significant effect upon you as soon as the next battle starts. However, most of these conditions can be remedied by using items, and some (such as Minimum) won't even affect you if you're wearing an accessory that protects you from that type of status ailment. Below is a list of many of the various results you may land on*:

Poison	-	'Poisoned' status.
Frog	-	'Toad' status.
Mini-Cloud	-	'Minimum' status.
Red Orb	-	Disables Red (Summon) Materia.
Yellow Orb	-	Disables Yellow (Command) Materia.
Green Orb	-	Disables Green (Magic) Materia.
Purple Orb	-	Disables Purple (Independent) Materia.
Blue Orb	-	Disables Blue (Combination) Materia.
Five Orbs	-	Disables all Materia.
Ring	-	Disables accessories.
Bag	-	Disables items.
Luck Plus 7	-	Luck is cut in half.
Boots	-	Speed Plus is cut in half.
HP & MP	-	Max HP and MP is halved.
MP Sign	-	Max MP is halved.
MP Zero	-	Max MP is reduced to 0.
Sword	-	Attack power is lowered.
Bracelet	-	Your defense is lowered.
Stopwatch	-	Time bar takes x30 longer to max out.
Lv. Down	-	This lowers your level by 5, 10, 15....
Cure	-	Gain back 9999 HP.

* Of course, it is possible to cheat. For example, if your Magic materia have been disabled but you just used Monomane after casting a magic spell, you can mimic yourself to still use that spell. Or if you have Nageru combined to a Counter Attack materia and your items are disabled, you will still hurl one of your throwable items.

Each time you choose to keep fighting, yet another bar appears on the slot machine. And because the eight battles are continuous, you'll keep whatever ailment you landed on in the last battle (unless you cured it), and get another ailment as well, making the battles progressively harder as you suffer from more and more handicaps.

You do not gain AP, EXP, or gil for fighting in the Battle Arena. You can't learn enemy skills, either, even if you proceed to win all eight battles. You can steal or henka enemies to get items, but that's it. Using Limit Breaks in the Arena won't deplete your Limit bar when the battles are over, though. Your fighting spree ends if:

- You win all 8 battles.
- You choose to give up after completing a battle.
- You cast Escape on yourself or use an item that has a similar effect.
- You run away :)
- You are killed during the course of the battles :(

Unless you're killed or run away, you will keep all the Battle Points that you've earned from each fight. What's more, you can continuously enter the Battle Arena (providing that you have enough GP) and fight over and over to pick up even more Battle Points. However, you lose all your BP if you leave the Battle Square, so you have to get the number of points you want in one trip. You can trade in the Points you've earned for prizes by going to the machines on the left or right side of the entrance and examining them. The following chart appears if you have enough BP to purchase something:

BATTLE SQUARE PRIZES - DISC ONE

NAME	COST	EFFECT
Phoenix Down	100 BP	Item
Remedy	200	Item
Mimett Greens	400	Item
Enemy Lure	800	Independent Materia
Choco Feather	1600	Accessory
S-mine	3200	Item
Pre-emptive	6400	Independent Materia
Speed Plus Plus	12800	Independent Materia
Champion Belt	25600	Accessory
OmniSlash	51200	Cloud's Level 4 Limit Break Manual

BATTLE SQUARE PRIZES - DISC TWO AND DISC THREE

NAME	COST	EFFECT
Remedy	100 BP	Item
Enemy Lure	250	Independent Materia
Right arm	500	Item
Pre-emptive	1000	Independent Materia
Reagan Greens	2000	Item
Speed Plus Plus	4000	Independent Materia
Stardust	8000	Item
Champion Belt	16000	Accessory
OmniSlash	32000	Cloud's Level 4 Limit Break Manual
W-Summon	64000	Command Materia

You can buy as many of each item as you like if you have enough BP.

BATTLE SQUARE: THE URA BATTLE

In order to gain access to the URA (reverse) Battle, you have to be in Disc 2 or 3. Cloud must be in your party, and you have to have the Ultima Weapon as well. Go to the Battle Square and keep fighting until you have enough BP to buy Cloud's Limit Break Manual or the Double Summon materia (you don't have to use Cloud to earn the Battle Points). Purchase one of them, then fight some more until you can afford the other item. Make sure that Cloud has learned all his limit breaks except for his Level 4 Limit Break, then use his Manual on him and equip him with the Ultima Weapon and the W-Summon materia (you don't need to attach a Summon Materia to it). Talk to the lady at the desk and she'll invite you to participate in the URA Battle. You'll have to win eight consecutive fights against 8 boss monsters, even ones that you may not have met yet, like PuraudoKuraddo and JamaaAamaa. If you're able to defeat all the bosses, then Dio will reward Cloud with

the Final Attack materia.

ALL THE GOLD YOU'D EVER WANT...SORT OF

While I have yet to meet him, several people have told me that a man will show up outside of the Gold Saucer from time to time. He'll be standing near the back of the screen in the outer entrance area (where the Save Point is). If you talk to him, he will trade you 1 GP for 100 gil. You can purchase up to 100 GP off him every time he appears.

A MYSTERIOUS OPPONENT

If you get a high enough time score in the Snowboarding game at the Gold Saucer (which, BTW, has different courses than the one at Icicle Lodge), you'll get to race against a 'ghost' racer. Who could this master of the snowy slopes be? A Moogles, that's what. Don't make Cloud look bad in front of all his friends--beat the Moogles!

Fort Condor: THE MINI-BATTLE GAME

You can fight at the Fort Condor during any disc, although if you want the Huge Materia, you'll have to play and win at least once in Disc Two. What's written here are brief instructions and simple strategies to win. The object of the game is to prevent the enemy from taking your land (this is indicated by a pink bar to the left of the screen), and to wipe your foes out before they finish you off. Your guys are blue; the enemy's force is red.

In the beginning, you'll be in control of a cursor and there are no enemies on the screen. You can use this time to place your allies before the battle begins (while you can place icons during the battle, it's easier to start off right now). You can only set people as far as the red line; if you can't place a person, a red X appears over the hand cursor. Placing icons costs money (gil). Remember, you can't place bad guys! The types and statistics of each icon (good and bad) are as follows:

Note that not all of these will be available initially (like the Fire Catapult and Tristoner).

STATS. OF THE GOOD GUYS

NAME	HP	ATTACK	RANGE	COST	STRONG/WEAK VS
Stoner	100	20	1~4	480	n/a
Tristoner	150	30	1~5	1000	n/a
Catapult	100	18	1~5	480	n/a
Fire Catapult	120	25	1~6	600	n/a
Fighter	200	30	1	400	n/a
Attacker	180	25	1	420	Beast / Barbarian
Defender	220	35	1	440	Barbarian / Wyvern
Shooter	160	20	1~3	520	Wyvern / Beast
Repairer	160	10	1	480	n/a
Worker	160	15	1	400	n/a

STATS. OF THE BAD GUYS

NAME	HP	STRONG AND WEAK AGAINST
Beast	230	Shooters / Attackers
Wyvern*	190	Defenders / Shooters
Barbarian	100	Attackers / Defenders
Commander	250	???

* These guys can fly over obstacles, giving them more range.

The bad part about all this is that it cost real money (your money!) to play this game. So it's best that you stock up on gil before playing. However, you'll be paid gil for every ally left standing when the battle ends. To buy an icon, use the controller to select them and press O. Then choose where you want to place one and press O again. If you're placing a (Fire) Catapult or (Tri)stoner, then you'll see a red circle or wedge-shape when you place them; this indicates their line of fire. Use the Control Pad to choose how you want them to aim their attack.

When you're ready, press X and choose the top option. The battle begins! Your controls work like this:

O	Accept a command. Place the cursor over a character and place this button and you'll be given an option; see the list of icons to see what options are available.
X	Decline a command
L1 / L2	Decrease the Speed Plus of the battle
R1 / R2	Increase the Speed Plus of the battle
Start	Pause/unpause the game
Select	Show/hide instruction screen
Pad	Moves cursor/put over ally or foe to see their statistics and the direction they're heading in.

Every time one of your icons finishes walking, enters battle, or is killed, you will be asked if you want to go to their location/give them a new command (if they died, it asks if you want to place a new one). Press O to accept, or X to decline.

ICON OPTIONS

Stoner TriStoner	TOP OPTION - DIRECTION. You can redirect either type of droppers' line of fire. BOTTOM OPTION - REMOVE. The dropper is destroyed.
Catapult Fire Catapult	TOP OPTION - DIRECTION You can redirect either type of catapult's line of fire. BOTTOM OPTION - REMOVE. The catapult is destroyed.
Fighter Defender Shooter	OPTION - ACTION. Pick where you want any of the three icons to move to and press O. If they can't walk to a certain location, an X appears over the cursor.
Repairer	OPTION - ACTION. Works just like the ACTION command explained above.

If you make a Repairer walk near a damaged Catapult, Fire Catapult, Boulder, or Triple Boulder, he can repair them (give them back HPs). These guys can automatically fight, too.

Worker TOP OPTION - ACTION. Works just like the WALK command explained above.
BOTTOM OPTION - BOMB. Creates a bomb that explodes when enemies approach.

The 'Dismantle' command for the catapults and droppers may seem useless, but once an enemy force has passed beyond the range of one of these icons, they are useless. To free up space for more icons, (you can only have 20 at a time, remember?) you'll want to use this ability.

Basically, the battle is fairly automatic. People attack when close, the catapults and droppers fire continuously. All you have to do is move, replenish, and place new members. The battle ends when the 'land taken' meter maxes out (i.e. they reach the little brown hut) or you win the battle by destroying all the enemies. Including the boss who shows up when most of the enemy force is defeated, there are about 40 enemies in total, who climb up the screen in a more or less steady, continuous wave. If you've played FF3, this feels a little like those 'mass-crazy-fight-till-you drop battles', but without the rush of adrenaline that usually accompanies such a fight.

BATTLES

(Note that you'll have to wait a while before another fight is available. Also, as far as I can tell, there's no point in donating money since you'll have to spend Gil to hire troops, anyway.)

Battle One: 10 Enemies: 6 Beasts, 3 Wyverns, 1 Commander
Prize - Magic Comb

Battle Two:

STRATEGY FOR THE HUGE MATERIA BATTLE

Hope you have some money. Start by placing Tristoners at the top of each path and angle their line of fire to follow the path (that's 4). Then, buy another one and place it at the main junction and make it fire straight forward. Now, purchase four Fire Catapults and place them at the bottom of the paths, as close to the red line as you can. Angle their line of fire to hit where the Tristoners can't. If you can spare the gil, place two more just a little ways south and to either side from the main Tristoners for added protection. Still with me? Place some Defenders and Attackers down at the bottom, then place a whole bunch of Fighters, Attackers, and Defenders at the top of the screen. Last, stick in some Shooters in hard-to-reach areas where they can pelt the enemy. As your installments are destroyed/killed, all you have to do is place new ones.

EXPENSIVE STRATEGY

If you have a lot of cash, then just go crazy with the Tristoners and keep placing new ones (since they'll instantly fire). If the enemy

gains too much ground, start amassing forces of Defenders and Attackers to take your opponents out and defend your installations. The boss is easy to kill since he's slow and shows up when there's not a lot of people left (leaving him all buy himself). Just gang up on him with Defenders and Fighters, and if you've placed them earlier, try to steer him towards the Bombs that the Workers can lay.

Next Chapter ...

1.52 Main Menu

7 . 9 m a i n m e n u

At any time, press T to go to the Main menu. Here, you'll see portraits of the members of your party, and to the right of each portrait, the following stats:

- Current level of experience (LV)
- Current/maximum HP
- Current/maximum MP
- Amount of experience gained (top bar)
- Maximum Limit Break Level
- Amount of energy in the Limit Break gauge (bottom bar)

At the bottom of the screen is listed the amount of time you've spent playing, and beneath that, the amount of gil (currency) you're carrying. Beneath that is the name of your location. To the far right are ten commands that you can select and choose:

ITEM

This screen shows the items you have. You can USE an item, ARRANGE your items in eight different styles, or view your KEY ITEMS (these commands are in order from left to right). Depending on the item you choose, you may be able to use it on you or your companions (choose with the pointer).

USE - Move the cursor to select and use an item.

PUT IN ORDER - Arrange the items in one of eight ways:

ZIBUNDE - Do-it-yourself.

FIELD - Items usable while on the World Map/Field are at the top of the list.

BATTLE - Items usable during a battle are at the top of the list.

THROW - Items that can be thrown are at the top of the list.

CATEGORY - Items are grouped by category (Weapons, Bracelets, Accessories, and Items).

NAME - Items are sorted by name (using the Japanese alphabet).

O O I - Items that you have the most of are at the top of the list.

T S U K U N A I - Items that you have the least of are at the top of the list.

KEY ITEM - Shows what Key Items you have. You can see an item's description by pressing O and moving the cursor.

MAGIC

After choosing this command, choose the character whose magic you'd like to view. When the screen changes, highlight MAHOU to see what magic your character has equipped, SHOUKAN to see what summon materia he or she is wearing, or TEKI NO WAZA, to see what enemy skills have been learned. You can use the O button and the cursor to see descriptions of the spells and use the ones that are highlighted.

MATERIA

After choosing this command, choose the character whose Materia you'd like to view. The top row shows Materia holders on your weapon, and the bottom shows holders attached to your bracelet. To the left of the weapon bar is this command:

TESIKA - lets you see how your Materia will be displayed during battles.

To left of the bracelet bar are these commands (press O to reveal them):

PUT IN ORDER - arrange your materia (by color, not type).
 REMOVE ALL - unequip all your materia.
 THROW AWAY - dispose of a materia.

To equip materia, place the cursor over a slot and press O. A list of materia will be shown. Scroll up or down using the controller or the L1 and L2 buttons until you find the materia you want, then press O again. If you do this to a slot that already has a materia in it, it will be switched with the one you selected. To de-equip materia, select a slot with a materia on it, move the cursor to a blank space in the materia list, and press O.

When the cursor is highlighting a materia, the following information is shown:

- A description of the materia (this appears in the long, thin box)
- An information box showing the following stats.:

Type of Materia / Materia name	no. of level stars
Symbol for Damage Type (if any)	Current AP
	AP needed for next level

Ability of materia	Score Changes
--------------------	---------------

(either the spell name, like Fire 1 or Cure, or a description, such as Gil Plus. Otherwise, just the materia's name will be given. If a ability is shown in black, it cannot be used).

(shows how the materia will alter your scores when it is equipped, such as changes to Luck or Maximum HP. A increase is shown in yellow; decreases are in red.

Please refer to the 'Materia Orbs' part of Section 15 of the FF7 FAQ for more detailed information.

EQUIPMENT

After choosing this command, pick the character whose equipment you'd like to change. The first row changes your weapon, the second row changes your bracelet, and the third row changes any special items you have equipped. If you have other items that can be equipped, they're shown in the box to the right. In the top-left box, the number of Materia holders for that item is shown, and in the lower box, the benefit/loss of equipping a certain item will be shown (yellow is better, red is worse). Beneath the materia box, the AP growth for that item is shown (normal, x0, x2 or x3).

STATUS

The fifth option is STATUS. Choose the character whose status you want to see. Here, you see the same stats shown on the main screen, although the EXP and Limit Break bars are also shown in number format. On the left are a list of stats, they are, in order:

Power
Speed Plus
Physical Strength
Magic Plus Power
Mind
Luck

Attack Power - Power + Physical Strength
Hit Rate - Power + Speed Plus
Defense Power - Physical Strength + Mind
Evade Rate - Speed Plus + Luck
Magic Attack - Magic Plus Power + Mind
Magic Defense - Magic Plus Power + Mind
Magic Evade Rate - Magic Plus Power + Speed Plus

To the right is shown your character's commands in the battle screen, and below that is shown the weapon, bracelet, and special item name and the Materia they can hold. Pressing O while at this screen shows another screen where different Elementals your character has are highlighted.

The first four rows are for damage types. Although the rows go from left to right, I'm listing it in a top to bottom format:

GAME TERMS
Fire Damage
Ice Damage
Lightning Damage
Earth Damage
Poison Damage
Demi Damage
Water Damage
Wind Damage
Holy Damage

Halfway down the screen is a larger, two-row list (it's shown twice).

The list is for status changes:

Going left to right, top row....

GAME TERMS

Death
Critical
Sleepel
Poison
Sadness
Angry
Confusion
Silence
Haste
Slow
Stop
Toad
Minimum

Going left to right, bottom row....

Slow Petrifying
Petrified
Regeneration
Barrier
Mabarrier
Reflect
Megabarrier
Condemned
Controlled
Berserk
Invincible
Paralysis
Darkness

If you check this screen and one of the symbols is lit up, that means that that particular type of damage is being affected by the item you're wearing (it does no damage, is halved, restores HP, etc.) If part of one of the lower lists is lit up, that means that that particular kind of status ailment is being affected by the item you're wearing. To see what kind of 'affect' is in place, you need only look at the blue words to the far right:

Elemental _____

The damage type row is listed four times because there are four Elementals that can affect damage types. They are:

(Attack)

- Attacks hit with highlighted Elemental.

(To Halve)

- Damage from highlighted Elemental is halved.

(No Effect)

- Attacks that hit with the highlighted Elemental have no effect on you.
-

(Absorb)

- When hit, you will absorb the highlighted Elemental and gain HP instead of losing it.

ADDITIONAL

The two-row list of status changes is shown twice because there are two additional affects that affect status changes. They are:

(Attack)

- An attack you make also hits with the highlighted status ailment.

(Defense)

- In addition to damage you take during battle, you will defend yourself against the highlighted status ailment.

Special damage is damage that can't be defended against because it has no element type or traits (meaning that even with an accessory, Barrier, or Mabarrier equipped, it will still hit for full damage). I think the only way to protect against special damage is if you are invincible (via the Shield spell or Aeris's Breaks) but this may not be true.

ORGANIZE

After choosing this command, press the O button twice to switch a person between front and back row, or choose one character, than another, to make them switch position. The switch is permanent until you change it.

LIMIT

This screen shows you the same stats as on the main screen (minus the EXP bar). Your max Limit level and learned Limit Breaks are highlighted below. To the right are two commands.

- SET - Choose what Limit Break level you want to use, as long as it's available. Choosing a new level will empty your Break meter, BTW. This is the left option.
- CHECK - Pick this and use the cursor to see descriptions of each Limit Break after picking the Break Level you want to view. This is the right option.

CONFIG.

Choosing this command take you to the Configuration screen. There, you have the following options:

(Window Color)

After selecting this option, choose a corner of the small window and adjust the amount of red, blue or green by using the control pad. To verify a color change, back up twice to the config. screen. You cannot return to the default color unless you enter it manually.

(Sound)

Pick between:

- (Monaural) - for monaural sound output.
- (Stereo) - for stereo sound output.

(Controller)

Pick between:

- (Normal) - Use the default controller settings.
- (Custom) - Customize the controller.

To customize your controller, highlight 'Custom' and press O. Then press Start. Now, use the cursor to move to the function you want to change and press the desired button to assign that function to the pressed button. The order of functions is:

O	=	(Accept)
X	=	(Cancel)
T	=	(Menu)
S	=	(Extra)
L1	=	(Left One)
R1	=	(Right One)
L2	=	(Left Two)
R2	=	(Right Two)
Select	=	(Help)
Start	=	(Pause)

You can set the buttons to have any command, but you can't exit out of this screen if you try to give each button the same commands. Press LEFT when you are done setting the controller the way you want.

(Cursor)

Pick between:

- (Initial) - The cursor will always appear at the top of the Main Menu.
- (Memory) - The cursor will appear on the sub-menu you last selected when it is opened.

ATB (Active Time Battle)

Choose from:

- (Active) - Time is always running.
- (Recommended) - Time stops during item or magic use.
- (Wait) - Time stops when selecting items or magic (and their respective targets).

Even with Active Battle turned on, time still pauses during the use of a summon spell, certain enemy actions, and other various attacks.

(Battle Speed Plus)

Press right to slow down the speed of battles, or left to increase it.

(Battle Message)

Press right to make a message during battle appear longer, or left to make it appear for a shorter period of time.

(Field Message)

Press right to make a message spell out slower, or left to make it spell out faster.

(Camera Angle)

Pick from:

(Auto) - The camera will move around freely and focus on ally and enemy actions.

(Fixed) - The camera view stays in the exact position as when the battle first begins.

(Magic Rank)

This option lets you set up your magic spell order (attacking, healing, and other, I suppose), in one of six setups. This doesn't seem to affect your list of spells, though, so I'm not too sure of this option's purpose.

NO. 1:	Restore	Attacking	Indirect
NO. 2:	Restore	Indirect	Attacking
NO. 3:	Attacking	Indirect	Restore
NO. 4:	Attacking	Restore	Indirect
NO. 5:	Indirect	Restore	Attacking
NO. 6:	Indirect	Attacking	Restore

PHS (Party Hensei System)

In most cases, PHS is usable while standing on a Save Point or during any time while standing on the World Map. You don't have this option in the beginning, BTW. Choose the character you which to eject from your party and the person you want to join from the right (or vice versa). Keep in mind that you can't eject the leader of your party (usually Cloud), and in some cases, certain characters insist on going with you, so they can't be removed for the time being, either.

NOTE: Characters who aren't in your immediate party still gain levels! However, they only gain a small amount of EXP in relation to your party, so they tend to fall 3-5 levels behind if not used for a long time.

SAVE

The last option. Pick it, then choose the Memory Card slot you want to use, then choose one of fifteen Save slots you want to save your game in. Choose the top option to save or the bottom option to not save. If no Memory Card is inserted or there's no more space, a message will tell you so.

1.53 Getting Yuffie Kisaragi

8 . S E C R E T S A N D C O D E S

8 . 1 g e t t i n g y u f f i e k i s a r a g i

You can get Yuffie in your party during any disc. If you're in Disc 1 and are riding around in the Buggy, that will work, too. The two places that she appears most often are the forests beyond the Gold Saucer (in the Gongaga Area), and most forests in the Junon Area. After a few battles, you'll fight Yuffie (seems to be a 1 in 15 chance, if you ask me).

BOSS TIPS: MEI NO NINJA <Mysterious Ninja> LV: 37 HP: 1950 MP: 280

Just attack, really. The Summon Materia 'Titan' works well. Yuffie can do all kinds of cool attacks during this time, but not once she joins you! Yuffie's level, HP and MP vary depending on what level your characters are at.

When the battle ends, you'll be in a plain with Yuffie lying nearby. There's also a Save Point here. However, if you touch the Save Point, then go to your menu screen to save, Yuffie escapes and steals 200 gil! Don't worry, you can meet her again. You'll have to talk to her several times to get her to join. As she and you converse, she'll ask you several questions, and you can reply in two ways. To get her to join, respond like this:

Bottom answer, Top answer, Bottom answer, Top answer, Bottom answer

Put another way, respond using the second reply, then the first reply, then the second reply... and so on. After that, you can name her, and she'll hook up with Cloud and the rest of the gang. Note that if you choose the top answer for the last question she asks, you can name her, but she'll steal 700 gil from you and run away. You'll have to repeat the whole process if you want to get her in your party.

Next Chapter ...

1.54 Getting Vincent Valentine

8 . 2 g e t t i n g v i n c e n t v a l e n t i n e

The second 'optional' (or hidden) character in the game, Vincent can also join your party during any disc. You'll need the gold key from the

safe in Nivelheim's Shinra Mansion (see below if you don't know how to open it). Go down to the pink cavern leading to Sephiroth's library (it's in the Shinra Mansion, the entrance is in the stone wall in the eastern wing).

Remember the door to the crypt you couldn't get through? You can now enter it. Stand at the foot of the purple coffin and hit O. The lid will fly off and Vincent will talk to you. Choose the bottom reply when he asks you a question. When the coffin closes, press O again. Choose the second (bottom) reply when Vincent poses another question, and you can name him. Then, try to leave the cavern and he'll join you. Vincent can join you from the first time you reach Nivelheim onwards (but not during Cloud's flashback).

Next Chapter ...

1.55 The safe in Nivelheim

8 . 3 t h e s a f e i n n i v e l h e i m

What most people forget when trying to open the safe is that it's just like a real combination lock...so you have to go in more than one direction when inputting the numbers. Furthermore, unless you're fast enough, you'll run out of time if you try any other combination. The code is:

RIGHT TO 36, LEFT TO 10, RIGHT TO 59, RIGHT TO 97

This means that you hold right and scroll through the numbers, then hold left until you reach 10, then hold right for the last two numbers. Don't forget to press O to verify each entry. When the safe opens, a Summon Materia (Odin) pops out, and you are assaulted by a big goon (how'd he fit into that little safe?)

BOSS TIPS: ROSUTONANBAA <Lost Number> LV: 35 HP: 7000 MP: 300

This boss can be taken out just by attacking and using Limit Breaks. Magic spells (Fire, Cold, Lighting) that are at level 2 are also okay to use. Heal yourself and use Summon Materia (like 'Summon Chocobo and Moogles', and you'll win in no time. Aside from physical attacks, all this guy can really do is use a Lightning 2 spell on you, but it only does 400-500 points of damage to one character, so it's nothing to worry about. Rarely, he does a double-fisted hammer punch to one character that averages 2200 points of damage, though, so pack in some Phoenix Downs before trying to tackle him. If you blow off his red half (the one that uses magic) his physical attacks become more aggressive, so keep your HP Plus. Likewise, if his purple half is destroyed first, the Lost Number will use more mid-level spells, like Quake 2, against your party. It is possible to kill this boss without either part of it dying (by stunning it using the 'Summon Chocobo and Moogles' spell).

Not only do you get an item from the boss once you beat it (it's the manual for Red 13's Level 4 Limit Break, the Cosmo Memory), but there's also a gold key lying in the safe that you can grab (Chi x x no Key). Don't forget to take the Red Materia! Apparently, there's a paper in the lower room in the right wing of the mansion that hints at the correct combination for the safe, but someone like me can't read it :(Once you've read the paper, you can find hints throughout the house (by the piano, next to the chair in the bedroom, etc.) Refer to the Disc One Walkthrough for more information.

Did the code still not work? Remember, the safe's lock is LIKE A REAL COMBINATION LOCK. So, when you're turning to 36, you can either land on it or creep up to it, but you can't hit 37 and go back. This applies to the rest of the digits, too; you can't go farther than the number you want. If you do (i.e. you go to 09 when trying to get to 10), you'll have to start all over again.

Next Chapter ...

1.56 The sleeping man

8 . 4 t h e s l e e p i n g m a n

Get over 100 wins by fighting battles. To see how many wins you have, get in the Highwind or ride a Green, Blue, Black, or Gold Chocobo ever so slightly south and a little ways to the east of Midgar City, where you'll find a cave surrounded by mountains with a river nearby. Inside the cave is a sleeping fellow who (usually) tells you how many wins you've gotten so far. Not only do you need to have over 100 wins, but the last two digits have to be the same (100, 111, 255, 733, etc.)

When you have the correct number of victories, talk to the sleeping man. He'll toss and turn, then give you an item (Mythril). Next, go to the house on the peninsula near the Gold Saucer (you should recognize it since it's full of weapons inside). Talk to the man in the house, and when he gives you a choice, pick the top option. You'll lose the Mythril, but you now have the choice of opening the long wooden chest by the bed to get a Gold Armband, or examining the metal lid on the upper floor at the end of the walkway to get the manual for Aeris's Level 4 Limit Break.

It's probable that you can do this with less than 100 wins, but I'm not certain of that. Someone want to verify it for me?

Next Chapter ...

1.57 Piano trick

around Midgar City. If you go into the church where you met Aeris, you can see her bending over the flowers; she'll flicker and disappear after a second. There's not a lot to do here, but if you go back to the Wall Market and go to the 'ITEM' building with the machine gun inside it, you can get Tifa's Ultimate Weapon by examining the computer before the gun fires upon you (you don't need Tifa to get the item). Also, remember the man in the gun shop that you bought the Battery from to reach the Shinra Building back in Disc 1? The man in the left side of the shop will sell you an accessory (Sneak Glove) for 129,000 gil this time around.

Next Chapter ...

1.59 Turtles' Paradise Flyers

8 . 7 t u r t l e s ' p a r a d i s e f l y e r s

There are six of these flyers scattered throughout the world. You can find them in the following locations:

- Flyer No. 1: Midgar City...the town next to Aeris' house. Go to the second floor of the southeastern building and look at the papers taped to the wall by the stairwell.
- Flyer No. 2: Shinra HQ...on the first floor, check out the board with the papers on it near the elevators. The only time you can read this flyer is at the beginning of the game or when you raid Midgar in Disc 2.
- Flyer No. 3: Gold Saucer...go to the Ghost Square and enter the hotel. Read the sign that says 'SHOP' next to the shop entrance.
- Flyer No. 4: Cosmo Canyon...check the left wood post of the Tigerlily Arms Shop.
- Flyer No. 5: Cosmo Canyon...the gold paper by the door on the second floor of the inn (the entrance is behind some hanging cloth near the bonfire).
- Flyer No. 6: Utai...the bottom floor of Yuffie's house; it's the wall scroll to the right of the doorway. You can't get there unless you've done the sub-quest (refer to the 'Bonus Areas' section).

You don't have to find the flyers (they look like pieces of paper) in order. Whenever you have read all six of them, go to the restaurant in Wutai (the large building in the southwestern corner of town). Talk to the barkeep and you'll get a Power Source, Guard Source, Magic Source, Mind Source, Speed Source, Luck Source, and a Mega Elixir.

Next Chapter ...

1.60 All 7 fever

8 . 8 a l l 7 f e v e r

As easy as this trick sounds, it's harder to perform than you might think. One of your characters has to have a current HP of 7777 (or a maximum and a current HP of 7777...I'm not sure yet). This can be done by getting injured, equipping materia, or raising levels. When that particular character enters a battle, the message 'Ooru 7 Fiibaa' (All 7 Fever) will appear. It will show up every time the 'fevered' character attacks, too.

During this time, the person affected by the 'All 7 Fever' will make one normal attack against each enemy when their Time Bar is filled, even if you have materia such as Slice Everybody or Mega All equipped. However, assuming they don't miss, that person will always strike for 7777 damage, even if an enemy has special defenses. Furthermore, that person behaves as if he/she was berzerked (i.e. you can't select commands for them since they will do nothing but attack), and can take no other action (even if you're wearing a Counter Attack materia). They can still lose HP or be affected by enemy abilities/magic/etc.

There are two major drawbacks to this trick; your current HP drops to 1 point after the battle (it can be healed by normal means), and you can't repeat the trick unless you have 7777 HP exactly. Since I think your maximum HP has to be 7777 too, this means that you can't repeat that trick once you raise a level, since you will gain HP and it will affect the amount of HP a materia is adding/taking away from your 'real' total. This means that the only way to permanently keep this trick is to get really good at using materia orbs to customize your character's life, or by killing that character before the end of the battle so that they don't gain experience ^_^;

Next Chapter ...

1.61 FMV viewing trick

8 . 9 f m v v i e w i n g t r i c k

All you FF7 owners out there should try this! Go to any point in the game with an FMV sequence (such as starting a new game--the part where Cloud runs up to the Makoro furnace). Open your PSX and put in another disc. When you continue playing (the game won't crash) the FMV sequence will be replaced with one from the disc! (Using the last example, put in Disc 3 and you'll see the sequence with the stone pillars rising from the center of the last level; it's the same bit you see after killing Jenova Synthesis before fighting Sephiroth for the last time.)

What's really weird is that you can keep playing the game with another

disc in your system! I beat the whole first part of the game and the CD would load up the various levels! I don't know for sure, but I guess that means that the ENTIRE game is written on each disc (barring the FMV, obviously)! If you want to verify this, try starting up a save file from disc 3 and replace it with, say, the first disc. You can do the submarine/snowboard sequences, or go to any place you couldn't go to in the first disc--and all the data loads up!

Going back to the trick, though, you can try this anywhere, and you usually get cool results. For instance, near the end of Disc 2, the Weapon monster rises up from the sea and attacks Midgar City--and gets decapitated by the Mako Cannon. I switched to the first disc before viewing the FMV and saw parts of the intro, and some parts from the FMV during/after Aeris's death! If you're fast, try switching the discs during the opening FMV when you start a new game; with Disc 2 inserted, it showed some more FMV of Aeris (this is when you return with Buugen Haagen to the Ancient City).

Even stranger is the fact that you can still see text/graphics over the FMV in some cases, such as Cloud and the Avalanche member running offscreen just after the furnace explodes near the start of the first disc, or Cid talking to Cloud on his phone during the part where the Weapon attacks Midgar City (of course, this is over the FMV from the disc you've chosen). And as I mentioned before, you can play normally after the FMV is over, even with the other disc in your PSX!

In earlier versions of this FAQ, I said that there was 'hidden' FMV of a silver car rotating around. Several people e-mailed me and informed me that you can normally view this in the Shinra HQ during Disc One. What's interesting, though, is that when I saw this FMV by using the trick above, I had switched Disc One with Disc Three (at the FMV with the bridge collapsing in Cloud's flashback). This means that it's on at least two of the three discs. Why it's there is another story. Also, the scene with the planets in Buugen Haagen's observatory (which is only in Disc 1) will also be partially displayed if you switch it with Disc 2 or 3.

Next Chapter ...

1.62 Always run from battles

8 . 1 0 a l w a y s r u n f r o m b a t t l e s

Interestingly enough, you will instantly flee a battle if at least one character is petrified, stopped, or paralyzed while in the 'running' pose. So as long as you are not fighting a boss or have been ambushed (see the Running section for more detail), you can always escape simply by letting the enemy do one of the above attacks to you, or by doing it to yourself (via Spell Materia)! This is also useful if all your members are paralyzed, stopped, or whatever, and your last character is about to suffer a similar fate. Simply try to run away (even if you can't), and you'll escape the moment you are hit by the attack. The only exception to this trick is that if you are petrified and your other teammates are

dead or petrified, then you will always lose. This doesn't work on boss battles, by the way.

Next Chapter ...

1.63 Raising Chocobos

8 . 1 1 r a i s i n g c h o c o b o s

This section is based upon a summarized guide written by Nikki. Some information is also taken from a more detailed guide written by Crow. Their addresses can be found in the Special Thanks section near the end of the FF7 FAQ.

You're going to need a lot of money, patience, and luck if you want to raise chocobos. The payoff is that you can breed chocobos that can fly, swim, climb over mountains and go to places normal vehicles can't reach.

- a) Go to the Chocobo Farm once you've acquired the Highwind. Enter the house (not the barn) and talk to the person there. Choose the first option, then choose the top choice. Doing this will let you purchase one of the stalls in the barn. You'll need to purchase all six, but they cost 10000 gil a pop. If you want, you can do the process with only four stalls, but you'll have to kick out the chocobos you don't need to make room for the newer ones.
 - b) Leave and get on the airship. Fly to the northern continent and land near the lone house surrounded by grass (it's exactly to the northwest of the farm). Equip one character with a Steal (yellow) materia and keep walking around on the grass until you fight a large red reptile (Brachosaur?) Try to steal from him until you get a Carob Nut (you'll get a message with an exclamation mark if you stole something). Run away or beat him, then repeat the process three times so that you have three Carob Nuts. You can also get this item from the same enemy if you go to the tip of the penninsula near the excavator's village on the Northern Continent where the dark grass is.
 - c) Now, go to the chocobo tracks near the Gold Saucer (by the shore). Equip someone with a Chocobo Attract materia and walk along the tracks until you enter a battle with a Chocobo. Don't kill the chocobo, but do kill the other enemies. When the battle is over, press X to dismount and select the top option to make the chocobo return to the farm.
 - d) Go to the tracks on the Southern Continent, near the forest where you found Cloud in Disc 2. Unlike the walking kind, you can get running chocobos here. Just repeat step (c) to catch one. Wait a second--save your game. If you didn't get the right type of chocobo (more about this in part e), you can reset the game and try again: the chocobo's gender is determined randomly each time, so you can end up with the correct gender if you keep resetting and naming the Chocobo until you get the one you want.
-

- e) Return to the chocobo farm. Talk to the guy standing still in the barn and choose the 3rd option, then the first choice twice. Name your chocobo, then repeat with the other bird. This will also place your chocobos in the stables. You can tell by their stance (walking or running) if they are the right type. To tell your chocobo's gender and race ranking (more on this later), go up to them in the barn and press 0.

You'll want to make sure that the running chocobo is female and the walking chocobo is male. If you have a chocobo walking with his head down, put it in a stall, then talk to the man again and choose the 6th option from the top. Pick that chocobo and choose the top option twice, then the bottom option once to let that bird go so you can get another one. If the sex of the chocobo is wrong, just use the trick in the above section to change it.

- f) Do you have the correct type and gender? Talk to the man in the barn again and choose the fifth option from the top. Choose one of the chocobos by walking up to it and pressing 0. Pick the top option, then repeat with the other chocobo. When you get another choice, pick the top option. A list will appear. Remember the items you stole from that reptile in the north? It will appear as the item 7th from the top (there should be a 3 next to it since you stole 3 items). Choose and choose the top choice.
- g) Hopefully you got a green Chocobo! If you got a blue one or a yellow one, reset and try to mate the two chocobos again (repeat step f). You'll want a blue chocobo, but if you get one right now, it's harder to breed a green one -NSS-. Keep note of your chocobo's gender--it's important.
- h) At this point, you can't mate the yellow chocobos again or the green chocobo. If you don't want to wait, repeat steps (c) through (f) and try to breed a Blue Chocobo who is the opposite gender of your Green Chocobo. If you have time on your hands, though, waste it and come back later. You can re-breed your two yellow chocobos and try to get a Blue Chocobo. Either way, it will take a lot of tries, but you save the trouble of capturing and renaming chocobos if you waste some time and just re-breed your two yellow birds. Remember the item that you used (Carob Nut), will now have a '2' next to it since you already used one. Don't worry, it will still stay in the same place on the menu.
- i) Okay! Now, you should have a Blue chocobo and a Green chocobo of opposite genders. If you caught another pair of yellow chocobos, you won't have any more stall space and you'll have to let the two yellow ones go. If you simply bred them again, you'll still have two stalls left open. Since the Blue chocobo is a newborn, you'll need to waste some more time before you can breed it to the Green one. Hop in the Highwind and fly back to the house on the grassy patch in the Northern Continent. Talk to the purple geezer and choose the first option. He will offer to sell you items; buy 40 of the ones that cost 5000 gil (Shirukisu Vegetable).
-

Return to the Chocobo Farm and give ten of them to your blue chocobo and 10 to your green chocobo. You can do this by picking the fourth option when you talk to the man, then picking the Sylkis Greens (it's the next to last one). Pick the chocobo you want to feed it to and press up or down on your controller to increase the number. Then press O twice to feed the chocobo.

- j) Go to the Gold Saucer (you can get there from the sky lift in North Corel). Go to the Chocobo Square, enter the main building, and talk to the girl in front of the 'STAFF ROOM' door. Choose the first option and pick either your green chocobo or your blue chocobo to race. Then pick the top choice two times and press Start at the next screen to start the race.

The point of racing is to improve your chocobo's race ranking. Remember what happened when you checked your chocobo's stats? Underneath the gender was the race ranking. You need to improve it from a C to an A-class ranking, and you can do so by racing. It doesn't matter if you lose; just keep racing until you gain new classes. Refer to the chocobo-racing tips in section 3o if you need help, although it's easy to win the races using Automatic Sequence Mode. Every time you win a race, pick the top option to get an item, the bottom option twice to get an item, or the bottom option, then the top option to get some GP. Remember, to raise a class level, you have to come in first place (and even then you may need to get a high score such as 1-2 or 1-2 a few times before you'll gain a level). When you do raise a race ranking, the girl will tell you. You can see your chocobo's class every time you race it (at the screen before the race starts). Obviously, it will take quite a few races before you can hit class 'A' (it took me around 3 races to raise to the next class each time).

- k) Fun, wasn't it? Get back in the Highwind and return to the Chocobo Farm. Refer to step (f) and breed the blue and green chocobos together. With a little luck, you'll find a black chocobo in one of the empty stalls the following day. Yes, you may have used up your last piece of Karabu, but you won't need it anymore. Once again, take note of your black chocobo's gender.
- l) There's an elongated island with a forest on it northeast of the Chocobo Farm. Go into the forest and wander around until you run into a tiny monster wearing boxing gloves (Goblin). You can steal a Zeio Nut off of it--you only need one. After you get it, fly to the chocobo tracks on the west edge of the Northern Continent and capture one; you can get the dashing kind here. Then go back to the farm, name your yellow Chocobo, and put it in the stalls. If it isn't the opposite gender of your black chocobo, reset and try the naming process again. Refer to step (e) if you forgot how to do this.
- m) You should have 20 Sylkis Greens left, so feed 10 of them to the dashing yellow chocobo and 10 to your black chocobo (just like how you did it in step i). Now for the real fun part--you have to get an A-rank class for both the yellow and black chocobos! So, just repeat what you did back in step (j). It will take a while,

but when they're both at race ranking A, leave the Gold Saucer and return to the Chocobo Farm.

- n) Now, breed your yellow and black chocobo together. This time, use the Zeio Nut (it's at the very bottom of the list). Once again, refer to step (f) if you have trouble navigating the menus. It may have to retry a few times, but you'll end up with the gold chocobo eventually. Now you can go anywhere on the World Map!

YELLOW CHOCOBOS can go anywhere you can normally get to on foot. The sole advantage is that a chocobo is a lot quicker than walking.

BLUE CHOCOBOS can walk along rivers, but they can't go past waterfalls. They can also walk in shallow water, just like Cid's airplane could.

GREEN CHOCOBOS can run over mountains, even the pointed mountains by Nivelheim. They can also dash over most cliffs and drops.

BLACK CHOCOBOS can walk along rivers and move around in shallow water. They can also run over mountains and cliffs. Unlike the blue or green chocobos, the black variety can go over any cliff or drop: even walk up or down waterfalls, enter the canyon surrounding the Ancient City, or walk over the ice forest that you have to traverse in Disc 2 after the snowboard scene!

GOLD CHOCOBOS can do everything a black chocobo can--they can also walk in the ocean, allowing you to go anywhere you want, even into the dirt pit surrounding the Gold Saucer (just like the Saucer vehicle). Truly the ultimate in transportation!

In case you didn't know about it, you can rotate the chocobo you're viewing when using the various options in the Chocobo Farm by holding the R1 or L1 buttons :)

Unlike chocobos that you capture and ride around on, the ones that you ride out from the Chocobo Farm are a little tamer. They'll stay where you get off them until you ride them again, and you can do this as much as you want and return them to the Farm whenever you want (although you can only have one chocobo out at a time). If you're riding a chocobo and you try to enter the Highwind, you'll find it in the 'Chocobo' area of the the ship. You'll automatically be riding the chocobo when you land the ship, too.

Next Chapter ...

1.64 Uncharted isles

8 . 1 2 u n c h a r t e d i s l e s

Head due south from Cosmo Canyon in the Highwind, then go a little to the west. You'll see an island that's part dirt, part grass, with a smaller grassy island nearby. This isle doesn't appear on the Map,

but if you land the Highwind on the grassy plain and run around in the dirt long enough, you can fight Sabotenders (better known as Cactrots; those little cactus guys from FF3)! You can't get Rename Cards from them or anything like that, but it's kinda fun fighting them. Actually, the name of this island is 'Cactus Island' so it makes sense to find them here.

To get to the second isle, head for the two islands near to each other on the northeastern edge of the map. Then go north (and a little more to the east), and you'll come across an oval-shaped island surrounded by mountains. There's a cave entrance here, but you can't land there in the Highwind. For more about the island, refer to the Bonus Areas part in section 6. The name of this place is 'Round Island'.

Next Chapter ...

1.65 Game Shark codes

8 . 1 3 g a m e s h a r k c o d e s

I'm not much of a code-maker myself, but here are some cheats you might want to try. Remember, you need a Game Shark or a Pro Action Replay for these to work. Some people have reported problems with these codes (such as, these codes don't work with a PAR). FYI, I made these codes using a Game Shark with PAR software (version 1.98), so I really don't know why it wouldn't work on both devices.

All of the codes in this FAQ were made by me, unless otherwise stated. If you want to reprint, submit, or display these codes, please give credit where it is due. If you want to submit a code, just tell me the code itself, what it does, and include any glitches/problems with the code. Oh, and please tell me the code's creator if you didn't make it yourself.

Finally, the reason why I've made these codes is because I didn't see anything like them beforehand. So don't BS me about making the 'Materia Select' code first or any of that garbage, as I'm not interested.

FF7 MASTER CODE 80000000 - 0000

This is the cheat that lets you use other codes with this game. I don't know if it (and the other codes listed here) will work on every disc, but if a code doesn't, then I'll let you know.

CHARACTER SELECT - 3RD POSITION 8009CBDE - FF0x

Enter this code, but replace the last digit with one of the following:

x = 0 - Cloud Strife
 1 - Barrett Wallace

- 2 - Tifa Lockheart
- 3 - Aerith Gainsborough
- 4 - Red 13
- 5 - Yuffie Kisaragi
- 6 - Cait Sith (sometimes, Young Cloud)
- 7 - Vincent Valentine (sometimes, Sephiroth)
- 8 - Cid Hiwind
- 9 - <Young Cloud>
- A - <Sephiroth>
- B - <Chocobo>
- C - <'Nau Purintingu'> (Now Printing)
- D - <'Nau Purintingu'> (Now Printing)

When you turn on the code, the character in the 3rd position will turn into whatever character you specified. You may want to go into the PHS menu, turn off the code, and put the character in/out of the PHS groups a few times to 'debug' it a bit. When you return to the Main Menu screen, that person will have the portrait/stats. of the desired character.

It is HIGHLY recommended that you have the 3rd space EMPTY when you use this code as in some cases, a pre-existing character may overlap with the selected one. The result is that, when you enter a battle, that character does not appear, cannot interact, and his/her HP drops steadily until it hits zero.

Using this code:

Characters all start off at their 'base' level (1). If you use this code to get a character that you don't have at the moment (say picking Aeris while in Disc 2 or 3), they'll have the same stats and abilities as they did when you last had them in your party. If you level them up, change their equipment, etc., then save the game and use the code to replace them with another character and put them back in, any changes you made will be saved, too. Note that if you use this code to get a character you already have (say, if Cid is in the 3rd position and you put in the code for Cid), you'll get multiple copies of the character. This also happens if you have the code on while you try to pull a character in/out of the active group. Copied characters disappear when you exit the PHS menu.

Yes, if you save the game, you save the added characters. The only way to remove them is to use the code to 'select' a new character, or to put them in PHS (inactive party) and then return to your Main Menu. Also note that sticking a 'selected' character in the first position will make Cloud disappear on-screen (you can still use the cursor).

Finally, note that if you enter a conversation/event with a character you're not supposed to have (say, Sephiroth outside of the flashback or Aeris after Disc 1), the game may (and probably will) crash. The only exception to this are the 'general' quotes which a character will say automatically, regardless of who he/she is.

Specific Character info.:

Both Cloud and Aeris become 'permanent' members of either your active party or the inactive party. To remove them, you'll have to stick

them in the third position (use Order), and put in a code for one of your normal characters.

Sephiroth is still controlled by the computer, although you can take or change his equipment and Materia. As he only has one weapon (Masamune), using the 'Item Select' code to have this item is useless as it's the only weapon he can equip. Although it will act as if he and Young Cloud have Limit Breaks, they don't in actuality (if you look, you'll see that it's Vincent's and Cait's Breaks instead).

This code has trouble realizing who is Cait Sith/Young Cloud and who is Vincent/Sephiroth, because of the way the characters' data is stored. As a result, you may not always get the character you want when trying to get either of these characters.

The 'Chocobo' and 'Now Printing' are not real characters. They have no weapons, statistics, etc. (if you look, you'll see that they borrow the stats. of another character, usually your leader). If you try to enter a battle with one of them in your party, you get the 'overlap' result described above (as they are not playable).

ITEM SELECT

8009CCxx - yzzz

Please take note: As long as you follow the below guidelines (remember to be careful when putting in the two 'location' digits), this code should work. Several people have been complaining that they can't get the code to work--even the people with the same GS and version number as mine (1.98). If you've carefully tried this code and can't get any results, then you may simply not be able to use the code on your game. I have NO IDEA what causes this and I'm sorry I can't offer more help to those with problems concerning this code or the Materia Select code (they both work in the same manner).

And yes, saving your game with this code will save the items into memory--you'll still have to be careful that you don't end up with the 'battle' glitch' described below (although it seems as if it's not in the English version).

An example code would be 8009CCA8 - 202A for the Ghost Hand item, for those of you who don't understand how the x/y/z entries work.

xx = Location where item appears on the Item Select Screen. You can change this number to enter the code multiple times to have multiple items of your choice, but you must use EVEN numbers (i.e. C2, 9A, or 88) or the game may glitch. Also, if this code would put an item over an occupied space and not a blank one, the game may freeze or the item may not appear. Finally, try to keep the location range between 8_ and C_ or the game may crash.

y = No. of items; you'll have an infinite amount unless you turn the switch off (usually). The number you enter is converted to hexadecimal form (so what you put in won't correlate with the # of items you get). Keep in mind that 0 is a valid number and can be used.

zzz = Item name:

000 = Potion	0A0 = Gatling Gun
001 = Hi-Potion	0A1 = Assault Gun
002 = X-Potion	0A2 = Cannon Ball
003 = Ether	0A3 = Atomic Scissors
004 = Turbo Ether	0A4 = Heavy Vulcan
005 = Elixir	0A5 = Chainsaw
006 = Megaelixir	0A6 = Microlaser
007 = Phoenix Down	0A7 = A*M Cannon
008 = Antidote	0A8 = W Machine Gun
009 = Soft	0A9 = Drill Arm
00A = Maiden's Kiss	0AA = Solid Bazooka
00B = Cornucopia	0AB = Rocket Punch
00C = Echo Screen	0AC = Enemy Launcher
00D = Hyper	0AD = Pile Banger
00E = Tranquilizer	0AE = Max Ray
00F = Remedy	0AF = Missing Score
010 = Smoke Bomb	0B0 = Mythril Clip
011 = Speed Drink	0B1 = Diamond Pin
012 = Hero Drink	0B2 = Silver Barrette
013 = Vaccine	0B3 = Gold Barrette
014 = Grenade	0B4 = Adaman Clip
015 = Shrapnel	0B5 = Crystal Comb
016 = Right arm	0B6 = Magic Comb
017 = Hourglass	0B7 = Plus Barrette
018 = Kiss of Death	0B8 = Centclip
019 = Spider Web	0B9 = Hairpin
01A = Dream Powder	0BA = Seraph Comb
01B = Mute Mask	0BB = Behemoth Horn
01C = War Gong	0BC = Spring Gun Clip
01D = Loco weed	0BD = Limited Moon
01E = Fire Fang	0BE = Guard Stick
01F = Fire Veil	0BF = Mythril Rod
020 = Antarctic Wind	0C0 = Full Metal Staff
021 = Ice Crystal	0C1 = Striking Staff
022 = Bolt Plume	0C2 = Prism Staff
023 = Swift Bolt	0C3 = Aurora Rod
024 = Earth Drum	0C4 = Wizard Staff
025 = Earth Mallet	0C5 = Wizer Staff
026 = Deadly Waste	0C6 = Fairy Tale
027 = M-Tentacles	0C7 = Umbrella
028 = Stardust	0C8 = Princess Guard
029 = Vampire Fang	0C9 = Spear
02A = Ghost Hand	0CA = Slash Lance
02B = Vagyrisk Claw	0CB = Trident
02C = Light Curtain	0CC = Mast Axe
02D = Lunar Curtain	0CD = Partisan
02E = Mirror	0CE = Viper Halberd
02F = Holy Torch	0CF = Javelin
030 = Bird Wing	0D0 = Grow Lance
031 = Dragon Scales	0D1 = Mop
032 = Impaler	0D2 = Dragoon Lance
033 = Shrivel	0D3 = Scimitar
034 = Eye drop	0D4 = Flayer
035 = Molotov	0D5 = Spirit Lance
036 = S-mine	0D6 = Venus Gospel
037 = 8inch Cannon	0D7 = 4-point Shuriken

038 = Graviball	0D8 = Boomerang
039 = T/S Bomb	0D9 = Pinwheel
03A = Ink	0DA = Razor Ring
03B = Dazers	0DB = Hawkeye
03C = Dragon Fang	0DC = Crystal Cross
03D = Cauldron	0DD = Wind Slash
03E = Sylkis Greens	0DE = Twin Viper
03F = Reagan Greens	0DF = Spiral Shuriken
040 = Mimett Greens	0E0 = Shotgunball
041 = Curiel Greens	0E1 = Magic Shuriken
042 = Pahsana Greens	0E2 = Rising Sun
043 = Tantal Greens	0E3 = Oritsuru
044 = Krakka Greens	0E4 = Conformer
045 = Gysahl Greens	0E5 = Yellow M-phone
046 = Tent	0E6 = Green M-phone
047 = Power Source	0E7 = Blue M-phone
048 = Guard Source	0E8 = Red M-phone
049 = Magic Source	0E9 = Crystal M-phone
04A = Mind Source	0EA = White M-phone
04B = Speed Source	0EB = Black M-phone
04C = Luck Source	0EC = Silver M-phone
04D = Zeio Nut	0ED = Trumpet Shell
04E = Carob Nut	0EE = Gold M-phone
04F = Porov Nut	0EF = Battle Trumpet
050 = Pram Nut	0F0 = Starlight Phone
051 = Lasan Nut	0F1 = HP Shout
052 = Saraha Nut	0F2 = Quicksilver
053 = Luchile Nut	0F3 = Shotgun
054 = Pepio Nut	0F4 = Shortbarrel
055 = Battery	0F5 = Lariat
056 = Tissue	0F6 = Winchester
057 = Omnislash	0F7 = Peacemaker
058 = Catastrophe	0F8 = Buntline
059 = Final Heaven	0F9 = Long Barrel R
05A = Great Gospel	0FA = Silver Rifle
05B = Cosmo Memory	0FB = Sniper CR
05C = All Creation	0FC = Shotgunshot ST
05D = Chaos	0FD = Outsider
05E = Highwind	0FE = Death Penalty
05F = 1/35 Soldier	0FF = Masamune
060 = Super Sweeper	100 = Bronze Bangle
061 = Masamune Blade	101 = Iron Bangle
062 = Save Crystal	102 = Titan Bangle
063 = Combat Diary	103 = Mythril Armlet
064 = Autograph	104 = Carbon Bangle
065 = Gambler	105 = Silver Armlet
066 = Desert Rose <new>	106 = Gold Armlet
067 = Earth Harp <new>	107 = Diamond Bangle
068 = Guide Book <new>	108 = Crystal Bangle
069 = <blank>	109 = Platinum Bangle
06A = <blank>	10A = Rune Armlet
06B = <blank>	10B = Edincoat
06C = <blank>	10C = Wizard Braceletlet
06D = <blank>	10D = Adaman Bangle
06E = <blank>	10E = Gigas Armlet
06F = <blank>	10F = Imperial Guard
070 = <blank>	110 = Aegis Armlet

071 = <blank>	111 = Fourth Bracelet
072 = <blank>	112 = Warrior Bangle
073 = <blank>	113 = Shinra Beta
074 = <blank>	114 = Shinra Alpha
075 = <blank>	115 = Four Slotss
076 = <blank>	116 = Fire Armlet
077 = <blank>	117 = Aurora Armlet
078 = <blank>	118 = Bolt Armlet
079 = <blank>	119 = Dragon Armlet
07A = <blank>	11A = Minerva Band
07B = <blank>	11B = Escort Guard
07C = <blank>	11C = Mystile
07D = <blank>	11D = Ziedrich
07E = <blank>	11E = Precious Watch
07F = <blank>	11F = Chocobracelet
080 = Buster Sword	120 = Power Wrist
081 = Mythril Saber	121 = Protect Vest
082 = Hardedge	122 = Earring
083 = Butterfly Edge	123 = Talisman
084 = Enhance Sword	124 = Choco Feather
085 = Organics	125 = Amulet
086 = Crystal Sword	126 = Champion Belt
087 = Force Stealer	127 = Poison Ring
088 = Rune Blade	128 = Tough Ring
089 = Murasame	129 = Circlet
08A = Nail Bat	12A = Star Pendant
08B = Yoshiyuki	12B = Silver Glasses
08C = Apocalypse	12C = Headband
08D = Heaven's Cloud	12D = Fairy Ring
08E = Ragnarok	12E = Jem Ring
08F = Ultima Weapon	12F = White Cape
090 = Leather Glove	130 = Sprint Shoes
091 = Metal Knuckle	131 = Peace Ring
092 = Mythril Claw	132 = Ribbon
093 = Grand Glove	133 = Fire Ring
094 = Tiger Fang	134 = Ice Ring
095 = Diamond Knuckle	135 = Bolt Ring
096 = Dragon Claw	136 = Tetra Elemental
097 = Crystal Glove	137 = Safety Bit
098 = Motor Drive	138 = Fury Ring
099 = Platinum Fist	139 = Curse Ring
09A = Kaiser Knuckle	13A = Protect Ring
09B = Work Glove	13B = Cat's Bell
09C = Powersoul	13C = Reflect Ring
09D = Master Fist	13D = Water Ring
09E = God's Hand	13E = Sneak Glove
09F = Premium Heart	13F = HypnoCrown

- Codes ending in 069 - 07F give you these items. As of right now, I don't know what their purpose is (they may be disabled Key Items, I think).
- Codes ending in 080 - 08F are swords for Cloud.
- Codes ending in 090 - 09F are claws for Tifa.
- Codes ending in 0A0 - 0AF are cannons for Barret.
- Codes ending in 0B0 - 0BD are combs for Red XIII.
- Codes ending in 0BE - 0C8 are rods for Aeris.
- Codes ending in 0C9 - 0D6 are spears for Cid.

- Codes ending in 0D7 - 0E4 are shurikens for Yuffie.
- Codes ending in 0E5 - 0F1 are M-phones for Cait Sith.
- Codes ending in 0F2 - 0FE are handguns for Vincent.
The code ending in 0FF looks like a gun, but it is in fact Sephiroth's Masamune blade.
- Codes ending in 100 - 11F are defensive bracelets.
- Codes ending in 120 - 13F are accessories you equip.
- Codes ending in 140 - FFF are 'glitch' items that don't exist and have no purpose/effect on the game.

If you have this code activated and you go into a battle, you may get a strange effect that prevents you from fighting the battle. As the battle begins, these messages will appear, one after the other:

```
xxx: ### / Error Occurred: ##
L1+R1+SELECT x Reset xxx
System Error x xx xxxx
```

Should you press L1+R1+Select at any time, you're instantly taken out of the battle. While you don't gain AP, gil, or experience points or items, you don't lose anything, either. Not only can this be used to bypass normal battles, but it can be used during boss battles and the game will continue as if you had fought and beaten the boss!

This is pure speculation on my part, but I think this is probably some sort of error checker/debugger that was used by the game's programmers to test battle sequences, probably to fix up any flaws in the 'Active Time Battle' system. This seems possible because the number seem to indicate your party's Agility compared to the enemies (I think). And assuming my translations are correct (assuming, mind you :)) it would make some sense.

Keep in mind that this may still happen even with the code off. So, it's a good idea not to have this code on when you go into a battle. The best procedure would probably be to put in the codes for the items you want, then save your game and load it without using this code. Then, make sure that you don't have any spare items left in your menu (use them, sell them, or try 're-equipping' them to reduce the amount that you have--if you re-equip them you'll still keep one, but the others will vanish). Of course, if you don't want to fight any battles, then leave the code activated :)

MATERIA SELECT

8009D0xx - 00yy

Well well! Here's an interesting code. It works very much like the Item Select code above, except that you have to go into the Materia Screen. As long as the switch is up, you have an infinite number of whatever Materia you've selected. The only bad thing about this code is that it will sometimes start off the Materia orbs with 'beyond master' levels, meaning that you can use all their abilities, but you can't get another one by mastering it.

xx = Location where the materia appears on the Materia Menu. You can change this number to enter the code multiple times to have multiple materia of your choice, but you must use EVEN numbers (i.e. A0, C4, or 86) or the game may glitch. Also, if this code

would put a materia over an occupied space and not a blank one, the game may freeze or the materia may not appear. Finally, try to keep the location range between 8_ and C_ or the game may crash.

yy = Name of Materia:

00 = MP Plus	2E = (glitch)
01 = HP Plus	2F = (glitch)
02 = Speed Plus	30 = Master Command
03 = Magic Plus	31 = Fire
04 = Luck Plus	32 = Ice
05 = EXP. Plus	33 = Earth
06 = Gil Plus	34 = Lightning
07 = Enemy Away	35 = Restore
08 = Enemy Plus	36 = Heal
09 = Chocobo Plus	37 = Revive
0A = Pre-emptive	38 = Seal
0B = Long Range	39 = Mystify
0C = Mega All	3A = Transform
0D = Counter Attack	3B = Exit
0E = Slash-All	3C = Poison
0F = Double Cut	3D = Demi
10 = Cover	3E = Barrier
11 = Underwater <now a real materia>	3F = <no name, actually MabARRIER>
12 = HP <-> MP	40 = Comet
13 = W-Magic	41 = Time
14 = W-Summon	42 = <no name, actually Reflect>
15 = W-Item	43 = <no name, actually Rifuabu>
16 = <no name, actually Booster>	44 = Destruct
17 = All	45 = Contain
18 = Counter	46 = Full Cure
19 = Magic Counter	47 = Shield
1A = MP Turbo	48 = Ultima
1B = MP Absorb	49 = Master Magic
1C = HP Absorb	4A = Choco/Mog
1D = Elemental	4B = Shiva
1E = Added Effect	4C = Ifrit
1F = Sneak Attack	4D = Titan
20 = Final Attack	4E = Ramuh
21 = Added Cut	4F = Odin
22 = Steal as well	50 = Leviathan
23 = Quadra Magic	51 = Bahamut
24 = Steal	52 = Kjata
25 = Sense	53 = Alexander
26 = <no name, actually Law>	54 = Phoenix
27 = Throw	55 = Neo Bahamut
28 = Morph	56 = Hades
29 = Deathblow	57 = Typhoon
2A = Manipulate	58 = Bahamut ZERO
2B = Mime	59 = Knights of Round
2C = Enemy Skill **	5A = Master Summon
2D = (glitch)	89 = (glitch)

* Codes ending in 16, 26, 3F, 42 and 43 are 'disabled' Materia that you can't normally get during the game. In the Japanese game, they were still usable, but their abilities, descriptions, and other stats. have been removed/alterd in this release.

Note that the Underwater materia has been made into a real, usable Materia! It's not used to revive Aerith, but to explore more of the underwater areas (and fight the underwater Weapon monster).

- ** Starts off with a variable number of stars (usually missing the first eight or stars 3, 6, and 7).
- Codes ending in 00 - 0D, 10 and 12 are Independant Materia.
 - Codes ending in 0E, 0F and 17 - 23 are Combination Materia.
 - Codes ending in 13 - 15, 24, 25, 27 - 2C and 30 are Command Materia.
 - Codes ending in 31 - 3E, 40, 41, and 44 - 49 are Magic Materia.
 - Codes ending in 4A - 5A are Summon Materia.
 - Codes ending in 2D - 2F, 89 are game glitches and not real Materia.
 - However, equipping the '089' materia will raise most of your stats. to 255 and your MAX MP to 999, although your HP will be dramatically reduced.
 - All other codes (5B - FF, excluding 89) are game glitches and not real Materia.

Here are materia charts for each of the 'disabled' materia. Please note that the abilities/AP levels of these materia tend to fluctuate, even if you put these in using the Game Shark, saved your game, and then played again without the GS codes on. Refer to the 'Main Menu' section of the first part of the FAQ for information on Materia descriptions, etc.

These stats are taken from the Japanese version, only because they are more descriptive. In the American version, none of the Materia have names (except for SuichuuKokyyu, which is 'Underwater'), and they have altered/disabled stats. and abilties. For some reason, the only two Materia with abilities that work are MabARRIER and Law (in the Japanese version, all the materia had an effect except for 'Underwater' and 'Booster').

MABARIA (Mabarrier) - Magic Materia 20000 AP 3 stars

\$\yen\$D\$\yen\$D\$\yen\$E\$\yen\$C

LV1: Mabarrier	\$\yen\$D\$\yen\$D\$\yen\$E\$\yen\$C	24	Lessens Magic Plus	↔
damage				
LV2: Mabarrier	\$\yen\$D\$\yen\$D\$\yen\$E\$\yen\$C	24	Lessens Magic Plus	↔
damage				
LV3: Mabarrier	\$\yen\$D\$\yen\$D\$\yen\$E\$\yen\$C	24	Lessens Magic Plus	↔
damage				

This materia has its own description, Mabaria no.... Although it is just like other Magic Materia descriptions, note that the bracket-like quotes put around most magic spells are not used in this description (as in Mabaria instead of [Mabaria], sort of).

Status Changes:	POWER	-02	MAGIC	+02	MAXHP	-05%
	STRENGTH	-01	MAGIC DEFENSE	+01	MAXMP	+05%

Find: Use the 'Materia Select' Game Shark code (3F).

 RIFUREKU (Reflect) - Magic Materia 20000 AP 4 stars

\$\yen\$ê\$\yen\$Õ\$\yen\$i\$\yen\$`

LV1: Reflect \$\yen\$ê\$\yen\$Õ\$\yen\$i\$\yen\$` 30 Reflects most magic
 LV2: Wall \$\yen\$|\$\yen\$^;\$\yen\$ë 58 Barrier and Mabarrier cast ←
 at once

This materia has its own description, Rifureku no.... Although it is just like other Magic Materia descriptions, note that the bracket-like quotes put around most magic spells are not used in this description (as in Rifureku instead of [Rifureku], sort of).

Status Changes: POWER -02 MAGIC +02 MAXHP -05%
 STRENGTH -01 MAGIC DEFENSE +01 MAXMP +05%

Find: Use the 'Materia Select' Game Shark code (42).

 RIFUABU (Reflect Wave?) - Magic Materia 60000 AP 3 stars

\$\yen\$ê\$\yen\$Õ\$\yen\$ç\$\yen\$ö

L1: -- -- --
 L2: Wall \$\yen\$|\$\yen\$^;\$\yen\$ë 58 Barrier and Mabarrier cast ←
 at once

This materia has its own description, Uooru no.... Although it is just like other Magic Materia descriptions, note that the bracket-like quotes put around most magic spells are not used in this description (as in Uooru instead of [Uooru], sort of).

Status Changes: POWER -02 MAGIC +02 MAXHP -05%
 STRENGTH -01 MAGIC DEFENSE +01 MAXMP +05%

Find: Use the 'Materia Select' Game Shark code (43).

 SUICHUU KOKYUU (Underwater Breath) - Independant Materia 1 star

¤\$^1\$¤¤¤Á¤¤¤|¤\$^3\$¤¤¤¤|

Has no description.

It says it's ability is 'SuichuuKokyyu*'

This materia seems to have no effect when equipped, nor does it affect anything or anyone at any point in the game, as far as I can tell. Unlike all other materia, it has only one star. I would assume that this Materia starts off mastered, but because of the Materia Select code, I have way over a million AP and I can't seem to make that number go down. It could be that you have to master it (just like other materia) but then it would be the only materia in the game that starts off with

no mastered star levels.

* The info. box will give the stats. of the last Materia the cursor was on should you move it around (unless it was last on an Independent Materia, in which case it will display 'SuichuuKokuyuu' for the ability name).

Find: Use the 'Materia Select' Game Shark code (11).

NOTE: If you want to learn more about this materia, please refer to the 'Rumors and Speculation' and 'Documents' sections for more detailed conjecture. For those of you who keep asking, I've been to the Ancient City and nothing happens. Believe me, I've experimented with this materia in just about every possible way and it doesn't seem to have any effect in the game.

HOUSOKU (Law*) - Command Materia 20000 AP 2 stars

⌘Ū⌘|⌘½⌘`

Has no description.

LV1: ZENINAGE (Coin Toss) ⌘¼⌘Ě⌘Ě⌘\$^2\$
 Just like the 'Zeninage' skill of the 'Nageru' materia. Although it doesn't say it, you also have the Nageru skill (Throw) in battle, too.

Find: Use the 'Materia Select' Game Shark code (26).

* Mr. Kelley points out that this is most likely a joke by the programmers. 'Law' is what lawyers deal with, and the listed skill given for this materia is Coin Toss. As in 'you have to throw away your money when dealing with lawyers'.

BUUSUTAA (Booster) - Combination Materia 90000 AP 5 stars

\$\yen\$Ō;¼\$\yen\$\$^1\$\$\yen\$;¼

Has no description.

It says it's ability is 'Buusutaa'.

So far, it doesn't seem to affect any Materia I equip it to. From the name, though, I'd imagine that it's supposed to increase the range/effectiveness/power of the Materia that you combine it with or perhaps increase the amount of AP you earn for that Materia.

Find: Use the 'Materia Select' Game Shark code (16).

1.66 Materia Orbs

9 . A P P E N D I X

9 . 1 m a t e r i a o r b s

As you play the game, you'll find, buy, and be given Materia Orbs. When equipped, these orbs have various functions (like Relics from FF3), and become stronger as you use them (like the Classes from FF5j). There are five types of Materia:

- Green - Spell Materia. When equipped, you can cast spells like Lightning, Fire, Cure, Barrier, etc.
- Yellow - Command Materia. These give you the ability to Steal, Throw, Mimic, etc.
- Purple - Independent Materia. These will increase your scores, like Max HP or Speed Plus.
- Blue - Support Materia. These augment the power of certain other Materia. For instance, the 'Select All' Materia, when combined with a Fire materia, lets you cast a fire spell on all foes.
- Red - Summon Materia. These let you summon monsters, like Chocobo, Shiva, Bahamut, or even Typoon!

* My tv has some strange color properties. This means that when I mention a 'Purple Materia', it may actually be a Blue Materia. I didn't even realize this until after first releasing this FAQ, so try and bear with me, okay? I'll avoid incorrect naming in the future, but I may still get it wrong sometimes. Sorry! ^_^;

You can equip Materia from the Main Menu, and mix and match them in any way you want. This is how they work:

Weapons and bracelets have a certain number of 'holders' on them. You can equip one Materia per holder. So, if a sword has one holder and a bracelet has five holders, you can equip six Materia in all. The benefit to equipping a Materia is the skills/magic/etc. it gives you. The bad part is that equipping Materia tends to lower your statistics. While this is only temporary, you'll have to decide if you value skills or scores more when equipping certain Materia. To restore your stats. to normal, simply unequip the Materia you're using. You'll notice that some holders aren't connected, and some are (it looks something like this: 0=0). Connected holders are used to couple an Independent Materia with another Materia, since Independent Materia have no effect on their own.

When you win a battle, you gain AP (Ability Points). Each Materia has a number of stars, representing its' 'levels'. All Materia start off at level 1, but can be increased to their max. level. The more level stars a Materia has, the stronger and more useful it becomes. To gain a star level, you have to gain a certain number of Ability Points,

just like raising levels or learning Esper magic (in FF3). However, only Materia that you have equipped earn AP. Luckily, that Materia has the same number of points no matter who uses it. For example, let's say Cloud keeps the Summon Chocobo materia equipped for a long time, and manages to raise it to level 2. If Barret, who's never worn that Materia before, equips it, he can also use it at level 2 strength. When you do 'master' a Materia (by gaining all its' levels), you will instantly get another Materia of the same type! Even though it will begin at level 1 (i.e. unused), this means that you can have as many Ultima or Summon Bahamut materia as you want (for example), providing you max out the ones you already have beforehand. Be sure to sell off Materia that you don't need; if you have a full Materia list with no empty places and you master a materia that you have equipped, it will appear in a random location on the list, permanently erasing the Materia that was in it's place (guess the programmers at Square never bothered to check that out, did they?)

You'll want to be careful if you have more than one of the same Materia, because you have to raise them seperately. And there's no point in giving two of the same Materia to the same person! Try to figure out what Materia works best with which person (i.e. give the MAX MP Plus Materia to a good magic-user, and give the Deathblow materia to a character with low normal attack power). Also, take note of the way the holders look; if they don't have silver dots in them (like this: O=O or just O), then you can still equip Materia, but you can't level-up them since none of the AP you gain in battles will be distributed to the Materia in that weapon or item. The tradeoff is that such equipment is usually very strong.

Next Chapter ...

1.67 Huge materia / master materia

9 . 2 h u g e m a t e r i a / m a s t e r m a t e r i a

From Disc 2 onwards, you have the chance to find and collect four 'Huge Materia'. They can be gotten from these locations:

- Blue Materia - North Corel. You have to save the town from being destroyed by a train during Disc 2.
 - Yellow Materia - The other Huge Materia is located in the Fort Condor-- you can only get this during Disc 2. What you have to do is win the 'mini-battle' sequence atop the tower or you won't receive the Huge Materia.
 - Green Materia* - Rocket Town. After you and Cid blast off in his ship, you'll have to enter the code command to free the huge Green Materia. If you can't save the Materia, it's lost for good. This quest can only be done during Disc 2.
 - Red Materia - Red Submarine. If you were able to sink the red sub during the return trip to Junon Town in Disc 2, you can
-

capture the huge Red Materia from the sunken submarine at any time during Discs 2 or 3. If you weren't able to stop the sub, then this Materia is permanently lost.

* In one game, I tried beating every quest but Corel. I had three of the materia, Yellow, Green, and Red. I always thought the Blue Materia was part of the Rocket Town sub-quest, but I guess not.

While you have to get two of the Huge Materia in order to make the game progress during Disc 2, you don't need to collect all four of them. However, you can get the powerful 'Master Materia' from the Huge Materia, as well as the strongest Bahamut summon materia, 'Bahamut Form Zero', so it's advisable that you try to find them all. You can receive the following materia from each Huge Materia:

NAME	DESCRIPTION	PREREQUISITES
Master Magic	Cast any magic spell	Huge Green materia and a 'master' level for all 21 magic materia.
Master Command	Use most commands	Huge Yellow materia and a 'master' level for seven command materia (see below).
Master Summon	Use all summon spells	Huge Red materia and a 'master' level for all 16 summon materia.
Bahamut Form Zero	A summon materia	Huge Blue materia and the Bahamut and Neo Bahamut summon materia orbs.

Once you've fulfilled the prerequisites to get a certain master materia, simply return to Buugen Haagen's observatory in Cosmo Canyon and touch the correct Huge Materia (I hope you have the Huge Materia on you/have already taken it to the observatory in Cosmo Canyon beforehand!) Pick the first option and the screen will glow; pick the top option to get your master materia or the bottom option if you want to get that particular master materia later. You do have to have all the mastered materia on hand, but it doesn't matter whether they're equipped or not.

If you're trying to get Bahamut Form Zero, then all you have to do is touch the huge blue materia and you'll automatically receive it after choosing the first option; you have to get this summon spell before you can receive the Master Summon materia. There's good news and bad news, though:

- All of the Master materia do not have level stars, so you can't simply 'master' them and get a second Master Materia. Wearing one doesn't effect your statistics, either (so all of you who were hoping for a 'MAX MP +80%' or something like that will be disappointed!)
- When you receive a Master materia, you lose all the materia that you mastered. This means that not only will you be left with a bunch of low-level materia (since you get another materia of the same type when you master it, remember?), but you'll have to master

each of them if you want to get a second Master materia of that type. The good news is that if you have two mastered orbs of the same type (say, two Fires and you're trying to get the Master Magic materia), you'll only lose one and keep the other. So, if you have two mastered Kjata materia and you get a Master Summon materia and want another one, you'll only have to level-up 15 orbs instead of 16 since one is already mastered.

Individual notes on the Master materia:

- If you affix a combination materia like All or Random Magic Strike to the Master Magic orb, it will affect all the spells! However, not all combination materia work with each spell.
- When you master a Summon materia, you can call a particular summoned beast five times. With the Master Summon materia equipped, you can summon any beast an infinite number of times (providing you have the MP for it)! Like the Master Magic materia, Combination materia attached to this orb will affect all summon spells.
- You only have to master the Steal, Sense, Throw, Morph, Deathblow, Manipulate and Mime materia orbs in order to get the Master Command materia. This may sound good, but then again, all you get are the above abilities of those materia: this orb won't let you use other commands like Swordplay, W-Item, Techniques of the Enemy, or Continuous Slice, for example (but you can equip these seperately, if you like).
- And of course, there are no Master Combination or Master Independant Materia :)

Next Chapter ...

1.68 Materia list

9 . 3 m a t e r i a l i s t

This section lists each Materia and explains it's abilities and other information. A new addition to this section is 'AP to Master': this tells you how many AP you will need to master that materia. It's easy enough to check your current AP level in the Main Menu, but you can't figure out what the master amount of AP is until you're at the next to the last level--the reason for this addition.

Green Materia - Spell
Yellow Materia - Command
Purple Materia - Independent
Blue Materia - Combination
Red Materia - Summon

 EARTH 40000 AP 4 stars

LV1: Quake 6 Earth damage
 LV2: Quake 2 28 Earth damage x2
 LV3: Quake 3 68 Earth damage x3

Status Changes: POWER -01 MAXHP -02%
 MAGIC +01 MAXMP +02%

Purchase from: Kalm Town, Costa Del Sol

POISON 38000 AP 4 stars

LV1: Bio 8 Poison dmg., then continuous damage
 LV2: Bio 2 36 Poison dmg., then continuous damage x2
 LV3: Bio 3 80 Poison dmg., then continuous damage x3

Status Changes: POWER -01 MAXHP -02%
 MAGIC +02 MAXMP +02%

Purchase from: Kalm Town, Costa Del Sol
 Find: Shinra HQ -- 68th floor

GRAVITY 40000 AP 4 stars

LV1: Demi 14 Reduces current HP to 3/4*
 LV2: Demi 2 33 Reduces current HP to 1/2
 LV3: Demi 3 48 Reduces current HP to 1/4

Status Changes: POWER -01 MAXHP -02%
 MAGIC +01 MAXMP +02%

Purchase from: Costa Del Sol, Mideel
 Find: Cave below Cosmo Canyon after beating the boss.

* If the description doesn't make sense, think of it like this: Demi reduces current HP by 1/4, Demi 2 reduces current HP by 1/2, and Demi 3 reduces current HP by 3/4. Make sense now?

METEORITE 60000 AP 3 stars

LV1: Comet 70 Special damage x4 against one enemy
 LV2: Comet 2 110 Special damage x4 against all foes

Status Changes: POWER -02 MAGIC +02 MAXHP -05%
 STRENGTH -01 MAGIC DEFENSE +01 MAXMP +05%

Find: Ancient City

SEALED OFF 60000 AP 5 stars

LV1: Freeze 82 Ice damage + Stop (chance)
 LV2: Break 86 Earth damage + Petrify (chance)
 LV3: Tornado 90 Wind damage + Confyuu (chance)
 LV4: Flare 100 Fire damage

*6 Dispel removes status-changing magics such as Wall, Haste, Slow, Regene, Toad, etc. It only affects the spells in use, but can remove more than one Magic Plus status at once.

SHIELD 100000 AP 3 stars

LV1: --- --- ---

LV2: Shield 180 Ally becomes invincible for a while

Status Changes: POWER -04 MAGIC +04 MAXHP -10%
STRENGTH -02 MAGIC DEFENSE +02 MAXMP +10%

Find: Makou Pit

MASTER MAGIC n/a no stars

When equipped, you can cast ANY magic spell, providing you have enough MP. Remember, using a combination materia together with the Master Magic materia will affect all your spells, but not all of them will be compatible with certain types of combination materia.

1.70 Yellow Command Materia

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YELLOW - COMMAND MATERIA

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STEAL 50000 AP 3 stars

LV1: (Steal)

Attempt to steal an item from an enemy. It doesn't always work, and you can't steal if an enemy has no items.

LV2: (Plunder)

As above, but you will attack and steal at the same time. Once you learn this, you can't use Nusumu.

Status Changes: Speed Plus +02

Purchase: Kalm Town

Find: After killing the boss when you fall into the sewers once you've rescued Tifa from Wall Market (Disc 1).

THROW 60000 AP 3 stars

LV1: (Throw)

You can throw one of the weapons in your inventory at an enemy. You'll lose the weapon you throw, however. The only items you're allowed to throw are: swords (Cloud), rods (Aeris), cannons (Barret), shuriken (Yuffie), M-phones (Cait Sith), handguns (Vincent), and spears (Cid). You cannot throw a weapon an ally is equipped with.

DEATHBLOW 40000 AP 2 stars

When used, an ally will try to make a critical strike. This attack misses often, but still hits more frequently than a regular critical attack does.

Status Changes: LUCK +01

Purchase: Fort Condor, Rocket Village

Find: Area near Gongaga Town

MANIPULATE 40000 AP 2 stars

You can control an enemy with this command. If it works, your character can't do anything aside from controlling the enemy. Not all enemies can be controlled, and on top of that, this command doesn't always work. While an enemy is under your command, you can do nothing aside from direct it (you can't perform normal commands, only pick commands for the monster under your control). If you're using this materia and Subete All, you'll attempt to control all monsters, but you can only control one, no matter how successful you are :(

Initially equipped: Cait Sith

Purchase: Fort Condor, Rocket Village

ENEMY SKILL n/a 24 stars

You can learn certain skills normally available only to your enemies with this materia equipped. To learn a skill, the enemy must use it on you (even if you dodge it or are killed by it), and you must then proceed to win the battle. Each time you gain a new skill, one of the 24 stars in the Materia Menu lights up and the skill's name is added to the gray box beneath it. Using enemy skills costs MP, in most cases. You can also check out Enemy Skills in the Magic Menu.

Find: Shinra HQ -- 68th floor, after killing the boss.
Ancient City (behind a bed), Chocobo Sennin's
house (talk to the Green Chocobo), basement of
Junon Town (the room with the soldiers).

MIME 100000 AP 2 stars

You can mimic the last action one of your allies made when using this command, whether it was spell-casting, using up an item, activating a Command Materia, summoning a monster, changing rows, etc. You won't lose any HP, MP, items, or anything else that would be used up or depleted normally. Since Monomane mimics the last action made, you can skip through the other allies until it is your turn again to repeatedly imitate yourself. And while you can't mimic Limit Breaks, you can imitate your own Breaks. What's really cool about this materia is that you will imitate the person's combination materia, too. So if someone casts Fire 2, and it's combined with Quadra Magic, then you will use Quadra Magic as well when you mimic them without having to have it equipped!

Find: One of the bonus areas...refer to section 5b.

 W-Magic / W MAGIC 250000 AP 2 stars

This command lets you cast two spells, one right after the other. MP consumption remains normal and you have to have enough for both spells. The great thing about this materia is that you can still use Mahou Midareuchi, All, Subete All, MP Turbo, or any other materia that affects magic along with this to affect both spells that you're casting.

Find: Makou Pit.

 W-Summon / W SUMMON 250000 AP 2 stars

You can summon two monsters, one right after the other, when this Materia is equipped. You have to have enough MP to perform the summons, and if you've already called a monster the maximum number of times, you can't call it again using this command.

Find: A prize you can buy at the Gold Saucer's Battle Square.

 W-Item / W ITEM 250000 AP 2 stars

You can use two items, one right after the other, with this command. You must have enough items to use, though.

Find: At the end of the passageway leading south when you raid Midgar City at the end of Disc 2.

 MASTER COMMAND n/a no stars

When equipped, you can use the following commands in battle: Certain Kill, Coin Toss, Manipulate, Morph, Mime, Sense, Steal, and Throw.

1.71 Purple Independent Materia

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PURPLE - INDEPENDENT MATERIA

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Note that when more than one of the following Materia are worn, their bonus is culmulative: HP Plus, MP Plus, Luck Plus, Magic Plus, and Plus. This means that you can wear more than one for an even higher increase in your scores (but you can only wear so many--try to equip lots of the same type of Materia and you'll see that your stats. remain the same. The rest of the Purple Materia (Gil Plus, Teki Yose, etc.) have no Added Effect of two or more of them are worn at once. The only exception is when you wear the Counter Materia; see below for details.

 HP PLUS 50000 AP 5 stars

Find: A prize you can buy at the Gold Saucer's Battle Square.

 GIL PLUS 150000 AP 3 stars

LV1: Receive 1.5 times more gil than usual when you win a battle.

LV2: Receive twice as more gil than usual when you win a battle.

Status Changes: LUCK +01

Purchase: Gold Saucer's Wonder Square.

 EXP. PLUS 150000 AP 3 stars

LV1: Receive 1.5 times more EXP than usual when you win a battle.

LV2: Receive twice as more EXP than usual when you win a battle.

Status Chagnes: LUCK +01

Purchase: Gold Saucer's Wonder Square.

 ENEMY AWAY 50000 AP 3 stars

LV1: Enemy enCounter Attack rate drops to one-half.

LV2: Enemy enCounter Attack rate drops to one-fourth.

Status Changes: LUCK +01

Find: Receive as a prize if you did well in the chocobo races at the Gold Saucer.

 ENEMY PLUS 50000 AP 3 stars

LV1: EnCounter Attack enemies 1.5 times more often.

LV2: EnCounter Attack enemies twice as often.

Status Changes: LUCK -01

Find: A prize you can buy at the Gold Saucer's Battle Square.

 CHOCOBO PLUS 30000 AP 4 stars

Allows you to enCounter Attack chocobos while in areas with very light grass or with Chocobo tracks.

LV1: Chocobo enCounter Attack rate is 2 times higher.

LV2: Chocobo enCounter Attack rate is 4 times higher.

LV3: Chocobo enCounter Attack rate is 8 times higher.

Status Changes: LUCK +01

Purchase: The man in the chocobo stables at the Chocobo Farm.

Find: Edge of the Chocobo pen at the Chocobo Farm (Disc 2+).

Initially Equipped: Red 13
 Purchase from: Fort Condor
 Find: Shinra HQ -- trade in one of the bags from the
 'locked door' puzzle to get it.

 QUADRA MAGIC 200000 AP 5 stars

This can be combined with Spell or Summon Materia. When used, the spell strikes 4 times, with the target randomly chosen each time. The damage that spell would inflict is reduced, but the you only lose MP as if you had casted the spell once. The same applies if it is combined with a Summon Materia. This Materia works with every magic spell and summon skill except for Escape and Knights of Round.

Find: One of the bonus areas...refer to section 5b.

 SNEAK ATTACK 150000 AP 5 stars

If you have a Mahou, Summon, or Command materia attached to the Fuiuchi materia, then the character wearing them will instantly use the attached materia before the allies or enemies can attack. However, there is only a small chance of this working, but you can increase it by raising this materia's levels. This materia doesn't work against enemies that are supposed to attack first (such as the armored tank that you fight after escaping from Shinra HQ in Disc One).

Find: Receive as a prize if you did well in the chocobo races at the Gold Saucer.

 MAGIC COUNTER ATTACK 300000 AP 5 stars

Despite it's name, you can attach a Mahou or a Summon materia to this materia orb. If you are attacked, there is a chance that you will Counterattack with whatever spell or Shoukan you have equipped, providing you have the MP for it. The chance of you making a Counterattack increases 20% per level star you earn. If you have either the Master Magic or Master Summon materia equipped, the Shoukanjuu or magic spell used is determined randomly.

Find: Receive as a prize if you did well in the chocobo races at the Gold Saucer.

 COUNTER ATTACK 100000 AP 5 stars

This materia will only work if it is attached to a Command Materia. Furthermore, it will only work with the following Materia: Ayatsuru, Henka, Hissatsu, Miyaburu, Monomane*, Nageru, and Nusumu. If you have the Master Command materia linked to this one, then one of the eight commands will be picked at random. When you are attacked by an enemy, you will Counter Attack with the command materia you have equipped. The chance of you counterattacking increases by 20% for each new level star you earn. If the command chosen is Nageru or Zeninage, then the item thrown/amount of gil thrown is randomly determined.

* Since Monomane will make you imitate what you or your allies just did, you can use Monomane to Counter Attack with Renzokugiri, a Summon spell, or any other Materia ability. It's probably the best Materia

to have when using the Counter Attack because you can strike back with just about any ability you can think of.

Find: Makou Pit.

FINAL ATTACK 160000 AP 5 stars

This works just like the ability that many of your enemies have; when your HP is reduced to 0, you will activate whatever Materia is attached to the Final Attack Materia, but that Materia has to be a Mahou, Shoukan, or Command materia. Be careful, though, since if one of your allies kills you, you'll attack them with the Materia you have equipped! You can equip a Materia like Sosei or Barrier to revive yourself or protect your party once you pass away, though, making this useful as both an offensive and defensive tactic. The more stars you've earned, the more times you can use this Materia when you are killed.

Find: A prize you can win at the Gold Saucer's Battle Square, should you win the URA Battle.

ADDITIONAL SLICE 200000 AP 2 stars

After using the materia that this is combined with, you'll perform a single physical attack on the enemy affected by the materia. This means that if you use a materia on yourself (like Barrier), you'll attack yourself or your allies!

Find: Look on the 'switching path' in the Mountain Crossroads area (it's where you can use your map in the 2nd disk, just before the snowfield).

STEAL AS WELL* 200000 AP 2 stars

After using the materia that this is combined with, you'll attempt to steal from the enemy affected by the previous materia (you won't move or anything--you simply receive a message telling you if you were successful or not). Combining this with the Nusumu materia is obviously pointless unless you're having a hard time stealing from a particular foe.

Find: In a cavern above Wutai (you need to be able to cross the fire-pits before you can reach it).

* Could also be translated 'Steal while you are doing (action)'.

ADDED EFFECT 100000 AP 2 stars

This materia is affect not only by which Mahou or Shoukan materia you combine it with, but if you affix it to your weapon or your bracelet. It takes the properties of the linked materia and gives your weapon or bracelet those properties. For example, equip Shiva on your paired bracelet holders and you are protected from Ice damage. Equip it and the Ikazuchi materia on your weapon's holders and your normal attacks will hit for lightning damage. Like Zokusei (below), not all materia will work with this combination materia.

Find: Cosmo Canyon -- the cave that you and the old man

explore.

 ELEMENTAL 80000 AP 4 stars

Like Tsuika Kouka, this materia affects the weapon or armor it is attached to as well as the materia it is combined with. Zokusei only works when paired with certain Mahou or Shoukan materia. If it is attached to a weapon, the type of damage you inflict is the same as the Materia combined with Zokusei (so if you have Phoenix attached to your weapon and it is combined with this materia, you'll hit for fire damage. And if you have Doku attached to your armor along with this materia, you will be protected from Poison attacks). This Materia has no additional power when linked with a weapon, but if it is combined with a bracelet, it has the following abilities:

LV1: Damage inflicted is reduced to 1/2 if it is the corresponding type.
 LV2: No damage is received if it is the corresponding type.
 LV3: Gain HP if you are struck with the corresponding type of attack.

Zokusei will only work when paired with these materia:

MAHOU MATERIA	SHOUKAN MATERIA	
Poison	Alexander	Titan
Fire	Ifrit	Ramuh
Lightning	Leviathan	
Demi	Phoenix	
Cold	Shiva	

Find: From Domino on the 62nd floor of the Shinra HQ.
 Also in either Tifa's house or the mountains behind Nivelheim (NSS).

1.73 Red Summon Materia

=====
 RED - SUMMON MATERIA
 =====

All summon materia have five level stars. The more levels you raise, the more times you can summon that particular Shoukanjuu (Summoned Beast) during a battle. Unless mentioned, all summon attacks strike all enemies at once.

 CHOCOBO AND MOOGLE 35000 AP COST - 14 MP

Technique: ULTIMATE SPECIAL TECHNIQUE!!
 Dash attack hitting for physical damage. Has a small chance of stunning your foes for several rounds. In case you're wondering, the kanji on the moogle's headband is the real name of this Summon in the Japanese version (it is 'HissatsuWaza' or 'Ultimate Special Technique').

Technique: FAT CHOCOBO

Technique: GUNGNIR SPEAR
Impales one foe with spear for special damage (done only vs. foes that cannot be 'instantly killed', such as bosses).

Status Changes: MAGIC +01 MAXHP -05%
MAGIC DEFENSE +01 MAXMP +05%

Find: After opening the safe and defeating the boss in the mansion in Nivelheim (where Vincent is found).
<Disc 1>

LEVIATHAN 10000 AP COST - 78 MP

Technique: GREAT OCEAN COLLIDE
Summons tidal wave that hits for water damage.

Status Changes: MAGIC +01 MAXHP -05%
MAGIC DEFENSE +01 MAXMP +05%

Find: Given to you after beating the Ashura-like monster at the top of the pagoda in Utai on the Westmost Continent.
<Disc 1>

KJATA 140000 AP COST - 110 MP

Technique: TRI-DISASTER
Hits for three element damage (Fire, Ice, Bolt)

Status Changes: MAGIC +01 MAXHP -05%
MAGIC DEFENSE +01 MAXMP +05%

Find: Second screen of endless Forest on Northern Continent.
<Disc 1>

BAHAMUT 120000 AP COST - 100 MP

Technique: MEGAFLARE
Attacks with flare breath for special damage.

Status Changes: MAGIC +01 MAXHP -05%
MAGIC DEFENSE +01 MAXMP +05%

Find: After beating the dragon in the Temple once you've met Sephiroth and the Temple starts to shake. <Disc 1>

ALEXANDER 150000 AP COST - 120 MP

Technique: HOLY JUDGMENT
Laser ray hitting for holy power damage.

Status Changes: MAGIC +01 MAXHP -05%
MAGIC DEFENSE +01 MAXMP +05%

Find: In a cave on the east edge of the icy wasteland below

the old man's shack on the Northern Continent.
<Disc 2>

NEO BAHAMUT 200000 AP COST - 140 MP

Technique: GIGAFLARE
Attacks with stronger flare breath for special damage.

Status Changes: MAGIC +02 MAXHP -10%
MAGIC DEFENSE +02 MAXMP +10%

Find: Lying on path leading to first barrier at top of the
crater in the Frozen Mountain. <Disc 2>

PHOENIX 180000 AP COST - 180 MP

Technique: Fire OF REINCARNATION
Causes fire damage to enemy and revives all dead allies
(restores a dead character's HP to max).

Status Changes: MAGIC +02 MAXHP -10%
MAGIC DEFENSE +02 MAXMP +10%

Find: Win the Mini-Battle at Fort Condor. <Disc 2>

HADES 250000 AP COST - 150 MP

Technique: CAUDLRON OF DARKNESS
Hades appears and summons a gas from within his cauldron
which will affect enemies with various status ailments,
in addition to inflicting poison damage.

Status Changes: MAGIC +04 MAXHP -10%
MAGIC DEFENSE +04 MAXMP +15%

Find: Near the ruined helicopter in the sunken Shinra plane
next to the Gold Saucer. <Disc 2>

BAHAMUT ZERO 250000 AP COST - 180 MP

Technique: TERAFLARE
Bahamut's ultimate form appears in outer space and
eradicates all enemies with a Shotgun flare for special
damage. This attack hits for around 8000-9999 damage.

Status Changes: MAGIC +04 MAXHP -10%
MAGIC DEFENSE +04 MAXMP +15%

Find: Touch the floating blue stone in Cosmo Canyon after
revisiting the Ancient City with the old man. You
must have Bahamut and Bahamut Kai or you won't
receive this materia. <Disc 2-3>

TYPOON 250000 AP COST - 160 MP

Technique: COLLAPSE OF HEAVEN AND EARTH
Typhoon creates a wind vortex, then turns the ground

upside-down and all the enemies fall down into the sky :) This attack instantly kills foes, but it can miss.

Status Changes: MAGIC +04 MAXHP -10%
MAGIC DEFENSE +04 MAXMP +15%

Find: In a bag on a branch across from three pink vines, in the third area of the Old Forest. <Disc 2-3>

KNIGHTS OF ROUND 500000 AP COST - 250 MP

Technique: ULTIMATE END
King Arthur and his fellow knights (they don't look like knights to me) each take a turn attacking your opponents with all kinds of attacks (causing fire damage, ice damage, special damage, etc.)

Status Changes: MAGIC +08 MAXHP -10%
MAGIC DEFENSE +08 MAXMP +20%

Find: In a cave on the uncharted island in the northeast corner of the map. You'll need the Gold Chocobo to reach it. <Disc 2-3>

MASTER SUMMON n/a no stars

When equipped, you can summon ANY monster.

1.74 Enemy skill list

9 . 4 e n e m y s k i l l l i s t

This section lists the enemy skills you can learn in numerical order. It also lists the amount of MP needed to use an enemy skill, the effect of that skill, and the locations of monsters you can learn them from.

STAR 01 - FROG SONG COST - 5 MP

Effect: Transforms all foes into frogs and puts them to sleep.
Learn: From the green frogs (Tatchimi) in the circular forest near Gongaga Town (also from the other forests nearby). <Disc 1+>
Tip: You can control the enemy and make it use Kaeru no Uta on you (pick the bottom option).

STAR 02 - SUICIDE COST - 10 MP

Effect: All enemies with an experience level that is a multiple of 4 loses almost all their HP (you can't kill an enemy with this spell--the best you can do is reduce their HP to one point). In addition, they may be afflicted with the 'Minimum' status.

Learn: Burrowing squirrel-like foes (Muu) found near the Chocobo Farm.
<Disc 1+>

Tip: You can't control this enemy, so you'll have to wait until they use it on you.

STAR 03 - MAGIC MALLET COST - 3 MP

Effect: Bop one foe on the head and gain up to 100 MP (assuming the monster has enough MP).

Learn: Plant-like monsters (Ashigirisou) found on the tip of the Westernmost Continent (in the dark grass). <Disc 1+>

Tip: You can control an Ashigiisou and have it use the Magic Hammer against one of your allies (choose the third option).

STAR 04 - PEARL WIND COST - 34 MP

Effect: Each ally regains lost HP and their status ailments are cured and dispelled. The amount of HP recovered depends on the current HP of the caster.

Learn: The white and green cactus-like monsters (Zemzerett) in the grassy area by Junon Town <Disc 1+>, or from the winged serpents you fight if you're hit by a barrier at the Frozen Mountain. <Disc 2>

Tip: You can't learn White Wind from a Zemzerett unless you control it and make it use the skill on you (pick the bottom choice to do this).

STAR 05 - BIG GUARD COST - 56 MP

Effect: Has the same effect as casting Haste, Barrier, and Mabarrier on all your allies.

Learn: The spiky, shelled creatures with green tentacles (Beach Plug) that live on the shore near the Gongaga Town. <Disc 1+>

Tip: The Beach Plug won't use Mighty Guard unless you control it and make it use the skill on one of your members (it's the middle option).

STAR 06 - ANGEL'S WHISPER COST - 50 MP

Effect: An angel appears above one person and brings them back to life if they are dead. They also relieve any status ailments and dispel any bad effects. In addition HP is restored to the amount shown during the skill's use; however, this can be a bane to characters with high HP because if your life is higher than the amount shown, it is reduced to that amount. You'd think that this would be a great way to weaken enemies with more than 9999 HP, but it won't work on your opponents in this manner--it will only heal them, remove status ailments, etc. :(

Learn: From the beckoning women in the yellow swimsuits (Polan Solita) you meet in the Makou Pit if you take the right path the first time you meet your friends. <Disc 3>

Tip: The easiest way to learn this skill is by controlling your enemy and picking the bottom option to make them use this skill on you.

STAR 07 - DRAGON FORCE COST - 19 MP

Effect: Increases your physical and Magic Plus defense rating.
Learn: From the dragons (Dark Dragon) you meet during the descent into the Makou Pit. <Disc 3>
Tip: You can't learn this unless you control the Dark Dragon and have it use Dragon Force on one of you (pick the second choice).

STAR 08 - DEATH FORCE COST - 3 MP

Effect: One ally becomes immune to instant death attacks (this doesn't protect you from dying if you lose all your HP).
Learn: The huge tusked turtles (Adamantaimai) by the shoreline of the Westmost Continent. <Disc 1+>
Tip: You can't learn this skill unless you control the turtle and make it use Death Force against you. To do this, choose the bottom option once it's under your control.

STAR 09 - Fire BLASTER COST - 10 MP

Effect: A stream of fire burns one foe for fire (Honoo) damage.
Learn: From any enemy that utilizes a fire breath attack. One of the earliest locations would be the room with the ladders and pipes where you fight the boss of the mountains behind Nivelheim; you can fight Dragons in that area that use Kaen Housha often. <Disc 1+> You can also learn it from the flying yellow monsters (Aakudoragon) in the Mythril Mine.
Tip: While you could learn this skill by controlling a Dragon and picking the bottom choice to make it use this skill on you, chances are it will hit you with Kaen Housha as it's initial attack in the first place. The same goes for the flying Aakudoragons.

STAR 10 - LASER COST - 16 MP

Effect: Reduces an enemy's HP by one-half.
Learn: From the dragons (Dark Dragon) you meet during the descent into the Makou Pit. <Disc 3>
Tip: You can either let the Dark Dragon use this ability on you, or you can control it (using Ayatsuru), and pick the top option to make it use Laser on one of your allies.

STAR 11 - MATRA MAGIC COST - 8 MP

Effect: Fire a pack of missiles at one enemy for magic damage.
Learn: Machines with big feet and guns for arms (Sweeper Custom) around Junon Town. <Disc +1> Or from the wheeled robo-creatures in the underwater part of Junon Town. <Disc 2>
Tip: To learn this skill from the Sweeper Custom, just control it and choose the last option.

STAR 12 - BAD BREATH COST - 58 MP

Effect: Inflict multiple status ailments upon all enemies, including Confusion, Frog, Minimum (Shrink), Mute, Poison, and Sleepel.
Learn: From the Mobol creatures (green guys with tentacles and really big mouths) living on the outside ledges in the Frozen Mountain. <Disc 2> You can also meet them in the Makou Pit, if you take

the right path the first time you run into your friends.
<Disc 3>

Tip: Be sure to have some protective accessories equipped when trying to learn this skill or your party may be too weakened by the Smelly Breath to kill the Molbol or even escape!

STAR 13 - BETA COST - 35 MP

Effect: A swirling red shape appears, surrounded by specks of white. All targets are hit for magic damage.

Learn: The big shadow snake (Midgal Zuolm) in the marsh near the Chocobo Farm. <Disc 1+>

Tip: This monster won't use Beta unless he's waving back and forth. To make him do that, inflict heavy damage on him. Then just wait until he uses Beta. If he still doesn't use it, take off a little bit of his life since he tends to use Beta more when he's near death.

STAR 14 - AQUALUNG COST - 34 MP

Effect: Blue bubbles strike all enemies for water damage.

Learn: From the boss of the Ancient City <Disc 1>, the winged chimera in the plains surrounding the Gold Saucer <Disc 1+>; or from the floating sea-dragon creature (Saapando) in the sunken plane near the Gold Saucer. <Disc 2-3>

Tip: To pick up this skill, just control a Chimera and choose the bottom option to make it use Aqua Breath.

STAR 15 - TRYNE COST - 20 MP

Effect: A Delta Force-like attack that hits all enemies for lighting (Ikazuchi) damage.

Learn: The Ashura-like boss (Godo) of the pagoda's top floor in Utai. <Disc 1+> Also from the red spider/crab-like creature (Stilve) living inside the Frozen Mountain <Disc 2>, or the spider-like boss (Materia Keeper) of the mountains behind Nivelheim. <Disc 1>. Remember, the only time you can learn this skill is while fighting one of the above monsters, so learn it while you still can! If you miss it, it's possible to learn it from the Stilves you meet in the Gold Saucer's Battle Square, though -NSS-.

Tip: Actually, the Materia Keeper is more likely to use this against your characters than any other enemy that can use this skill. It's a good thing, too, since you can't control it.

STAR 16 - Magic Breath COST - 75 MP

Effect: Rainbow orbs hit all foes for fire, ice, and lighting damage.

Learn: From the red spider/crab-like creatures (Stilve) living inside the Frozen Mountain. <Disc 2> Also from the blue, leech-like enemies (Parasite) in the Makou Pit. <Disc 3>

Tip: To learn this skill from a Parasite quickly, control it and pick the last option to have it use Magic Breath on your allies.

STAR 17 - ??? COST - 3 MP

Effect: A weight drops and hits for special damage. The amount is

equal to the amount of damage the caster has received in battle.

Learn: From the balance-like creatures (Judge) in Nivelheim. <Disc 1+> Also from the purple behemoths (Behemoth) you encounter when raiding Midgar City. <Disc 2> Keep in mind that you won't actually learn this skill unless you take damage from it.

Tip: The Judges will use this skill eventually. You can't control them, but they're easier to run into than the Behemoths.

STAR 18 - GOBLIN PUNCH COST - 0 MP

Effect: One foe is hit for physical damage. The damage inflicted is multiplied if your opponent has the same EXP level that you do.

Learn: Imp-like monsters wearing boxing gloves :) (Goblin) found on the only forested island in the northeast area of the map. <Disc 2-3>

Tip: You can control the Goblins if you want (pick the middle option to use the Goblin Punch), but it's more likely that they'll hit you with it in the first place, so don't even bother and just let them strike first.

STAR 19 - CHOCOBOCKLE COST - 3 MP

Effect: A fat chocobo bounces around and hits one foe for special damage. This attack gains strength each time you flee from a battle.

Learn: Go to the Chocobo Farm. Talk to the man in the barn and choose the first choice. The 5th item from the top costs 1500 gil; purchase three of them. Then go to the chocobo tracks on the Southern Continent near the forest. Equip yourself with a Chocobo Yose materia. When you encounter a chocobo, kill off all but one of the other enemies and use the item you bought 3 of on the chocobo (it looks like an orange squash). This will make the chocobo peck at the ground. At any time after that point (whether or not the chocobo is still pecking), use the Level 4 Jibaku enemy skill and you'll be hit by the Chocobockle. <Disc 2-3>

Tip: Make sure you're in the right location (the forest near Mideel); you can't learn this skill from any other type of Chocobo (these are the only ones who will be affected by Level 4 Jibaku).

STAR 20 - LEVEL 5 DEATH COST - 22 MP

Effect: Any enemy whose level is a multiple of 5 is instantly killed.

Learn: From the blue, leech-like enemies (Parasite) in the Makou Pit. <Disc 3>

Tip: Simply use Control to command your foe and then choose the middle option if you want the Parasite to use Level 5 Death on one of your members.

STAR 21 - DEATH SENTENCE COST - 10 MP

Effect: One enemy is Condemned (they die when the counter over their head reaches zero).

Learn: The yellow, spiked enemies (Bound Fat) that live in front of and in the area behind the Ancient City. <Disc 1+>

Tip: You could control these guys, but if you kill one it will counterattack with this skill so it may be easier to simply off one, especially if you don't have the Ayatsuru materia. If you do, then simply control them and pick the bottom option to use the Death Sentence.

STAR 22 - DEATH ROULETTE COST - 6 MP

Effect: One friend or foe is randomly killed.

Learn: From the floating card-jesters (Death Dealer) in the Makou Pit if you take the right path the first time you meet your friends. <Disc 3>

Tip: You can control the Death Dealer and make him use Shi no Roulette on you by picking the second option when the enemy abilities window appears. If it kills one of your enemies, you'll have to try again until the pointer lands on you.

STAR 23 - SHADOW FLARE COST - 100 MP

Effect: A black flare hits a single opponent for magic damage.

Learn: From the flying black dragon in Disc 3; it uses it as a Counter Attack before dying. Or, learn it from the Dragon Zombies in the Makou Pit. <Disc 3>

Tip: If you're fighting the flying dragon, just kill it and it will use the Shadow Flare on you. If you're trying to learn it from a Dragon Zombie, you'll have to wait until it uses it since you can't control them.

STAR 24 - WHAT???

COST - 110 MP

Effect: A star field and question mark appear; hits all enemies for physical damage.

Learn: From the huge, multi-limbed bone dragons (Dragon Zombie) in the Makou Pit if you take the right path the first time you meet your friends. <Disc 3>

Tip: As the Dragon Zombies are uncontrollable, you'll simply have to keep fighting them until they use this skill on one of your characters.

To learn an enemy skill, you must be equipped with a Teki no Waza (Learn Enemy Skill) yellow materia. When an enemy hits you with it's special skill, you will learn it, even if it misses or kills you. However, unless you win the battle, you won't keep the skill you've learned. There are 24 skills in all, and one of the 24 stars on the Materia Menu will light up as you get more enemy skills. Note that you can't learn a skill and then have your player cast it on another person with a Teki no Waza; they must learn it from enemies. You'll know if you learned a skill because the character with the materia equipped will spin in a circle once and you'll get a message ending in an exclamation point. Keep in mind that if you're controlling a monster to learn a particular skill, you'll have to target the character wearing the Teki no Waza in order to learn the skill.

For those of you who would like a more definitive guide, here is a list that shows the earliest point at which you can learn each skill as you play through the game:

DISC ONE

- Matora Magic - from the Sweeper Customs after you've escaped from Midgar City.
- Level 4 Self-... - from the Muus in the area around the Chocobo Farm.
- Beta - from Midogaru Zuorumu, the snake you encounter after reaching the Chocobo Farm.
- Fire Blaster - from the Aakudoragons in the Mythrill Mine (I tried to learn it from the Mootaabooru boss, but I couldn't get it, so....)
- White Wind - from the Zemzeretts in the Junon Area (land between the Fort Condor and Junon Town).
- Aqua Breath - use the Gold Saucer vehicle to get attacked by a Chimera in the dirt pit around the Saucer.
- Song of the Frog - the Tatchimis in the forests around Gongaga Town.
- Mighty Guard - the Beach Plugs on the shore near Gongaga Town.
- ???? - from the Judges in Sephiroth's Mansion in Nivelheim.
- Tryne - from the Materia Keeper boss of the Nivelheim mountain range.
- Death Force* - from the Adamantaimais on the shores of the Westernmost Continent (once you have Cid's airplane).
- Magic Hammer* - from the Ashigiisous found in the dark, grassy areas of the Westernmost Continent (just before entering Utai).
- Death Sentence - from the Bound Fats found just before the Ancient City.

* If Yuffie hasn't joined you yet, then you can get these skills without worry. But if she has joined your party, then she'll steal all your Materia, preventing you from learning these two skills until after you've completed her sub-quest and gotten your Teki no Waza materia back (along with the rest of your materia).

DISC TWO

- Smelly Breath - from the Molbols while climbing up the Frozen Mountain.
- Magic Breath - from the Stilves inside the Frozen Mountain.

Once you get the Highwind...

- Chocobockle - from the Chocobs found in the forest near Mideel.
- Goblin Punch - from the Goblins on the forested isle in the northeast part of the World Map.
- Shadow Flare - from the Ultima Weapon flying around in the sky.

DISC THREE

- Dragon Force - from the Dark Dragons in the Makou Pit.
- Laser - from the Dark Dragons in the Makou Pit.
- Level 5 Death - from the Parasites in the Makou Pit.
- Angel's Whisper - from the Polan Solitas in the Makou Pit.
- Death Roulette - from the Death Dealers in the Makou Pit.
-

What???

- from the Dragon Zombies in the Makou Pit

Next Chapter ...

1.75 Learning limit breaks

9 . 5 l e a r n i n g l i m i t b r e a k s

A lot of people don't know how the process to learn Limit Breaks works, or they may not know how to learn all the Breaks. Basically, the Limit Break mastery process goes like this:

- Breaks are divided into four levels of power, and most characters have two Breaks per level, excluding level four (you only have one break for that level).
- Each ally starts out with his first Level 1 break, so you don't have to fret over learning it.
- But when you want to learn the second Limit Break of that particular level, you have to use the first break approximately:

Ten times to get your second Level 1 break
Eight times to get your second Level 2 break
Six times to get you second Level 3 break

You don't have to do this all in one battle, but you do have to kill the enemy your Break affects (if it is an attacking type of Break), Also, you do have to win the battle, since the new Limit Break you learn appears in the 'EXP/AP Gained' screen, although you don't have to be the one to kill the last opponent, as long as you killed at least one enemy with a Break. I'm a little unsure when it comes to non-attacking breaks...I think you just have to use them a certain number of times (see above).

- Once you have your second Break, your goal is to reach the next level of power (and get that level's first Break in the process). To do this, your character has to win 40 battles on his own. This means that if the other characters kill the enemies and you do nothing or only inflict damage, you won't reach the next level. You have to win the battle using your abilities (attacking, magic, Limit Breaks, items, etc.), although it's okay if other characters damage that enemy before you kill it.
 - Finally, there is the Level 4 Limit Break. To learn it, you must have learned all of that character's other breaks. Furthermore, you must have a special manual (you can tell what it is since it has the same name as the Limit Break). If you try to use the manual on another character, or on a character who has yet to learn all his or her breaks, you'll get a message in red and white. But when you have filled all the requirements, simply using the manual on the correct person will automatically give them their last Break (don't
-

forget to set that person's level to 4 so that you can use it in battle :)) Here are the locations of each character's manual:

---CLOUD STRIFE---

You must earn 32,000 battle points at the Gold Saucer in one visit. You can then trade them in for the manual.

---BARRET WALLACE---

Get it from a lady wearing a hat in one of the buildings in North Corel after the train ride in Disc 2.

---TIFA LOCKHEART---

Go to Nivelheim and play the 'Highwind' theme twice on the piano in Tifa's house followed by L1+T (see section 8 for details).

---AERIS GAINSBOROUGH---

Get 1xx wins in battle (where xx are two matching digits). Then go to the cave where the sleeping man is and he'll give you the Mythril. Head to the blacksmith's house by the Gold Saucer, give him the Mythril, then climb up the stairs and examine the metal lid at the end of the walkway. Once you get the Highwind, doing this is a snap. But Aeris will have already left you by then. So, to get her manual while she's still in your party in Disc 1, do the following:

Hop on the Gold Saucer Buggy. If you haven't gotten it yet, keep playing until you've finished the Gold Saucer area. Then pilot the Buggy into Costa Del Sol. You'll enter the town as if you had walked into it. Go to the harbor and talk to the sailor by the boat. Choose the top option to pay 100 gil and you can then walk along the dock and enter a ship, which will return to Junon Town. Although there's not much new here, you will get a different reaction from most people because you're no longer dressed up as a guard. Anyway, once you exit the city (the fastest way is to take the helicopter--refer to the end of section 4e for details), you'll find that you've brought the Buggy with you! From here, it's a simple matter of heading towards the river, crossing it at the ford below the waterfall, then heading up to the cave where the sleeping man is. And after getting the Mythril, you have to go all the way back to the Eastern Continent so you can reach the blacksmith's house. Well, don't say I didn't warn you!

---RED XIII---

Go to Nivelheim and unlock the safe in the right wing of Sephiroth's Mansion (use the code in section 8 if you don't know how). You'll receive Red 13's manual from the boss when you defeat him.

---YUFFIE KISARAGI---

Return to Wutai after completing Yuffie's sub-quest. Head to the pagoda and beat the five bosses within--she'll get her manual once Godo is defeated in battle.

---VINCENT VALENTINE---

Once you have the submarine or a Green, Black, or Gold Chocobo, go to the waterfall in the middle of the Western Continent. If you enter the waterfall from the left side with Vincent in your party, he'll meet a girl from his past (Rukuesshia). You have to visit the falls

twice, once during Disc 2 and again in Disc 3; it's during your second visit that you'll get his manual. Much to my surprise, I tried this and it doesn't work! I've heard from more than one source that this is the correct method, so if someone can tell me what I did wrong, it'd be appreciated. All I know is that I went to the room under the falls in Disc 3 and there's no one there, even when I stuck Vincent in my party.

---CID HIGHWIND---

After you get a submarine, go underwater and search for the wrecked plane near the southern part of the World Map, between the Western and Eastern continents. His manual is in one of the treasure chests inside the plane.

- Note that Cait Sith only has two Limit Breaks; his initial one and one for Level 2. You still learn it the normal way you'd learn the first break of a new level. The same applies to Vincent, who has four Break levels but only one break per level. All other characters have two breaks a level (but only one break for Level 4).

Limit Breaks become stronger and stronger as you play. This is due in part to your character's current level. Limit breaks that inflict damage become stronger depending on your Attack Power as well, even ones like Cait's Dice attack (in which the damage amount can vary), and Vincent's transformations (even though he doesn't use his guns). At the very least, equipping a strong weapon will add to the basic amount of damage a Limit Break can inflict*.

- * The only exception to this is Cait's Slot attack, when he summons a monster; damage is determined normally for this attack. Remember, if the Break doesn't inflict damage, it isn't affected by your character's Attack Power.

Next Chapter ...

1.76 Limit break list

9 . 6 l i m i t b r e a k l i s t

This is a list of each character's Limit Break, it's effect, and a brief description. The letters and numbers mean the Break Level and which one it is (i.e. B3/1 is Level 3, 1st Break).

=====
 Cloud Strife
 =====

B1/1: <Braver> (Braver)

Cloud dashes forward and performs a diving slash against one opponent.

B1/2: <Evil Omen Slash> (Cross Slash)

Cloud's three slashes create a symbol over his enemy. When it fades away, that enemy is hit once. It also has a chance of paralyzing the hit foe.

B2/1: <Breaking Clear Attack>

Cloud sends a wave of green energy at the targeted foe. When it hits, smaller waves shoot outward to hit each remaining foe, although the damage is less than the first, big wave.

B2/2: <Crime Hazard>

Cloud sticks his sword into an enemy and then yanks it upwards while jumping for heavy damage.

B3/1: <Meteo Rain>

Cloud twirls his sword and leaps into the air. With one swing, he sends a shower of meteors down upon his foes, hitting 4 times.

B3/2: <Picture Dragon Finishing Touch>

Creating a light at the tip of his sword, Cloud throws a funnel of rising air that sucks in all opponents for an instant kill attack. Those that survive are dropped to the ground for further physical damage.

B4/1: <Shotgun Ultimate War God Champion Slash>

A column of wind surrounds Cloud and his sword lights up. He then attacks all enemies for a total of 15 hits, finishing with a diving sword slash. The sword strikes cause physical damage, while the last strike hits all foes.

=====
Barret Wallace
=====

B1/1: <Heavy Shot> (Heavy Shot)

Collecting energy, Barret fires a huge fireball at one opponent.

B1/2: <Mind Break>

Similar in appearance to the Heavy Shot, Barret launches a ball of azure energy at one opponent. While it inflicts no damage, it completely drains that enemy of MP.

B2/1: <Grenade Bomb>

Barret fires an invisible shot that explodes into a huge hemisphere of fire that damages all opponents.

B2/2: <Hammer Blow>

Barret dashes forward and punches one enemy as purple waves emanate from his arm. If it misses, this attack causes no damage, but if it hits, the enemy is instantly killed.

B3/1: <Satellite Beam>

Barret locks on to his enemies and calls down beams of blue light to fry the opposition. This attack hits for special damage.

B3/2: <Anger Max>

Using his weapon like a machine gun, Barret fires repeated rounds of ammunition at all opponents.

B4/1: <Catastrophe>

Steam erupts from Barret's weapon as he leaps into the air and fires an earth-scorching beam of yellow light at all his enemies. This attack hits ten times in all for special damage.

=====
Tifa Lockheart*
=====

B1/1: <Palm of Hand Strike Rush>

A quick combination of punches.

B1/2: <Somersault>

A somersault kick.

B2/1: <Water Surface Kick>

A sweep kick that hits for water damage.

B2/2: <Meteo Drive>

A back-slam.

B3/1: <Dolphin Blow>

A rising uppercut accompanied by a geyser of water with a dolphin riding on top of it.

B3/2: <Meteo Strike>

Tifa grabs her opponent, jumps in the air, and body-slams them as a huge explosion appears.

B4/1: <Final Heaven>

Tifa strikes her enemy with a huge, exploding attack.

* Tifa's Limit Break works like this; the more Limit Breaks she learns, the more slots appear in the slot machine that picks the skill she

uses (the abilities listed above). When she gains a new Break, she is able to use a new attack. She can learn up to 10 slots total. When picking a slot, there are three outcomes: HIT, which makes Tifa perform one of the above attacks, YEAH!, which works like HIT but increases the damage inflicted, and MISS, which makes Tifa do nothing. Tifa will then proceed to perform all the moves you end up with in a row. She will randomly switch to a new enemy (or stay with the one she's attacking) for each new move.

=====
Aeris Gainsborough
=====

B1/1: <Healing Wind>

Aeris creates an encircling wind that restores a large amount of lost HP to herself and her friends.

B1/2: <Wicked Spirit Sealed>

Purple lights fly into all of Aeris's opponents. This attack causes no damage but has the same effect as 'Stop' and 'Silence' on all of them.

B2/1: <Earth's Breath>

Streams of blue light wrap around the allies, curing status ailments.

B2/2: <Angry Brand>

Aeris waves her staff, causing blue lightning to hit herself and her allies, followed by yellow, circular lights. This will instantly max out the other characters' Limit gauges.

B3/1: <Guardian Star>

Stars rotate around Aeris and her friends as the screen turns yellow, making them invincible for a short while.

B3/2: <Life Beat>

Aeris kneels and prays; every ally's status ailments are cured and they gain back all lost HP and MP.

B4/1: <Great Word of God>

Rain falls upon Aeris and her companions. It is replaced by a bright sky where three angels can be seen floating around. All allies have their HP and MP restored, and are made invincible for a short time.

=====
Red 13
=====

B1/1: <Shred Fang>

Swirls of blue energy surround Red 13, who tackles his opponent for physical damage.

B1/2: <Lunatic High>

Sheets of yellow vapor shoot up from around Red 13 and his companions. It has the same affect as 'Haste'. Each ally is also 'powered up' (?).

B2/1: <Blood Fang>

Swirls of energy surround Red 13, who tackles his opponent. In addition to striking for physical damage, Red is healed for a small amount of HP and also gains back some MP as well.

B2/2: <Stardust Ray>

A field of stars replaces the background. Red 13 howls and a shower of blue lights rain down on all opponents striking twelve times.

B3/1: <Howling Moon>

A full moon appears, making Red 13 leap up and howl at it. He is affected by Berserk and Haste at the same time.

B3/2: <Earth Rave>

Red 13 attacks the enemy with jumping bites and claw scratches. Each time he attacks, balls of fire burst forth and shower over the enemy. This attack hits five times for physical and fire damage.

B4/1: <Cosmo Memory>

Red 13 summons a flare into which a field of stars and balls of fire are absorbed. The flare then explodes in a ray of Fire followed by an explosion that hits all foes for fire damage.

=====
Yuffie Kisaragi
=====

B1/1: <Gale Lightningclap>

Yuffie slashes once with her weapon, causing no damage. A second slash mark then appears and her opponent is hit for physical damage.

B1/2: <Clear Mirror, Still Water>

Globes of water surround Yuffie and her companions. When they pop open, each character regains some HP.

B2/1: <Extract Mountain Cover World>

Yuffie hits the ground and a line of blast waves heads towards her enemy. The ground buckles, then explodes, inflicting earth damage.

B2/2: <Blood Ritual>

The screen turns red and Yuffie hits all enemies with her weapon 10 times for physical damage.

B3/1: <Armored Sleeves' One Touch>

Yuffie creates a blue light beneath all her opponents. A column of blue light bursts upward, hitting every one for special damage.

B3/2: <All Living Human Must Perish>

The screen turns blue as Yuffie leaps from enemy to enemy, striking for a total of 15 hits. With each hit, purple light flashes from her weapon.

B4/1: <Universe>

Yuffie creates a swirling circular mass of red, purple, and white light. Out of it fires a large beam of white light that damages all enemies for special damage.

=====
Cait Sith
=====

B1/1: <Dice>

Cait's stuffed moogles throw several dice to the ground. The score that is rolled determines how much damage the targeted enemy will receive.

B2/1: <Slot>

A slot machine appears. Depending on what you pick, a different result will occur:

- <Name of summoned monster> 3 bars
Cait Sith randomly calls upon a summoned monster.
- <Toy Soldier> 3 crowns
Six toy soldiers appear and fire at all enemies for special damage.
- <Moogles Dance> 3 stars
A moogles (from the 'Summon Chocobo & Moguri' spell) appears and does a dance that completely restores each members' HP and MP.
- <Lucky Girl> 3 hearts
A cat-girl appears and all allies have a 100% hit rate (no chance of missing) for the rest of the battle.
- <Combine> 3 moogles
Cait's allies disappear and his moogles grows twice as large, gaining 9999 HP and 999 MP. In this form, he can do anything but use Limit Breaks, and his attacks cause more damage. When the battle is over, everyone's current HP and MP drop to 1/3rd their former amount. He can't use this ability if there are less than 3 allies.
- <All Over> 3 faces

All enemies facing you are instantly killed. This ALWAYS works against any enemy.

- <Death Joker> face, face, bar
All allies are instantly killed. There's no way to avoid this, even with the help of accessories like the Safety Bit or an Enemy Skill such as Death Force.
- <Toy Box> any other combination
A random object is dropped on one enemy, inflicting physical damage. It can be a Hell House, Debu Chocobo, Magic Hammer, icicles, a boulder, or a Comet 2-like meteor attack. Just like when you attack normally, it's possible to hit for extra damage (like making a critical hit attack).

=====
Vincent Valentine*
=====

B1/1: <Giant Beast>

Vincent alters his form and becomes a horned, purple monster.

- <Berserker Dance>
Vincent claws and bites one opponent.
- <Beast Flare>
Vincent throws golden orbs at all foes that hit for ice/lightning damage.

B2/1: <Death Gigas>

This Morph changes Vincent into a Frankenstein's Monster.

- <Giga Dunk>
Vincent jumps and punches one enemy.
- <Life Spark>
Vincent pounds his chest and fires electricity at all enemies, which strikes for lightning damage.

B3/1: <Hell Masker>

Vincent transforms into a Jason look-alike, complete with chainsaw and hockey mask.

- <Splatter Combo>
Vincent attacks 5 times with his saw.
- <Nightmare>
A poison gas with skulls flying out of it appears and afflicts an enemy with Silence, Sleepel, and Toad ailments in addition to causing poison damage.

B4/1: <Chaos>

Vincent turns into a skull-faced demon with bat wings.

- <Chaos Saber>
Vincent slashes all foes with his wings.

- <Satan Impact>
The ground rises in the shape of a skull and it's eyes flash, causing an instant death attack. The survivors are attacked by orange skulls that hit for special damage.

- * At the start of any of Vincent's Limit Breaks, his HP is doubled and is filled up to it's maximum amount. It returns to normal afterwards. Also, Vincent can still be affected by status changes while in another form (such as Minimum or Poison). While transformed, Vincent is uncontrollable and will randomly perform one of his form's two attacks when his Time bar is maxed out.

=====
Cid Hiwind
=====

B1/1: <Buster Jump>

Cid performs a diving slash to one enemy.

B1/2: <Dynamite>

Using his cigarette, Cid lights a stick of dynamite and tosses it at his enemies, causing a damaging explosion.

B2/1: <Hyper Jump>

Cid spins into the sky and drives his weapon into the ground, which is covered in a blue light. Upon pulling it out, all enemies are damaged.

B2/2: <Dragon Murder>

A serpent-like dragon flies from behind Cloud and encircles one enemy before flying away. HP and MP stolen from the target are given to Cid.

B3/1: <Dragon Dive>

Cid leaps in the air and comes down with his weapon 6 times, creating a column of multi-colored energy each time he lands that causes damage.

B3/2: <Big Fray>

Cid pokes and impales opponents with his weapon 8 times while dust rises around him.

B4/1: <Highwind>

Cid calls down a barrage of missiles (from the Highwind, I guess?) to strike all enemies repeatedly.

=====

YOUNG CLOUD

=====

B1/1: <n/a>

Doesn't really exist; it's just a name (Cait's B1/1, in fact)

=====

SEPHIROTH

=====

B1/1: <n/a>

Doesn't really exist; it's just a name (Vincent's B1/1, in fact)

NOTES

- Words in CAPS are the translated name.
- Words in () are the English name (from the FF7 demo disk).
- Words in < > are the guessed English name.
- 'x' means that I don't know the character and couldn't translate it.
- 'Physical' is damage caused by your weapon which you can lessen using Barrier. 'Elemental' is element damage (fire, ice, lightning, etc.) that you can lessen using accessories and to which some enemies are immune. 'Special' damage is from an attack that can't be defended against/avoided by any means short of invincibility.
- Yes, I used the GameShark to see Young Cloud and Sephiroth's Breaks.

Next Chapter ...

1.77 Ultimate weapons

9 . 7 u l t i m a t e w e a p o n s

Truly the best in offensive weaponry, the Ultimate Weapons can make mincemeat out of even the strongest opponent (like there are any :)).

How do you know if you got an Ultimate Weapon? Well:

- * The weapon will have eight connected Materia holders.
 - * Materia attached to the weapon don't gain AP (the holders are black).
 - * The weapon will power-up and do more damage after certain conditions are met.
 - * The weapon (usually) has a higher Attack Power and Hit Rate than any other weapon.
 - * The weapon's power won't decrease if you're using the Morph (Henka) materia. With other weapons, Attack Power is reduced by about 2/3rds when using this materia against an enemy.
-

The sole exception to this is Aeris--her Ultimate Weapon has only seven slots, and you can earn AP for Materia equipped to them. Also, another one of her weapons (the Umbrella), has a higher Attack Power than her Ultimate Weapon (the Princess Guard).

Where you can find each weapon, and what you have to do to make it power-up, is listed below:

CLOUD: ULTIMA WEAPON

Location: Kill the Ultima Weapon (the big dragon) flying around in Disc 2/3. It will take a few tries as he will escape from battle several times before finally facing you.

Condition: The more current HP you have, the more damage this weapon inflicts. (i.e. the closer your score is to the maximum amount, the higher the damage, regardless of defenses).

BARRET: MISSING SCORE

Location: Look on the landing near the Sister Ray during the raid on Midgar City in Disc 2 (if Vincent's not in your party, he'll be on the landing near the chest with the Ultimate Weapon in it).

Condition: Equip materia on this weapon. The more AP a materia has, the higher the damage (so if you're wearing 8 mastered materia, Barret will do lots of damage).

TIFA: PREMIUM HEART

Location: Return to Midgar City in Disc 2 or 3 and examine the computer in the Wall Market. It's in a room marked 'ITEM'.

Condition: When Tifa performs her Limit Break, but gets a 'MISS' for one or more of the spinning wheels, her weapon powers-up.

AERIS: PRINCESS GUARD

Location: You can get it in the Temple, during the talking clock mini-game. This only has seven materia holders instead of eight, but it's still considered an Ultimate Weapon. Since Aeris has no Limit Breaks that inflict damage, I wonder if this weapon has any effect when you use a Limit Break (see below for details).

Condition: 'This weapon (should) power-up when protecting an ally.' The English translation of this weapon's description, more or less. I guess this means that this weapon is stronger when Aeris is healing injured companions, or that it works only when she's defending with a Kabau (Protect) materia?

RED 13: LIMITED MOON

Location: Buugen Haagen will give this to Red 13 when he dies at Cosmo Canyon after the monster attacks Midgar City in Disc 2 (although you can get it in Disc 3, as well).

Condition: The more current MP you have remaining (the closer you are to you maximum amount of MP), the stronger this weapon is.

YUFFIE: Conformer

Location: Look in the Wrecked Plane in Disc 2 or 3.

Condition: If an enemy's experience level is higher than Yuffie's, this weapon will power-up and do added damage.

CAIT SITH: HP Shout

Location: Search the lockers on the 64th floor of the Shinra HQ during your raid on Midgar City during Disc 2. You can get to the HQ by heading north along the underground rail passage.

Condition: The more current MP you have remaining (the closer you are to you maximum amount of MP), the stronger this weapon is.

VINCENT: DEATH PENALTY

Location: You get this when you get his limit break manual (see above).

Condition: The more enemies that Vincent kills (as in, he finishes them off, at least), the stronger this weapon becomes. This counts for all the enemies he's killed since he joined you, not the enemies he's defeated since getting this weapon (just like the way the computer determines damage for the Chocobuckle Enemy Skill).

CID: VENUS GOSPEL

Location: Talk to the old man standing outside the house that's just left of the rocket launch pad (the same one who gave Cloud a sword in Disc 1). You can only do this after completing the 'Huge Materia' rocket sub-quest in Disc 2 or 3 (which means the rocket has been destroyed). After talking to the geezer three times in a row, he'll give Cid his Ultimate Weapon.

Condition: The more current MP you have remaining (the closer you are to you maximum amount of MP), the stronger this weapon is.

Finding these weapons can be hard or difficult; Cloud's weapon can be easily won from the Ultima Weapon monster, but Barret's weapon won't appear if he's not in your party, so it's easy to miss. I myself haven't been able to verify it, but it's been said that the power of your character's Limit Breaks are greatly increased when he/she is wielding their 'Ultimate Weapon'.

Next Chapter ...

1.78 Items and equipment

9 . 8 i t e m s a n d e q u i p m e n t

This section contains a list of all the items, weapons, bracelets, and accessories in the game. It lists their names in Japanese and English, and explains the purpose or effect of each item.

ITEM NAME	RANGE	EFFECT WHEN USED
Potion	1	Restores 100 HP
Hi-Potion	1	Restores 500 HP
X Potion	1	Restores all lost HP
Ether	1	Restores 100 MP
Turbo Ether	1	Restores all lost MP
Elixir	1	Restores all lost HP/MP
Mega Elixir	A	Restores all lost HP/MP
Phoenix Down	1	Revive with 1/10th HP
Antidote	1	Cures 'Poison' status
Soft	1	Cures 'Petrify' status
Maiden's Kiss	1	Cures 'Toad' status
Cornucopia	1	Cures 'Minimum' status
Echo Screen	1	Cures 'Sleepel' status
Hyper	1	Causes 'Anger' status, cures 'Sadness' status
Tranquilizer	1	Causes 'Sadness' status, cures 'Anger' status
Remedy	1	Cures any status ailment
Smoke Bomb	A	Escape from battle if used on allies or enemies
Speed Drink	1	Casts 'Haste'
Hero Drink	1	Casts 'Mighty Guard'
Vaccine	1	Prevents status ailments
Grenade	1	Minor special damage
Shrapnel	1	Medium fire damage
Right arm	1	Heavy special damage
Hourglass	A	Casts 'Stop'
Kiss of Death	A	Same effect as 'All Over'
Spider Web	A	Casts 'Slow'
Dream Powder	A	Casts 'Sleepel'
Mute Mask	A	Casts 'Silence'
War Gong	A	Casts 'Berserk'
Loco weed	A	Casts 'Confuse'
Fire Fang	A	Casts 'Fire 2'
Fire Veil	A	Casts 'Fire 3'
Antarctic Wind	A	Casts 'Ice 2'
Ice Crystal	A	Casts 'Ice 3'
Bolt Plume	A	Casts 'Bolt 2'
Swift Bolt	A	Casts 'Bolt 3'
Earth Drum	A	Casts 'Quera'
Earth Mallet	A	Casts 'Quega'
Hazardous Waste	A	Casts 'Bio 2'
M-Tentacles	A	Casts 'Bioga'
Stardust	A	Casts 'Comet 2'
Vampire Fang	1	Gain HP stolen from target
Ghost Hand	1	Gain MP stolen from target
Vagyrisk Claw	1	Causes 'Petrify'
Light Curtain	A	Casts 'Barrier'
Lunar Curtain	A	Casts 'Mabarrier'
Mirror	A	Casts 'Reflect'
Holy Torch	A	Casts 'Dispel'
Bird Feather	A	Inflicts Wind damage
Dragon Scales	A	Casts 'Aqua Breath'
Imapler	1	Casts 'Toad'
Shrivel	A	Casts 'Minimum'
Eye drop	1	Cures 'Dark' status
Molotov	1	Causes fire damage
S-mine	1	Medium special damage

8inch Cannon	1	Heavy special damage
Graviball	1	Casts 'Gravite'
T/S Bomb	1	Casts 'Gravira'
Ink	1	Causes 'Dark'
Dazers	1	Causes 'Paralysis'
Dragon Fang	A	Causes lightning damage
Cauldron	1	Casts 'Smelly Breath'
Sylkis Greens	C	Speed Plus, Stamina, and Kashiisa Up
Reagan Greens	C	Stamina Up
Mimett Greens	C	(no effect)*
Cureil Greens	C	Stamina Up
Pahsana Greens	C	Kashiisa Up
Tantal Greens	C	Stamina and Kashiisa Up
Krakka Greens	C	Kashiisa Up
Gysahl Greens	C	Stamina Up
Tent	A	Restores all HP/MP (Save Point or World Map)
Power Source	1	'Power' up by one point
Guard Source	1	'Guard' up by one point
Magic Source	1	'Magic' up by one point
Mind Source	1	'Mind' up by one point
Speed Plus Source	1	'Speed Plus' up by one point
Luck Source	1	'Luck' up by one point
Zeio Nut	-	Used to breed chocobos
Carob Nut	-	Used to breed chocobos
Porov Nut	-	Used to breed chocobos
Pram Nut	-	Used to breed chocobos
Lasan Nut	-	Used to breed chocobos
Saraha Nut	-	Used to breed chocobos
Luchile Nut	-	Used to breed chocobos
Pipio Nut	-	Used to breed chocobos
Battery	-	Used in Midgar, Disc One
Tissue	-	<Chosutosetsudai?>
OmniSlash	M	Lv.4 Limit Break - Cloud
Catastrophe	M	Lv.4 Limit Break - Barret
Final Heaven	M	Lv.4 Limit Break - Tifa
Great Gospel	M	Lv.4 Limit Break - Aeris
Cosmo Memory	M	Lv.4 Limit Break - Red 13
All Creation	M	Lv.4 Limit Break - Yuffie
Chaos	M	Lv.4 Limit Break - Vincent
Highwind	M	Lv.4 Limit Break - Cid
1/35 Soldier	-	Part of a set of twelve
Shotgun Sweeper	-	(no purpose)
Masamune Blade	-	(no purpose)
Save Crystal	-	Make a Save Point once in the Makou Pit
Fight Diary	-	(no purpose)
Autograph	-	(no purpose)
Gambler	-	(no purpose)
Earth Harp	-	?
Desert Rose	-	?
Guide Book	-	?

1 = Affects one target only.

A = Affects all targets (all allies or all enemies).

C = Only Affects chocobos that you've captured in Disc 2 or 3.

If used in battle, these items restore 100 HP to the target.

M = This is the manual required for a character to learn his or her 4th Level (also called Ultimate) Limit Break.

* = This item has no effect when used on Chocobos, but it can be used to get the Fuuin materia and can be used in conjunction with a Teki no Waza materia to learn the Enemy Skill 'Chocobockle'.

WEAPON NAME	ATK.	HIT.	HOLDERS	AP
<hr/>				
CLOUD - SWORDS				
Buster Sword	18	96	2c	
Mythril Saber	23	98	2c/1s	
Hardedge	32	98	2c/2s	
Butterfly Edge	39	100	4c	
Enhance Sword	43	107	8c	
Organics	62	103	4c/2s	
Crystal Sword	76	105	6c	
Force Stealer	36	100	3s	APx2
Rune Blade	40	108	4s	APx2
Murasame	51	100	4c/1s	
Nail Bat	70	100	none	
Yukiyoshi	56	100	2s	
Apocalypse	88	110	3s	APx3
Heaven's Cloud	93	100	6s	
Ragnarok	97	105	6c	
Ultima Weapon	100	110	8c	APx0
<hr/>				
TIFA - GLOVES				
Leather Glove	13	99	1s	
Metal Knuckle	18	102	2c	
Mythril Claw	24	106	2c/1s	
Grand Glove	31	110	2c/2s	
Tiger Fang	38	110	4c	
Dimond Knuckle	51	112	4c/1s	
Dragon Claw	62	114	4c/2s	
Crystal Glove	75	115	6c	
Motor Drive	27	106	3s	APx2
Platinum Fist	30	108	4s	APx2
Kaiser Knuckle	44	110	2c/6s	
Work Glove	68	114	none	
Powersoul	28	106	4s	APx2
Master Fist	38	108	6s	
God's Hand	86	255	4c	
Premium Heart	99	112	8c	APx0
<hr/>				
Barret - CANNONS				
Gatling Gun	14	97	1s	
Assault Gun	17	98	2c	
Cannon Ball	23	98	2c/1s	
Atomic Scissorss	32	99	2c/2s	

- The Powersoul will 'power-up' when Tifa is in critical condition (i.e. near death).
- The Master Fist will power-up when Tifa is suffering from a status ailment. (NSS)

Heavy Vulcan	39	100	4c	
Chainsaw	52	100	4c/1s	
Microlaser	63	101	4c/2s	
A*M Cannon	77	103	6c	
W Machine Gun	30	100	3s	APx2
Drill Arm	37	97	4s	APx2
Solid Bazooka	61	100	8c	
Rocket Punch	62	110	none	
Enemy Launcher	35	100	2c/3s	
Pile Banger	90	80	6c	APx0
Max Ray	97	98	6c	
Missing Score	98	108	8c	APx0

- The Gatling Gun, Assault Gun, Cannon Ball, Heavy Vulcan, Microlaser, A.M Cannon, W Machine Gun, Solid Bazooka, Enemy Launcher, Max Ray, and Missing Score are all projectile weapons. They will cause the same amount of damage whether Barret is in the front or back row.

RED 13 - COMBS

Mythril Clip	24	100	2c/1s	
Diamond Pin	33	102	2c/2s	
Silver Barrette	40	110	4c	
Gold Barrette	50	104	4c/1s	
Adaman Clip	60	106	4c/2s	
Crystal Comb	76	108	6c	
Magic Comb	37	100	3s	APx2
Plus Barrette	39	104	4s	APx2
Centclip	58	108	8s	
Hairpin	57	120	none	
Seraph Comb	68	110	4s	
Behemoth Horn	91	75	6s	
Spring Gun Clip	87	100	6c	
Limited Moon	93	114	8c	APx0

- The Hairpin will hit for the same amount of damage whether Red 13 is in the front or the back row during battles.

Aeris - RODS

Guard Stick	12	99	1s	
Mythril Rod	16	100	2c	
Full Metal Staff	22	100	2c/1s	
Striking Staff	32	100	2c/2s	
Prism Staff	40	105	4c	
Aurora Rod	51	110	4c/1s	
Wizard Staff	28	100	3s	APx2
Wizer Staff	33	100	4s	APx2
Fairy Tale	37	103	7s	
Umbrella	58	118	none	
Princess Guard	52	111	6c/1s	

The Princess Guard (should) power-up when protecting an ally. (NSS)

CID - POLEARMS

Spear	44	97	2c/2s	
Slash Lance	56	98	4c/1s	
Trident	60	105	6s	
Mast Axe	64	99	4c/2s	
Partisan	78	100	6c	
Viper Halberd	58	102	4s	APx2
Javelin	62	104	4c/1s	APx2
Grow Lance	78	102	6c	
Mop	68	118	none	
Dragoon Lance	66	100	8s	
Scimitar	86	102	2c	APx3
Flayer	100	100	6s	
Spirit Lance	92	112	4c	
Venus Gospel	97	103	8c	APx0

YUFFIE - SHURIKEN

4-point Shuriken	23	100	2c/1s	
Boomerang	30	101	2c/2s	
Pinwheel	37	104	4c	
Razor Ring	49	105	4c/1s	
Hawk Eye	61	107	4c/2s	
Crystal Cross	74	110	6c	
Wind Slash	30	103	3s	APx2
Twin Viper	36	108	4s	APx2
Spiral Shuriken	68	110	2c/6s	
Shotgunball	68	120	none	
Magic Shuriken	64	113	3s	
Rising Sun	68	108	4c	APx2
Oritsuru	90	116	4c/4s	
Conformer	96	112	8c	APx0

- Yuffie will always strike for the same amount of damage whether she is in the front or back row since she uses projectile weapons.

CAIT SITH - M-phones

Yellow M-phone	36	100	2c/2s	
Green M-phone	41	100	4c	
Blue M-phone	48	100	4c/1s	
Red M-phone	60	100	4c/2s	
Crystal M-phone	74	100	6c	
White M-phone	35	102	3s	APx2
Black M-phone	31	104	4s	APx2
Silver M-phone	28	106	8s	
Trumpet Shell	68	118	none	
Gold M-phone	58	103	8c	
Battle Trumpet	95	95	6c	APx0
Starlight Phone	88	102	8c	
HP Shout	95	110	8c	APx0

VINCENT - GUNS

Quicksilver	38	110	2c/2s	
Shotgun	48	112	4c	
Shortbarrel	51	118	4c/1s	
Lariat	64	120	4c/2s	

Winchester	73	120	6c	
Peacemaker	38	118	2c/1s	APx2
Buntline	48	124	4c	APx2
Long Barrel R	66	255	8c	
Silver Rifle	62	120	none	
Sniper CR	42	255	4c	
Shotgunshot ST	97	120	6c	APx0
Outsider	80	120	4c/4s	
Death Penalty	99	115	8c	APx0

- Vincent will always strike for the same amount of damage whether he is in the front or back row since he uses projectile weapons.

SEPHIROTH - KATANA

Masamune	99	255	6c
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- The materia description acts as if this item has no holders. You can only get this weapon by using the Item Select GS code (look elsewhere in the FAQ for details). It appears with a handgun icon, as if it were a weapon for Vincent, but he cannot equip it. Equipping it on Sephiroth is kinda useless since he already has one.

BRACELET NAME	DEF	EVD	MDF	MEV	HOLDERS	AP
Bronze Bangle	8	0	0	0	none	
Iron Bangle	10	0	2	0	1s	
Titan Bangle	14	2	4	0	2s	
Mythril Armlet	18	3	8	0	2c	
Carbon Bangle	27	3	14	0	2c/1s	
Silver Armlet	34	4	22	0	2c/2s	
Gold Armlet	46	4	28	0	4c	
Diamond Bangle	57	6	37	0	4c/1s	
Crystal Bangle	70	8	45	1	6c	
Platinum Bangle	20	0	12	0	2s	APx2
Rune Armlet	43	5	24	0	4s	APx2
Edincoat	50	0	33	0	7s	
Wizard Braceletlet	6	3	85	3	8c	
Adaman Bangle	93	0	23	0	2c	
Gigas Armlet	59	0	0	0	4c/1s	APx0
Imperial Guard	82	0	74	0	6c	
Aegis Armlet	55	15	86	50	4c	
Fourth Brace	74	3	100	3	4c/1s	
Warrior Bangle	96	0	21	0	4c	APx0
Shinra Beta	30	0	0	0	2c/2s	
Shinra Alpha	77	0	34	0	6c	
Four Slotss	12	0	10	0	4s	
Fire Bracelet	72	8	52	3	4c	
Aurora Armlet	76	8	54	3	4c	
Bolt Bracelet	74	8	55	3	4c	
Dragon Armlet	58	3	47	2	6c	
Minerva Band	60	8	57	0	6c	
Escort Guard	62	5	55	0	6c	
Mystile	65	50	72	60	6c	
Zeidrich	100	15	98	18	none	

Precious Watch	0	0	0	0	8s
Choco Bracelet	35	10	38	10	4s

- Fire Armlet - Absorb fire-based attacks.
- Aurora Armlet - Absorb cold-based attacks.
- Bolt Armlet - Absorb lightning-based attacks.
- Dragon Armlet - Half damage from fire, cold, and lightning-based attacks.
- Escort Guard - No damage from lightning, earth, water, or poison-based attacks.
- Ziedrich - Half damage from every damage type.
- Chocobracelet - Speed Plus increases by 30 points when worn.
- Minerva Band - Can only be worn by women (Aeris, Tifa, or Yuffie).

ACCESSORY NAME	TRANSLATION	EFFECT WHEN WORN
Power Wrist	Power goes up by 10	
Protect Vest	Strength goes up by 10	
Earring	Magic goes up by 10	
Talisman	Mental Power goes up by 10	
Choco Feather	Speed Plus goes up by 10	
Amulet	Luck goes up by 10	
Champion Belt	Power and Strength go up by 30	
Poison Ring	Absorbs Poison-based attacks, and your attacks strike with the 'Poison' Elemental	
Tough Ring	Strength and Mental Power go up by 50	
Circlet	Magic and Mental Power go up by 30	
Star Pendant	Immune to Poison	
Silver Glasses	Immune to Dark	
Headband	Immune to Sleepel	
Fairy Ring	Immune to Poison and Darkness	
Jem Ring	Immune to Petrify, Slow Petrifying, and Paralysis	
White Cape	Immune to Minimum and Toad	
Sprint Shoes	Automatic 'Haste' in battle	
Peace Ring	Immune to Sadness, Anger, Confusion, and Berserk	
Ribbon	Immune to Sleepel, Poison, Sadness, Anger, Confusion, Silence, Toad, Minimum, Slow Petrifying, Petrify, Condemned, Berserk, Paralysis, and Darkness	
Fire Ring	Immune to fire-based attacks	
Ice Ring	Immune to cold-based attacks	
Bolt Ring	Immune to lightning-based attacks	
Tetra Elemental	Absorb fire, cold, lightning and earth-based attacks	
Safety Bit	Immune to Death, Slow Petrifying, Petrify and Condemned	
Fury Ring	Automatic 'Berserk' in battle	
Curse Ring	Status up (?); but you're Condemned during battles	
Protect Ring	Automatic 'Barrier' and 'Mabarrier' in battles	
Cat's Bell	Regain 2 HP with each full step	
Reflect Ring	Automatic 'Reflect' in battle	
Water Ring	Absorbs water-based attacks	
Sneak Glove	Increases success rate when using 'Steal' or 'Mug'	
HypnoCrown	Increases success rate when using 'Control'	

Curse Ring - If you die while wearing this ring (or if time runs out), and you are revived, the Counter Attack will not appear again.

Next Chapter ...

1.79 Shopping list

9 . 9 s h o p p i n g l i s t

This section is a list of each shop in the game and what you can purchase there. Please keep the following notation in mind:

- Bracelet - a bracelet anyone can wear. 'd' means 'Defense Power' and the number afterwards shows what your defense power will be changed to if this bracelet is equipped. Next to that is a number and a letter; this indicates the number of Materia holders and whether they are single (s), or combined (c).
- Weapon - a weapon. The name next to it indicates who can wield it. 'a' means 'Attack Power' and the number afterwards shows what your attack power will be changed to if this weapon is carried. Next to that is a number and a letter; this indicates the number of Materia holders and whether they are single (s), or combined (c). 'None' means that that weapon has no Materia holders.

All the statistics below apply to all three discs. If the goods for sale or prices change from one disc to the next, then it will say '(location) - DISC #' afterwards, which is why a location may be listed more than once.

MIDGAR - SECTION 7 TOWN

INN - TOP OF BUILDING 10 gil

MATERIA SHOP

Potion	50	Item
Phoenix Down	300	Item
Antidote	80	Item
Fire	600	Magic Materia
Cold	600	Magic Materia
Lightning	600	Magic Materia
Restore	750	Magic Materia

WEAPON SHOP

Iron Bangle	160	Bracelet	- d10	1s
Assault Gun	350	Barret	- a17	2c
Grenade	80	Item		

MIDGAR - SECTION 5 TOWN

INN - AERIS' HOUSE 0 gil

ITEM SHOP

Potion	50	Item
Phoenix Down	300	Item
Antidote	80	Item
Tent	500	Item

MATERIA SHOP

Fire	600	Magic Materia
Cold	600	Magic Materia
Lightning	600	Magic Materia
Restore	750	Magic Materia

WEAPON SHOP - MAN IN TRAILER

Titan Bangle	280	Bracelet - d14	2s
Grenade	80	Item	

MIDGAR - WALL MARKET

INN 300 gil

ITEM SHOP

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

MATERIA SHOP (after Section 7 is destroyed)

Fire	600	Magic Materia
Cold	600	Magic Materia
Lightning	600	Magic Materia
Restore	750	Magic Materia
Cover	1000	Independent Materia

WEAPON SHOP - GUN & MACHINE SHOP

Mythril Rod	370	Aeris	- a16	2c
Metal Knuckle	320	Tifa	- a18	2c
Assault Gun	350	Barret	- a17	2c
Titan Bangle	280	Bracelet	- d14	2s
Mythril Armlet	350	Bracelet	- d18	2c

GUY ON THE LEFT

Battery	300	Item (Disc 1 only)
Sneak Glove	129000	Accessory (Disc 2+)

SUPPORT PILLAR NEAR SECTOR 7 SLUMS

MAN SELLING ITEMS (during fight atop the power generator)

Potion	50 gil	Item
Phoenix Down	300	Item
Antidote	80	Item
Grenade	80	Item
Hyper	100	Item
Tranquilizer	100	Item
Tent	500	Item

SHINRA HQ, ACCESSORIES ROOM

Potion	50 gil	Item
Phoenix Down	300	Item
Antidote	80	Item
Eye drop	50	Item
Tent	500	Item

KALM TOWN

INN 300 gil

ITEM SHOP

Potion	50	Item
Phoenix Down	300	Item
Antidote	80	Item
Eye drop	50	Item
Hyper	100	Item
Tranquilizer	100	Item
Tent	500	Item

MATERIA SHOP

Earth	1500	Magic Materia
Poison	1500	Magic Materia
Steal	1200	Command Materia
Sense	1000	Command Materia
Remedy	1500	Magic Materia

WEAPON SHOP

Mythril Saber	1000	Cloud	- a23	2c/1s
Cannon Ball	950	Barret	- a23	2c/1s
Mythril Claw	750	Tifa	- a24	2c/1s
Full Metal Staff	800	Aeris	- a22	2c/1s
Mythril Armband	350	Bracelet	- d18	2c/1s

CHOCOBO FARM

INN - MAIN HOUSE 100 gil

KID IN BARN - FIRST TIME YOU MEET HIM

Chocobo Plus	2000	Independent Materia
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KID IN BARN - FIRST CHOICE

Rasan Nut	600	Item
Saraha Nut	400	Item
Luchile Nut	200	Item

Pepio Nut	100	Item
Mimetto Greens	1500	Item
Curiel Greens	1000	Item
Pahsana Greens	800	Item
Tantal Greens	400	Item
Krakka Greens	250	Item
Gysahl Greens	100	Item

MAIN HOUSE, FIRST CHOICE, DISC 2 OR 3

Purchase Stall (1-6)	10000	Used to breed Chocobos
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Fort Condor

INN - BEDROOM 0 gil

ITEM SHOP

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

MATERIA SHOP

Fire	600	Magic Materia
Lightning	600	Magic Materia
Cold	600	Magic Materia
Restore	750	Magic Materia

Fort Condor - DISC TWO AND THREE

INN - BEDROOM 0 gil

ITEM SHOP

Hi-Potion	300	Item
Phoenix Down	300	Item
Ether	1500	Item
Hyper	100	Item
Tranquilizer	100	Item
Tent	500	Item
S-mine	1000	Item

MATERIA SHOP

Throw	10000	Command Materia
Manipulate	10000	Command Materia
Deathblow	10000	Command Materia
Destruct	9000	Magic Materia
All	20000	Combination Materia

JUNON TOWN - OUTER AREA

INN - WOMAN'S HOUSE 0 gil (you must save Purishira first)

ITEM SHOP

Mythril Armlet	350	Bracelet - d18 2c/1s
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Potion	50	Item
Phoenix Down	300	Item
Grenade	80	Item
Tent	500	Item
LIFT TO INNER AREA	10	

JUNON TOWN - INNER AREA

INN - FIFTH DOOR 30 gil (Disc 1)

MATERIA SHOP - FIRST DOOR

Sense	1000	Command Materia
Seal	3000	Magic Materia
Restore	750	Magic Materia
Remedy	1500	Magic Materia
Resurrect	3000	Magic Materia

WEAPON SHOP - ALLEYWAY

Hardedge	1500	Cloud	- a32	2c/2s
Grand Glove	1200	Tifa	- a31	2c/2s
Atomic Scissors	1400	Barret	- a32	2c/2s
Striking Staff	1300	Aeris	- a32	2c/2s
Diamond Pin	1300	Red XIII	- a33	2c/2s
Boomerang	1400	Yuffie	- a30	2c/2s

WEAPON SHOP 2 - SECOND DOOR

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

WEAPON SHOP 3 - FIFTH DOOR, SECOND FLOOR

Fire	600	Magic Materia
Cold	600	Magic Materia
Lightning	600	Magic Materia
Earth	1500	Magic Materia
Poison	1500	Magic Materia

WEAPON SHOP 4 - FIFTH DOOR, THIRD FLOOR

Silver Glasses	3000	Accessory
Headband	3000	Accessory

WEAPON SHOP 5 - SEVENTH DOOR

Mythril Saber	1000	Cloud	- a23	2c/1s
Cannon Ball	950	Barret	- a23	2c/1s
Mythril Claw	750	Tifa	- a24	2c/1s
Full Metal Staff	800	Aeris	- a22	2c/1s
Mythril Clip	800	Red XIII	- a24	2c/1s

 JUNON TOWN - INNER AREA - DISC TWO AND THREE

INN - FIFTH DOOR 400 gil

MATERIA SHOP - FIRST DOOR

Sense	1000	Command Materia
Seal	3000	Magic Materia
Restore	750	Magic Materia
Remedy	1500	Magic Materia
Resurrect	3000	Magic Materia

WEAPON SHOP - ALLEYWAY

Rune Blade	3800	Cloud	- a40	4s
Enhance Sword	12000	Cloud	- a43	8c
W Machine Gun	2000	Barret	- a30	3s
Drill Arm	3300	Barret	- a37	4s
Platinum Fist	2700	Tifa	- a30	4s
Kaiser Knuckle	15000	Tifa	- a44	2c/6s
Fairy Tale	2500	Aeris	- a37	7s

WEAPON SHOP 2 - SECOND DOOR

Wind Slash	2000	Yuffie	- a30	3s
Twin Viper	3200	Yuffie	- a36	4s
Viper Halberd	7000	Cid	- a58	4s
Dragoon Lance	6200	Cid	- a66	8s
Peacemaker	3500	Vincent	- a38	2c/1s
Buntline	6800	Vincent	- a48	4c
Magic Comb	2000	Red XIII	- a37	3s
Plus Barrette	3500	Red XIII	- a39	4s
Wizard Staff	1800	Aeris	- a28	3s
Wizer Staff	3200	Aeris	- a33	4s

WEAPON SHOP 3 - FIFTH DOOR, SECOND FLOOR

Nail Bat	2800	Cloud	- a70	none
Rocket Punch	3200	Barret	- a62	none
Work Glove	2200	Tifa	- a68	none
Hairpin	6000	Red XIII	- a57	none
Shotgunball	3000	Yuffie	- a68	none
Trumpet Shell	3000	Cait Sith	- a68	none
Mop	3200	Cid	- a68	none
Silver Rifle	3000	Vincent	- a62	none

WEAPON SHOP 4 - FIFTH DOOR, THIRD FLOOR

Platinum Bangle	1800	Bracelet	- d20	2s
Powersoul	4200	Tifa	- a28	4s
Enemy Launcher	3300	Barret	- a35	2c/3s
Fuuma Shuriken	6000	Yuffie	- a64	3s
White M-phone	2300	Cait Sith	- a35	3s
Black M-phone	2800	Cait Sith	- a31	4s
Silver M-phone	3300	Cait Sith	- a28	8s
Sniper CR	3300	Vincent	- a42	4c

WEAPON SHOP 5 - SEVENTH DOOR

Atomic Scissors	1400	Barret	- a32	2c/2s
Grand Glove	1200	Tifa	- a31	2c/2s
Striking Staff	1300	Aeris	- a32	2c/2s
Diamond Pin	1300	Red XIII	- a33	2c/2s

Boomerang	1400	Yuffie	- a30	2c/2s
Yellow M-phone	500	Cait Sith	- a36	2c/2s
Spear	1200	Cid	- a44	2c/2s
Trident	7500	Cid	- a60	6s
Quicksilver	1000	Vincent	- a38	2c/2s

SHINRA BOAT

MAN - FIRST OPTION x2

Shotgun Drink 250 gil (restores HP/MP)

MAN - SECOND OPTION

Potion 50 Item
Phoenix Down 300 Item

COSTA DEL SOL

INN 200 gil
BUYING A HOUSE 30000

MAN SELLING ITEMS

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

MAN SELLING MATERIA

Remedy 1500 Magic Materia
Revive 3000 Magic Materia
Restore 750 Magic Materia
Seal 3000 Magic Materia
Fire 600 Magic Materia
Cold 600 Magic Materia
Lightning 600 Magic Materia

MAN IN BAR

Platinum Bangle 1800 Bracelet - d20 2s
Carbon Bangle 800 Bracelet - d27 2c/1s
Four Slots 1300 Bracelet - d12 4s
Molotov 400 Item

COSTA DEL SOL - DISC TWO AND THREE

INN 0 gil
BUYING A HOUSE 30000

MAN SELLING ITEMS

Potion 50 Item
Hi-Potion 300 Item

Phoenix Down	300	Item
Ether	1500	Item
Hyper	100	Item
Tranquilizer	100	Item
Tent	500	Item

MAN SELLING MATERIA

Fire	600	Magic Materia
Cold	600	Magic Materia
Lightning	600	Magic Materia
Earth	1500	Magic Materia
Demi	8000	Magic Materia
Poison	1500	Magic Materia

MAN IN BAR

Solid Bazooka	16000	Barret	- a61	8c
Sento Clip	14000	Red XIII	- a58	8s
Spiral Shuriken	14000	Yuffie	- a68	2c/6s
Long Barrel R	13000	Vincent	- a66	8c
Gold M-phone	15000	Cait Sith	- a58	8c
S-mine	1000	Item		

NORTH COREL

INN 50 gil

MAN SELLING ITEMS

Potion	50	Item
Phoenix Down	300	Item
Tent	500	Item

MAN SELLING MATERIA

Transform	5000	Magic Materia
Maiden's Kiss	150	Item
Cornucopia	150	Item
Soft	150	Item
Hyper	100	Item
Tranquilizer	100	Item

MAN SELLING WEAPONS

Carbon Bangle	800	Bracelet	- d27	2c/1s
Force Stealer	2200	Cloud	- a36	3s
Molotov	400	Item		

GOLD SAUCER

ENTRANCE FEE 3000 gil
ONE TIME ENTRANCE FEE 30000

ITEM SHOP

Potion	50	Item
Phoenix Down	300	Item
Ether	1500	Item
Antidote	80	Item
Maiden's Kiss	150	Item

Cornucopia	150	Item
Soft	150	Item
Echo Screen	100	Item
Hyper	100	Item
Tranquilizer	100	Item

TO USE OUTSIDE SAVE POINT 5 GP

GHOST SQUARE

Ghost Hotel (Inn) 5

ROUND SQUARE

Ferris Wheel 3

Speed Plus SQUARE

'Shooting Coaster' 10

BATTLE SQUARE

Arena Battle 10

WONDER SQUARE

Potion	1	Item
Ether	20	Item
X Potion	80	Item
Turbo Ether	100	Item
Gold Ticket	300	
????????	500	

WONDER SQUARE GAMES

Arm Wrestling	100	gil
Basket Game	200	
Wonder Catcher	100	
Mog House	100	
Urani (Fortune Teller)	50	
G Bike	200	
3D Battler	200	

GONGAGA TOWN

INN 300 gil

ITEM SHOP

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

ACCESSORY SHOP

Headband	3000	Accessory
Silver Glasses	3000	Accessory
Star Pendant	4000	Accessory

Talisman	4000	Accessory
White Cape	5000	Accessory
Fury Ring	5000	Accessory
Mystify	6000	Magic Materia
Time	6000	Magic Materia
Remedy	1500	Magic Materia
Transform	5000	Magic Materia

WEAPON SHOP - ACCESSORY SHOP ATTIC

Hardedge	1500	Cloud	- a32	2c/2s
Grand Glove	1200	Tifa	- a31	2c/2s
Atomic Scissors	1400	Barret	- a32	2c/2s
Striking Staff	1300	Aeris	- a32	2c/2s
Diamond Pin	1300	Red XIII	- a33	2c/2s
Boomerang	1400	Yuffie	- a30	2c/2s
Impaler	500	Item		
Shrivel	400	Item		
Molotov	400	Item		

COSMO CANYON

INN - SECOND FLOOR 100 gil

ITEM SHOP

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

MATERIA SHOP

MP Plus	8000	Independent Materia
HP Plus	8000	Independent Materia
Mystify	6000	Magic Materia
Transform	5000	Magic Materia

WEAPON SHOP - TIGER LILY ARMS SHOP

Butterfly Edge	2800	Cloud	- a39	4c
Tiger Fang	2500	Tifa	- a38	4c
Heavy Vulcan	2700	Barret	- a39	4c
Prism Staff	2600	Aeris	- a40	4c
Silver Barrette	2500	Red XIII	- a40	4c
Pinwheel	2600	Yuffie	- a37	4c
Green M-phone	2400	Cait Sith	- a41	4c
Silver Armlet	1300	Bracelet	- d34	2c/2s

COREL PRISON

MAN IN BAR

Potion 50 gil

Phoenix Down	300
Tent	500

 NIVELHEIM

INN	100 gil
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ITEM SHOP

Potion	50	Item
Hi-Potion	300	Item
Phoenix Down	300	Item
Tent	500	Item

 ROCKET TOWN - DISC ONE

INN	100 gil
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ACCESSORY SHOP

Supasu	3100	Vincent	- a48	4c
Gold Armlet	2000	Bracelet	- d46	4c
Power Wrist	7500	Accessory		
Protect Vest	3500	Accessory		
Earring	7500	Accessory		
Talisman	4000	Accessory		

ITEM SHOP

Potion	50	Item
Hi-Potion	300	Item
Phoenix Down	300	Item
Ether	1500	Item
Hyper	100	Item
Tranquilizer	100	Item
Tent	500	Item
Barrier	10000	Magic Materia
Seperation	10000	Magic Materia
Time	10000	Magic Materia

 ROCKET TOWN - DISC 2

INN	300 gil
-----	---------

ACCESSORY SHOP

Hi-Potion	300	Item
Phoenix Down	300	Item
Ether	1500	Item
Tent	500	Item
Barrier	10000	Magic Materia
Seperation	10000	Magic Materia
Time	6000	Magic Materia
Throw	10000	Command Materia
Deathblow	10000	Command Materia
Manipulate	10000	Command Materia

ITEM SHOP

S-mine	1000	Item		
Gold Armlet	2000	Bracelet	- d46	4c
Edincoat	8000	Bracelet	- d50	7c
Power Wrist	7500	Accessory		
Protect Vest	3500	Accessory		
Earring	7500	Accessory		
Talisman	4000	Accessory		
Peace Ring	7500	Accessory		
Safety Bit	7500	Accessory		

Wutai

INN 0 gil

ITEM SHOP

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

WEAPON SHOP

Murasame	6500	Cloud	- a51	4c/1s
Diamond Knuckle	5800	Tifa	- a51	4c/1s
Chainsaw	6300	Barret	- a52	4c/1s
Aurora Rod	5800	Aeris	- a51	4c/1s
Gold Barrette	6000	Red XIII	- a50	4c/1s
Slash Lance	6500	Cid	- a56	4c/1s
Blue M-phone	5500	Cait Sith	- a48	4c/1s
Razor Ring	6000	Yuffie	- a49	4c/1s
Shortbarrel	6400	Vincent	- a51	4c/1s

EXCAVATORS' SITE

HEAD EXCAVATOR

Placing Diggers 100 gil

SECOND OPTION

Diamond Bangle	3200	Bracelet	- d57	4c/1s
Rune Armlet	3700	Bracelet	- d43	4s
Potion	50	Item		
Hi-Potion	300	Item		
Phoenix Down	30	Item		
Ether	1500	Item		
Hyper	100	Item		
Tranquilizer	100	Item		
Tent	500	Item		

THE TEMPLE

FIRST MEETING WITH THE OLD MAN

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

ICICLE LODGE

INN 200 gil

WEAPON SHOP

Organics	12000	Cloud	- a62	4c/2s
Dragon Claw	10000	Tifa	- a62	4c/2s
MicroLaser	12000	Barret	- a63	4c/2s
Adaman Clip	11000	Red XIII	- a60	4c/2s
Hawk Eye	12000	Yuffie	- a61	4c/2s
Red M-phone	12000	Cait Sith	- a60	4c/2s
Mast Ax	13000	Cid	- a64	4c/2s
Lariat	12000	Vincent	- a64	4c/2s
Tent	500	Item		
Hi-Potion	300	Item		

CHOCOBO SENNIN

FIRST CHOICE

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

MIDEEL VILLAGE

INN - NURSE 0 gil

ITEM SHOP

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

MATERIA SHOP

HP Plus	8000	Independent Materia
MP Plus	8000	Independent Materia
Transform	5000	Magic Materia
Demi	8000	Magic Materia
Destruct	9000	Magic Materia

WEAPON SHOP

Crystal Glove	16000	Tifa	- a75	6c
A.M Cannon	18000	Barret	- a77	6c
Crystal Comb	17000	Red XIII	- a76	6c
Crystal Cross	18000	Yuffie	- a74	6c
Crystal M-phone	18000	Cait Sith	- a74	6c
Partisan	19000	Cid	- a78	6c
Winchester	18000	Vincent	- a73	6c
Crystal Bangle	4800	Bracelet	- d70	6c
Wizard Bracelet	12000	Bracelet	- d6	8c

HYPERACTIVE KID - THIRD CHOICE

HP Plus	8000	Independent Materia
MP Plus	8000	Independent Materia
Transform	5000	Magic Materia
Demi	8000	Magic Materia
Destruct	9000	Magic Materia

* Depending on how many times you met the kid before Mideel was destroyed determines what he has for sale.

Next Chapter ...

1.80 Monster list

9 . 1 0 m o n s t e r l i s t

This section lists each monster in the game and gives it's statistics, what you can win from it, where it's found at, and other information, all shown below.

PLEASE NOTE! This section was based on a document written by someone from the Final Fantasy 7 Database Index (sp?) All I did was translate it into English and alphabetize it. I can't answer questions about this section because I haven't fully verified everything yet. If you didn't catch that the first time, proper credit goes to whoever wrote this. If you know the URL of the Final Fantasy 7 Database Index (?), or the name of the person who wrote the original file, please let me know so I can give them proper credit.

Also, I know there's lots of Japanese and mis-translations in here still. That's my fault ^_^; I'll try my best to correct it in the future.

A

ADAMANTAIMAI

LV: 30	EXP: 720	Steal: Adaman Bangle
HP: 1600	AP: 100	Win: Phoenix Tail
MP: 240	Gil: 2000	Morph: Cancel

Control: Light Bullet, Death Force
 Attacks: Barrier and MabARRIER magicks
 Notes: Found in Wutai, near the shore

AHRIMAN

LV: 48 EXP: 1300 Steal: Eye drop
 HP: 8000 AP: 100 Win: Eye drop
 MP: 200 Gil: 1360 Morph: n/a
 Control: Claw, Level 4 Death, Level 3 Flare
 Attacks: Level 3 Flare, Big Mouth Breath, Eye Tear
 Notes: Weak against Wind attacks.
 Found in the Makou Pit. <AÇTÔEŦEâÉô>

AIR BUSTER

LV: ?? EXP: 180 Steal: ??
 HP: 1200 AP: 16 Win: Titan Bangle
 MP: ?? Gil: 150 Morph: ??
 Control: ??
 Attacks: Big Bomber, Energy Ball, "Behind Direction" Machinegun
 Notes: Found in Area 5 Makoro.

AIR COMBATANT

LV: ?? EXP: 40 Steal: Potion
 HP: 190 AP: 4 Win: Potion
 MP: ?? Gil: 110 Morph: ??
 Control: ??
 Attacks: Propeller
 Notes: <KM's note - I think I got the kanji wrong.... ^_^;>

ANCIENT DRAGON

LV: 34 EXP: 800 Steal: n/a
 HP: 2400 AP: 80 Win: Turbo Ether
 MP: 450 Gil: 800 Morph: n/a
 Control: <\$^3\$Ñ kaku>, Southern Cross
 Attacks: Southern Cross
 Notes: Weak against Demi. Found in the Temple <ĀĀâ¼i¼ÎĴĀĀĀ>.

APS

LV: ?? EXP: 240 Steal: ??
 HP: 300 AP: 22 Win: Phoenix Tail
 MP: ?? Gil: 253 Morph: ??
 Control: ??
 Attacks: Kosuishinha (Water Port Wave), Nemeru
 Notes: Found in Ground Below Waterway. <ĀĪ\$^2\$¼\$^2\$¼ĴâĒ>>

ARCHDRAGON

LV: 18 EXP: 84 Steal: Ether
 HP: 280 AP: 10 Win: Ether
 MP: 124 Gil: 180 Morph: Phoenix Tail
 Control: Claw, Flame Blaster (Enemy Skill)
 Attacks: Flame Blaster

Notes: Weak against Wind. Found in the Mythril Mine.

ARMORED GOLEM

LV: 41 EXP: 2500 Steal: Turbo Ether
 HP: 10000 AP: 100 Win: Echo Screen
 MP: 200 Gil: 2680 Morph: Guard Source
 Control: ??
 Attacks: Finger Bullet, Golem Laser
 Notes: Found in the Makou Pit.

B

BABA VELAMYU

LV: 23 EXP: 285 Steal: n/a
 HP: 640 AP: 20 Win: Mute Mask
 MP: 40 Gil: 280 Morph: Mute Mask
 Control: Soft Skeleton Sword <Æð\$^1\$ü·õ>, Jump Soft Skeleton Sword
 <Æð\$^1\$ü·õ>, Demon, Imbibing Soft Skeleton Sword <Ëâ\$\mathrm{\mu}\$ÛÆð\$ ←
 ^1\$ü·õ>.
 Attacks: Soft Skeleton Sword, Jump Soft Skeleton Sword, Claw,
 Silence
 Notes: Found in the Nivelheim area.

BAGNADRONA

LV: 16 EXP: 110 Steal: Diamond Pin
 HP: 450 AP: 11 Win: Hi Potion
 MP: 60 Gil: 120 Morph: Guard Source
 Control: ??
 Attacks: Fang, Poison Breath, Claw, Horn
 Notes: Weak against Cold. Found in East Corel, the Corel Makoro,
 and Corel Mountain, West side.

BANDERSNATCH

LV: 30 EXP: 510 Steal: n/a
 HP: 860 AP: 40 Win: Hi Potion
 MP: 100 Gil: 600 Morph: Ice Crystal
 Control: n/a
 Attacks: Kamitsuki
 Notes: Weak against Fire. Found in the Aishikuru Area, and the
 <ÀâÉÉâîµõâµâÉ;çÀéÇ-ÁúÃîîÎÆ¶·ç>.

BANDIT

LV: 17 EXP: 99 Steal: X Potion
 HP: 360 AP: 10 Win: Tent
 MP: 0 Gil: 220 Morph: ??
 Control: ??
 Attacks: Katsuage, Strong Rob <µ««Äµçµ\$^2\$;ç¶-Ã\$\yen\$>.
 Notes: Found in the Corel Prison.

BATTERY CAP

LV: 24 EXP: 270 Steal: Dazers
 HP: 640 AP: 32 Win: ??
 MP: 58 Gil: 386 Morph: n/a
 Control: n/a
 Attacks: Foe Laser, Side Shutting
 Notes: Found in the Nivelheim area.

BEACH PLUG

LV: 16 EXP: 95 Steal: n/a
 HP: 200 AP: 10 Win: Hi Potion
 MP: 100 Gil: 155 Morph: Turbo Ether
 Control: Kamitsuki, Mighty Guard (Enemy Skill), Burizado
 Attacks: ??
 Notes: Found in the Corel, Gold Saucer, and Gongaga areas,
 always by the shore.

BEHEMOTH

LV: 45 EXP: 1500 Steal: War Gong, Phoenix Tail
 HP: 7000 AP: 100 Win: ??
 MP: 400 Gil: 2200 Morph: n/a
 Control: n/a
 Attacks: Claw, Flare, ???? (Enemy Skill)
 Notes: Found in <\$\yen\$B\$\yen\$Ã\$\yen\$É\$\yen\$\ensuremath{\lnot}\$\yen\$ÈÈÖ\$^3\$\$ ←
 ^1\$Ä\$^2\$¼>.

BIZZARE BUG

LV: 28 EXP: 420 Steal: n/a
 HP: 975 AP: 40 Win: X Potion
 MP: 0 Gil: 340 Morph: n/a
 Control: n/a
 Attacks: Poison Powder
 Notes: Found in the Wutai Area, Wutai - Dachao Statues

BLACK BAT

LV: 25 EXP: 270 Steal: n/a
 HP: 550 AP: 24 Win: Vampire Fang
 MP: 0 Gil: 80 Morph: Vampire Fang
 Control: Blood Suck
 Attacks: Blood Suck
 Notes: Weak against Wind and Holy. Found in the Shin-Ra Mansion,
 in the Concealed Stairs and Mansion Basement.

BLOAT FLOAT

LV: 18 EXP: 90 Steal: Soft
 HP: 240 AP: 9 Win: Hi Potion
 MP: 0 Gil: 125 Morph: Hi Potion
 Control: Body Blow, Vacuum, Hell Needle
 Attacks: Vacuum, Hell Needle
 Notes: Weak against Wind. Found in the Corel Makoro and Corel
 Mountains -- West.

BLOOD TASTE

LV: ?? EXP: 24 Steal: ??
 HP: 72 AP: 2 Win: Antidote
 MP: ?? Gil: 32 Morph: ??
 Control: ??
 Attacks: Drain, Feeler
 Notes: Found in the Area 5 Makoro.

BLUE DRAGON

LV: 41 EXP: 1200 Steal: n/a
 HP: 8800 AP: 200 Win: Dragon Armlet
 MP: 500 Gil: 1000 Morph: n/a
 Control: n/a
 Attacks: Blue Dragon Breath, Large Rotating Wind
 Notes: Found in <ÀâÉÉÉÊâÉô>.

BOMB

LV: 18 EXP: 150 Steal: Right arm
 HP: 600 AP: 20 Win: Shrapnel
 MP: 30 Gil: 192 Morph: Shrapnel
 Control: n/a
 Attacks: Bomb Self-Destruct, Fire Ball
 Notes: Found in the Corel Mountain -- West.

(Bottom Swell and Water Sphere).....

BOTTOM SWELL

LV: 23 EXP: 550 Steal: n/a
 HP: 2500 AP: 52 Win: Power Wrist
 MP: 100 Gil: 1000 Morph: ??
 Control: ??
 Attacks: Tail Attack, Moon Strike, Big Wave
 Notes: Weak against Wind. Found in <\$\yen\$¤\$\yen\$ë\$\yen\$«¤ÎÆp¤ê¤">.

WATER SPHERE

LV: 4 EXP: 0 Steal: n/a
 HP: 40 AP: 0 Win: n/a
 MP: 0 Gil: 0 Morph: n/a
 Control: n/a
 Attacks: n/a
 Notes: Created by BOTOMUSUURU. Use a magic attack to destroy it.
 <¤ÇÆ\textdegree{}¤Éö¤,¤ë>

BOUND FAT

LV: 27 EXP: 420 Steal: Dazers
 HP: 500 AP: 40 Win: Dazers
 MP: 80 Gil: 350 Morph: Dazers
 Control: Burizara, Dark Needle, Death Sentence (Enemy Skill)
 Attacks: Death Sentence, Dark Needle
 Notes: Found in the Coral Valley and the Forgotten Captial.

BRACHIOLADUS

LV: ?? EXP: 510 Steal: Carob Nut
 HP: 33333 AP: 40 Win: Carob Nut
 MP: 333 Gil: 460 Morph: Elixir
 Control: n/a
 Attacks: Electric Shock Ball, Violent Advancing Thrust
 Notes: Found in the Icicle area.

BRAIN POD

LV: 15 EXP: 52 Steal: Poison Neutralize
 HP: 240 AP: 6 Win: Deadly Waste
 MP: 46 Gil: 95 Morph: Deadly Waste
 Control: Body Blow, <ÇÑ'p\ensuremath{\pm}øÀ\$\div\$> (listed twice)
 Attacks: <ÇÑ'p\ensuremath{\pm}øÀ\$\div\$> "Reject Disgrace Color".
 Notes: Weak against Holy. Found in the Shinra Building, 67th, 68th, and 69th floors.

BULL MOTOR

LV: 19 EXP: 92 Steal: X Potion
 HP: 420 AP: 9 Win: Ether
 MP: 96 Gil: 140 Morph: ??
 Control: Body Blow, Matora Magic (Enemy Skill)
 Attacks: Matora Magic
 Notes: Found in the Corel Prison.

C

CACTAUR

LV: 20 EXP: 1 Steal: n/a
 HP: 200 AP: 1 Win: ??
 MP: 20 Gil: 10000 Morph: Hi Potion
 Control: n/a
 Attacks: ??
 Notes: Found in the KoreruSabaku (the pit around the Gold Saucer).

CAPPARWIRE

LV: 15 EXP: 60 Steal: Ether
 HP: 210 AP: 6 Win: Potion
 MP: 20 Gil: 103 Morph: n/a
 Control: Wire Attack, Ground Run
 Attacks: Ground Run
 Notes: Found in Junon Area.

(Carry Armor, Right Arm, and Left Arm).....

C. ARMOR (BODY)

LV: 45 EXP: 2800 Steal: n/a

HP: 24000 AP: 240 Win: God's Hand
 MP: 200 Gil: 4000 Morph: n/a
 Control: n/a
 Attacks: Lapis Laser
 Notes: Weak against Lightning. Found in the Sea Bottom Makoro.

C. ARMOR (RIGHT ARM)

LV: 45 EXP: 1400 Steal: n/a
 HP: 10000 AP: 95 Win: ??
 MP: 100 Gil: 0 Morph: n/a
 Control: n/a
 Attacks: Arm Catch
 Notes: Weak against Lightning. Part of Carry Armor.

C. ARMOR (LEFT ARM)

LV: 45 EXP: 1500 Steal: n/a
 HP: 10000 AP: 90 Win: ??
 MP: 100 Gil: 0 Morph: ??
 Control: n/a
 Attacks: Arm Catch
 Notes: Weak against Lightning. Part of Carry Armor.

CASTANETS

LV: 15 EXP: 65 Steal: n/a
 HP: 190 AP: 7 Win: Hi Potion
 MP: 0 Gil: 113 Morph: n/a
 Control: 2-Step Attack, Scissors Spark
 Attacks: 2-Step Attack, Scissors Spark
 Notes: Weak against Flame. Found in the Mythril Mine.

(Christopher and Ziggy).....

CHRISTOPHER

LV: 34 EXP: 2000 Steal: Earth Drum
 HP: 6000 AP: 140 Win: Phoenix Tail, Ether
 MP: 200 Gil: 1400 Morph: n/a
 Control: n/a
 Attacks: Aspire, Kealra, Song of the Frog, Bolt 3, Status Tomaachi
 Notes: Found in the Makou Pit. Always appears with ZIGII.

ZIGGY

LV: 34 EXP: (shared) Steal: Elixir
 HP: 5500 AP: (shared) Win: Phoenix Tail, Ether
 MP: 100 Gil: (shared) Morph: n/a
 Control: n/a
 Attacks: Stone Change Glare, Status Tomaachi
 Notes: Found in the Makou Pit. Always appears with KURISUTOFAA.

CHEKOV

LV: 34 EXP: 2900 Steal: n/a
 HP: 5000 AP: 50 Win: Ice Ring

MP: 210 Gil: 0 Morph: n/a
 Control: n/a
 Attacks: Glare, Imbibe Supply
 Notes: Found in Wutai -- The Pagoda of Five Strong

CHIMERA

LV: 18 EXP: 148 Steal: Striking Staff
 HP: 800 AP: 14 Win: ??
 MP: 200 Gil: 210 Morph: Elixir
 Control: Claw, Poison Storm, Aqua Breath (Enemy Skill)
 Attacks: Poison Storm, Aqua Breath
 Notes: Found in the Gold Saucer Area.

CHOCOBO

Level	HP	MP	EXP/AP/Gil	Found in:
13	130	13	n/a	Grassland area
16 *	160	16	n/a	Grassland area
19	190	30	n/a	Junon area
22	220	100	n/a	Gold Saucer and Rocket Port areas
29	290	100	n/a	Gold Saucer area
30	300	100	n/a	Wutai area
33	330	100	n/a	Icicle area
36 *	360	100	n/a	Mideel Area

Steal: n/a Notes: You can learn the Enemy Skill 'Chocobockle'
 Win: n/a from the Chocobos with a '*' by their levels.
 Morph: n/a Refer to the 'Enemy Skills' list for details.
 Control: n/a Chocobos are invincible! \ (^_^) /

CHROME WELL

LV: 42 EXP: 800 Steal: n/a
 HP: 3500 AP: 80 Win: 8inch Cannon
 MP: 120 Gil: 1500 Morph: n/a
 Control: <ÄÏ¼iÄÆ>
 Attacks: <ÄÏ¼iÄÆ>
 Notes: Found in Midgar Area 8 Town (Below ?)

CHUUSUTANKU

LV: ?? EXP: 23 Steal: ??
 HP: 36 AP: 2 Win: Potion
 MP: ?? Gil: 30 Morph: ??
 Control: ??
 Attacks: Rolling Cross

Notes: Found in <4ÈÖ\$^3\$\$^1\$\$\yen\$\$\times\$\$\yen\$ì;¼\$\yen\$ÈÈâÉô;¢4ÈÖ\$^3\$\$^1\$\$\ ←
 yen\$\$\times\$\$\yen\$ì;¼\$\yen\$ÈÈ^2\$¼Éô>.

COCATRICE

LV: 17 EXP: 97 Steal: Soft
 HP: 420 AP: 10 Win: Soft
 MP: 0 Gil: 168 Morph: Soft

Control: Beak, Bird Kick, Stone Change Smog
Attacks: Stone Change Smog, Bird Kick
Notes: Found in Corel Area and Corel Mountains -- West.

CORVETTE

LV: 36 EXP: 1050 Steal: Hyper
HP: 3200 AP: 60 Win: Loco weed
MP: 260 Gil: 2200 Morph: Light Curtain
Control: Body Blow, Sharp Rikizami, Revolving Slash
Attacks: Sharp Rikizami, Revolving Slash, Slap
Notes: Found in the Sea Bottom Makoro

CRAWLER

LV: 15 EXP: 56 Steal: n/a
HP: 140 AP: 6 Win: Hi Potion
MP: 48 Gil: 65 Morph: n/a
Control: Kamitsuki, Cold Breath
Attacks: Kamitsuki, Cold Breath
Notes: Weak against Earth. Found in the Mythril Mine.

CRAZY SAW

LV: 44 EXP: 800 Steal: Mute Mask
HP: 3900 AP: 80 Win: Phoenix Tail, Ether
MP: 340 Gil: 1300 Morph: Turbo Ether
Control: Uppercut, Gun Attack
Attacks: Gun Attack
Notes: Weak against Lightning, Found in Midgar Area 8 Town (Below ?)

CROWN LANCE

LV: 20 EXP: 225 Steal: n/a
HP: 440 AP: 23 Win: Hi Potion
MP: 70 Gil: 400 Morph: Dream Powder
Control: n/a
Attacks: Sleepel magic, Fear Needle, Bolt magic
Notes: Weak against Flame. Found in the Cosmo and Rocket Port Areas.

CRYSALES

LV: 37 EXP: 800 Steal: n/a
HP: 1500 AP: 80 Win: ??
MP: 100 Gil: 600 Morph: Dream Powder
Control: n/a
Attacks: Sleepel Pulverizing Dust
Notes: Found in the Mideel Area.

CUSTOM SWEEPER

LV: 15 EXP: 63 Steal: Atomic Scissors
HP: 300 AP: 7 Win: Potion
MP: 100 Gil: 120 Morph: X Potion
Control: Double Machinegun, Smog Shot, Matora Magic (Enemy Skill)
Attacks: Double Machinegun, Matora Magic
Notes: Weak against Lightning. Found in Midgar Area.

Attacks: Demon's Crasher, Ceiling Drop <ÍîÈ\$imes\$>.
 Notes: Found in the Temple.

DESERT SAHAGIN

LV: 20 EXP: 230 Steal: Potion
 HP: 580 AP: 21 Win: Potion
 MP: 0 Gil: 300 Morph: Fire Veil
 Control: Lance, Sand Iron Cannon
 Attacks: Sand Iron Cannon
 Notes: Weak against Cold. Found in the Corel Area.

DEVIL RIDE

LV: 13 EXP: 60 Steal: Hi Potion
 HP: 240 AP: 6 Win: Potion
 MP: 0 Gil: 100 Morph: Hi Potion
 Control: Wheelie, Drift Turn
 Attacks: Drift Turn
 Notes: Found in the Midgar Area.

DIABLO

LV: 41 EXP: 1100 Steal: n/a
 HP: 4000 AP: 70 Win: ??
 MP: 200 Gil: 1100 Morph: n/a
 Control: Horn Bonshii, Flame, Cold
 Attacks: ??
 Notes: Found in the Old Forest <¸Å¸"¸Î¿\$^1\$>

DIVER NEST

LV: 38 EXP: 1340 Steal: n/a
 HP: 2800 AP: 60 Win: ??
 MP: 100 Gil: 1250 Morph: n/a
 Control: Body Blow, Big Wave, Tornado Wave
 Attacks: Big Wave, Tornado Wave
 Notes: Found in the Sea Bottom Makoro.

DOUBLE BRAIN

LV: 25 EXP: 340 Steal: Ether
 HP: 400 AP: 32 Win: Ether
 MP: 20 Gil: 320 Morph: Turbo Ether
 Control: Imbibe Supply, Glare
 Attacks: Imbibe Supply
 Notes: Found in the Nivelheim Mountains, N. Cave, and N. Makoro

DOUBULL

LV: 35 EXP: 760 Steal: Hi Potion
 HP: 2800 AP: 50 Win: Hi Potion
 MP: 160 Gil: 680 Morph: n/a
 Control: n/a
 Attacks: Fang, Flame Bullet, Light Bullet.
 Notes: Found in the Temple.

Control: Scissors, Shoot Electricity
 Attacks: Shoot Electricity
 Notes: Found in the Wutai area.

ELFADUNK

LV: 14 EXP: 64 Steal: Hi Potion
 HP: 220 AP: 7 Win: Potion
 MP: 34 Gil: 140 Morph: n/a
 Control: Body Blow, Shower
 Attacks: Shower
 Notes: Found in the Grassland Area.

ELIGOR

LV: ?? EXP: 36 Steal: Striking Staff
 HP: 300 AP: 4 Win: Echo Screen
 MP: ?? Gil: 12 Morph: ??
 Control: ??
 Attacks: Mono-Eye Laser (One-Eye Laser)
 Notes: Found in <Íó¼ÖÈè¾ì>.

EPIOLNIS

LV: 36 EXP: 950 Steal: Wizard Bracelet
 HP: 1800 AP: 70 Win: ??
 MP: 90 Gil: 1500 Morph: n/a
 Control: Bird Kick, Catapult, Acid Shower
 Attacks: Bird Kick, Catapult, Acid Shower
 Notes: Found in Old Forest.

EVIL HEAD

LV: 28 EXP: 650 Steal: n/a
 HP: 740 AP: 50 Win: Vampire Fang
 MP: 45 Gil: 400 Morph: Holy Torch
 Control: Blood Suck, Shotgunsonic Wave
 Attacks: Shotgunsonic Wave, Blood Suck
 Notes: Found in <ÀäÊÊÆâÉô>.

EVIL LAPPER

LV: 38 EXP: 1100 Steal: Ink
 HP: 9000 AP: 70 Win: ??
 MP: 120 Gil: 2500 Morph: Luck Source
 Control: n/a
 Attacks: Big Fang, Ibiru Poison
 Notes: Found in <¿ÀíáÊø¶õÄò;|Äìï©>.

F

FAST RAY

LV: ?? EXP: 12 Steal: ??
 HP: 18 AP: 1 Win: ??

MP: ?? Gil: 5 Morph: ??
 Control: ??
 Attacks: ??
 Notes: Found in the Area 1 Makoro.

FLAP BIT

LV: 18 EXP: 140 Steal: T/S Bomb
 HP: 330 AP: 15 Win: T/S Bomb
 MP: 60 Gil: 186 Morph: T/S Bomb
 Control: Tail Bit, Whirlwind Cut
 Attacks: Whirlwind Cut
 Notes: Weak against Wind. Found in the Gold Saucer area.

FLOWER PLUG

LV: 19 EXP: 240/220/200 Steal: n/a
 HP: 550 AP: 24/22/20 Win: Earth Drum
 MP: 68 Gil: 400/350/300 Morph: n/a
 Control: n/a
 Attacks: Bio 2, Side Bullet, Double Laser, Flower Pollen.
 Notes: Weak against Flame and Earth,
 <°Ç½éıİ¼@ª\ensuremath{\lnot}½Đ,½;ç\textdegree{} ←
 ì·âªÇÁÝª»ªÊªªªÈÃæ;çÂÇªÈÈÑ\$^2\$½>.
 Found in the Jungle. The three listings for EXP, AP
 and Gil correspond to the type of FURAWAAPURANGU; little,
 center, and big, respectively.

FORMULA

LV: 16 EXP: 65 Steal: Boomerang
 HP: 240 AP: 7 Win: Hi Potion
 MP: 100 Gil: 120 Morph: Speed Drink
 Control: n/a
 Attacks: Blue Inpulse
 Notes: Weak against Wind. Found in the Junon Area.

FOULANDER

LV: 27 EXP: 440 Steal: n/a
 HP: 800 AP: 34 Win: Lunar Curtain, Fire Veil
 MP: 100 Gil: 460 Morph: n/a
 Control: Claw, Flame Dance/Wheel
 Attacks: Flame Dance/Wheel
 Notes: Found in Wutai, in the Dachao Statue area.

FROZEN NAIL

LV: 28 EXP: 520 Steal: n/a
 HP: 1300 AP: 50 Win: ??
 MP: 100 Gil: 800 Morph: n/a
 Control: Connecting Claw, Whirlwind Cut
 Attacks: Connecting Claw, Whirlwind Cut
 Notes: Found in the Great Water River <ÂÇÉ\$^1\$\$^2\$İ>.

FUNNY FACE

Notes: Weak against Demi. Found in the Shin-Ra Mansion --
Floor 2 and the Concealed Stairs.

GHOST

LV: ?? EXP: 30 Steal: Ghost Hand
HP: 130 AP: 3 Win: Ghost Hand
MP: ?? Gil: 22 Morph: ??
Control: ??
Attacks: Drain, Fire
Notes: Found in <Íó¼ÖÈè¾ì>.

GHOST SHIP

LV: 44 EXP: 1600 Steal: Phoenix Tail
HP: 6600 AP: 60 Win: Phoenix Tail
MP: 100 Gil: 2000 Morph: Guide Book (new to USA)
Control: n/a
Attacks: Saint Elmo's Fire
Notes: Weak against Holy. Found in the Ocean Bottom Makou.

GIGAS

LV: 40 EXP: 840 Steal: Gigas Armlet
HP: 3500 AP: 84 Win: Earth Mallet
MP: 100 Gil: 560 Morph: n/a
Control: n/a
Attacks: Moon Worse
Notes: Found in the Crater.

GI SPECTER

LV: 23 EXP: 260 Steal: n/a
HP: 450 AP: 20 Win: Kemuridama
MP: 88 Gil: 150 Morph: ??
Control: Kushizashi, Hell Spear, Death Sentence (Enemy Skill)
Attacks: Kushizashi, Death Sentence
Notes: Weak against Flame and Holy. Found in the cave beneath
Cosmo Canyon (Tribe of the Dying Soul's Cave/Gi Tribe Cave)

(Gi*Nanataku and Soul Fire).....

GI*NATATAKU

LV: 29 EXP: 1400 Steal: n/a
HP: 5500 AP: 150 Win: Vizier Rod
MP: 200 Gil: 3000 Morph: ??
Control: n/a
Attacks: Debaria magic, Drain, Aspire
Notes: Weak against Holy. Found in the Gi Tribe Cave.

SOUL FIRE

LV: 21 EXP: 200 Steal: n/a
HP: 1300 AP: 10 Win: ??
MP: 220 Gil: 100 Morph: ??
Control: n/a

Attacks: Fire 2, Power Shift

Notes: Weak against Wind and Holy. Found in the Gi Tribe Cave along with Gi*Natataku.

GOBLIN

LV: 40 EXP: 20 Steal: Zeio Nut

HP: 2000 AP: 20 Win: ??

MP: 80 Gil: 20 Morph: n/a

Control: Attack, Goblin Punch (Enemy Skill), Sleepel

Attacks: Goblin Punch, Sleepel

Notes: Found in the Goblin Island and Round Island.

GODO

LV: 41 EXP: 5000 Steal: n/a

HP: 10000 AP: 60 Win: Universe Manual

MP: 1000 Gil: 40000 Morph: n/a

Control: n/a

Attacks: Beast Sword, Drain, Tryne, Bio 2, Demi 3

Notes: Found in Wutai -- the Pagoda of Five Strong

GOLEM

LV: 24 EXP: 300 Steal: Turbo Ether

HP: 1000 AP: 22 Win: Hi Potion

MP: 0 Gil: 500 Morph: n/a

Control: n/a

Attacks: ??

Notes: Found in Cosmo Area.

GORIKII

LV: 30 EXP: 1500 Steal: n/a

HP: 3000 AP: 50 Win: X Potion

MP: 150 Gil: 0 Morph: n/a

Control: n/a

Attacks: Barrier, Demi 2, Regene, Reflect

Notes: Weak against Wind. Found in Wutai -- Pagoda of Five Strong

GRAND HORN

LV: 19 EXP: 180 Steal: n/a

HP: 460 AP: 15 Win: Hi Potion, War Gong

MP: 43 Gil: 240 Morph: Hi Potion

Control: Punch, Grand Punch

Attacks: Grand Punch

Notes: Found in the Gongaga and Cosmo Areas.

GRASHTRIKE

LV: ?? EXP: 20 Steal: ??

HP: 42 AP: 2 Win: Spider Web

MP: ?? Gil: 20 Morph: ??

Control: ??

Attacks: Thread

Notes:

GREMLIN

LV: 36 EXP: 750 Steal: Tent
HP: 1500 AP: 60 Win: Shrivel
MP: 100 Gil: 750 Morph: X Potion
Control: Claw
Attacks: Spiteful Words
Notes: Found in the Tornado Labyrinth

GRENADE

LV: 32 EXP: 900 Steal: Right arm
HP: 2000 AP: 100 Win: Right arm
MP: 0 Gil: 400 Morph: ??
Control: n/a
Attacks: Fire Erupt, Bomb Self-Destruct
Notes: Found in the Crater.

GRENADE COMBATANT

LV: 10 EXP: 42 Steal: Tranquilizer
HP: 130 AP: 4 Win: Grenade
MP: 0 Gil: 72 Morph: Grenade
Control: Machinegun, Grenade
Attacks: Grenade
Notes: Found in the Shinra HQ, level 1 and 3

GRIFFON

LV: 21 EXP: 260 Steal: Phoenix Tail
HP: 760 AP: 25 Win: Phoenix Tail
MP: 40 Gil: 350 Morph: Phoenix Tail
Control: n/a
Attacks: Kujaku (Peacock)
Notes: Found in Cosmo Area.

GRIM GUARD

LV: 31 EXP: 600 Steal: Shrivel
HP: 880 AP: 45 Win: Shrivel
MP: 120 Gil: 560 Morph: n/a
Control: n/a
Attacks: Shield Rotation, Burizara, Grim Rod
Notes: Found in the Coral Valley.

GRUNT

LV: ?? EXP: 22 Steal: ??
HP: 40 AP: 2 Win: Potion
MP: ?? Gil: 15 Morph: ??
Control: ??
Attacks: Machinegun Beam
Notes: Found in Midgar Area 1 Makoro.

GUARD HOUND

H

HAMMER BLASTER

LV: 12 EXP: 43 Steal: Echo Screen
 HP: 210 AP: 5 Win: Loco weed
 MP: 0 Gil: 80 Morph: Kemuridama

Control: n/a

Attacks: ??

Notes: Weak against Lightning. Found in the Shin-Ra Building, floors 63 and 65.

HARD ATTACK

LV: 32 EXP: 750 Steal: n/a
 HP: 2500 AP: 58 Win: Molotov
 MP: 150 Gil: 600 Morph: n/a

Control: <ÄÏÄöæ;æê>, Oil

Attacks: Oil

Notes: Found in the Sea Bottom Makoro

HEAD BOMBER

LV: 35 EXP: 640 Steal: Tranquilizer
 HP: 1600 AP: 64 Win: Hyper
 MP: 200 Gil: 460 Morph: Tranquilizer

Control: Bire Punch

Attacks: Ultra Study Reverse Scale Bomber <ÄÏÄöæ;æê> ← yen\$Ü\$ \yen\$ó\$ \yen\$Ð;¼>.

Notes: Found in < \$ \yen\$ \ensuremath{\{\lnot\}} \yen\$æ\$ \yen\$çæÏÄäÉÉ; çÄäÉÉÆäÉô>.

HEAD HUNTER

LV: 30 EXP: 650 Steal: Tranquilizer
 HP: 2000 AP: 80 Win: Ether
 MP: 100 Gil: 1000 Morph: n/a

Control: Kettle Attack (?), Raging Dagger

Attacks: Raging Dagger

Notes: Found in the Mideel area.

HEAVY TANK

LV: 21 EXP: 340 Steal: Phoenix Tail
 HP: 1600 AP: 45 Win: Hi Potion
 MP: 25 Gil: 1300 Morph: Power Source

Control: Advancing Thrust, Wheelie Attack, Large Revolver

Attacks: Large Revolver, Wheelie Attack

Notes: Found in the Meltdown Makoro.

HECTEYES

LV: 30 EXP: 1000 Steal: n/a
 HP: 500 AP: 100 Win: ??
 MP: 220 Gil: 720 Morph: Magic Source

Control: n/a

Attacks: ??

Notes: Weak against Poison. Found in the Temple < ,ÄÄä¼iæÏ;ÄÄÄ>.

HEDGEHOG PIE

LV: 6 EXP: 20 Steal: Ether
 HP: 40 AP: 3 Win: Potion
 MP: 52 Gil: 25 Morph: Ether

Control: <ÀÎÄö¾è>, Fire

Attacks: Fire

Notes: Weak against Cold. Found in <¶\mathrm{\mu}\$\$^2\$ñ\ensuremath{\pm} ←
 ü;¢¶\mathrm{\mu}\$\$^2\$ñ^2\textdegree{}°\ensuremath{\lnot}Î¢;¢
 AREA 5 SURAMU ÈÖ\$^3\$\$^1\$\$\yen\$\$^1\$\$\yen\$é\$¥\yen\$à>

HEG

LV: 22 EXP: 250 Steal: n/a
 HP: 400 AP: 20 Win: Hi Potion
 MP: 0 Gil: 240 Morph: ??

Control: Poison Fang, Horror Whip

Attacks: Horror Whip

Notes: Weak against Cold. Found in the Gi Tribe Cave.

HELI GUNNER

LV: 19 EXP: (shared) Steal: ??
 HP: 1000 AP: (shared) Win: (shared)
 MP: 0 Gil: (shared) Morph: ??

Control: ??

Attacks: AB Gun, C Gun, 'One Equal Shot' Attack, Flying Drill,
 Revolving <\$^2\$óÄÄÄö¾è>.

Notes: Weak against Lightning and Wind. Fought right after
 defeating the HANDOREDDOGANNAA.

HELL HARLEY VR2

LV: 18 EXP: 72 Steal: Hi Potion
 HP: 350 AP: 8 Win: Potion
 MP: 50 Gil: 130 Morph: Hi Potion

Control: n/a

Attacks: Magnetic Place Changer <¼\$¼iÄ¼'\$^1\$>.

Notes: Found in the Junon area.

HELL HOUSE

LV: 11 EXP: 44 Steal: n/a
 HP: 450 AP: 6 Win: Hi Potion, Potion
 MP: 0 Gil: 250 Morph: Potion

Control: n/a

Attacks: Hell Bomber, Self Destruct Drop, Hell Press, Crazy Attack

Notes: Found in Area 6 Town <6ÈÖ\$^3\$\$^1\$>

HIPPOGRIFF

LV: 37 EXP: 800 Steal: n/a
 HP: 3000 AP: 80 Win: Echo Screen
 MP: 280 Gil: 1500 Morph: n/a

Control: n/a

Attacks: Level 2 Confuse

Notes: Found in the Mideel area.

HUNDRED GUNNER

LV: 18 EXP: 250 Steal: ??
 HP: 1600 AP: 25 Win: Mythril Armlet
 MP: 0 Gil: 200 Morph: ??
 Control: ??
 Attacks: Duplicate Gun, Duplicate Concealed Gun, Main Gun, Wave Motion Cannon.
 Notes: Weak against Lighting. Found in the Outside Elevator.

HUNGRY

LV: 33 EXP: 700 Steal: n/a
 HP: 2000 AP: 60 Win: Ether
 MP: 100 Gil: 600 Morph: n/a
 Control: n/a
 Attacks: Minimum magic, Eat (Beru) <じ@まÛまへ>.
 Notes: Found in the Coral Valley, Coral Valley Cave, and the <ÀéÇ`ÁúÃìíîË¶·ç>. The 'Eat' attack will put one ally out of commission for the duration of the battle.

I

ICE GOLEM

LV: 40 EXP: 1000 Steal: Hi Potion
 HP: 4000 AP: 70 Win: Hi Potion
 MP: 300 Gil: 1500 Morph: n/a
 Control: n/a
 Attacks: Finger Freezing Bullet, Waidogureisaa
 Notes: Found in <ÂçÉ\$^1\$\$^2\$î, ìÛé·ê, \$\yen\$ç\$\yen\$¤\$\yen\$·\$\yen\$~\$\yen\$ë\$\yen\$ ←
 yen\$`\$\yen\$ê\$\yen\$ç, ÀäÉÉíîõâêÈ>.

ICICLE

LV: 30 EXP: 500 Steal: n/a
 HP: 3000 AP: 0 Win: ??
 MP: 300 Gil: 0 Morph: ??
 Control: n/a
 Attacks: Tsurara Otoshi (Icicle Drop)
 Notes: Weak against Flame, Earth, and Demi. Found in <ÀäÉÉÉäÉô>.

IIGURUGAN

LV: 46 EXP: 2000 Steal: Warrior Bangle
 HP: 17000 AP: 90 Win: X Potion
 MP: 50 Gil: 3800 Morph: n/a
 Control: n/a
 Attacks: One Wing Shoot Attack, Two Wing Shoot Attack
 Notes: Weak against Lightning attacks. Found in <Ã°\$^1\$Ûîó¼Ö>.

IRON GIANT

JUMPING

LV: 24 EXP: 400 Steal: n/a
HP: 999 AP: 30 Win: Hi Potion
MP: 0 Gil: 50 Morph: Antarctic Wind
Control: n/a
Attacks: Bokusa (!) Tsunin Jin Soodo, Diving Attack
Notes: Found in the Icicle Area.

K

KAITEI KEIBI HEI <Ocean Bottom Defense Soldier>

LV: 34 EXP: 820 Win: Grenade
HP: 1000 AP: 80 Morph: n/a
MP: 100 Gil: 600 Steal: Shin-Ra Armor Type Defend
Control: Machine Gun, Grenade Tool Reform
Attacks: Grenade
Notes: Found in Sea Bottom Makoro.

KALM FANG

LV: 10 EXP: 53 Steal: Ether
HP: 160 AP: 5 Win: Potion
MP: 0 Gil: 92 Morph: Hi Potion
Control: Fang, Body Blow
Attacks: Body Blow
Notes: Weak against Flame. Found in the Midgar Area.

KEIKOKU HAN <Admonish Announce Stage>

LV: 12 EXP: 38 Steal: n/a
HP: 270 AP: 4 Win: ??
MP: 0 Gil: 75 Morph: ??
Control: ??
Attacks: Inside Section (Karamatsushingan), Laser Cannon
(Exit Aggression Attack)
Notes: Found in Shinra HQ -- Floors 67 and 68.

KELZMELZER

LV: 30 EXP: 410 Steal: Poison Neutralize
HP: 800 AP: 35 Win: Potion
MP: 0 Gil: 400 Morph: Poison Neutralize
Control: Claw, Poison Secrete
Attacks: Poison Secrete
Notes: Found in the Woodland Area.

KIMAIRA BUG

LV: 19 EXP: 190 Steal: Spider Web
HP: 700 AP: 19 Win: Hi Potion
MP: 25 Gil: 278 Morph: Hourglass
Control: Butterfly Attack, Stop Wave, Spider Attack

Attacks: Stopo Wave, Butterfly Attack
Notes: Found in the Jungle area.

KING BEHIMOTH

LV: 60 EXP: 2000 Steal: Phoenix Tail
HP: 18000 AP: 250 Win: X Potion
MP: 560 Gil: 950 Morph: n/a
Control: Behemoth Horn, Flare
Attacks: Comet 2, King Tail, Snarl Bite
Notes: Found in the Makou Pit

KORUNEO GAADO <Don Corneo> (Below Section)

LV: ?? EXP: 8 Steal: ??
HP: ?? AP: 0 Win: ??
MP: ?? Gil: 10 Morph: ??
Control: ??
Attacks: ??
Notes: Found in Corneo's Mansion, 2nd Floor

KUAARU

LV: 33 EXP: 720 Steal: Tranquilizer
HP: 1300 AP: 70 Win: Hi Potion
MP: 60 Gil: 800 Morph: Tranquilizer
Control: Light Bullet, Blaster
Attacks: Blaster
Notes:

KURIPOSHEI

LV: ?? EXP: 26 Steal: Potion
HP: ?? AP: 3 Win: ??
MP: ?? Gil: 53 Morph: ??
Control: ??
Attacks: Double Spike

KYURBINU

LV: 30 EXP: 700 Steal: Turbo Ether
HP: 3200 AP: 150 Win: Ether
MP: 380 Gil: 1000 Morph: Mind Source
Control: n/a
Attacks: ??
Notes: Found in the Tornado Illusion Palace.

KYUVILDUNIS

LV: 24 EXP: 340 Steal: n/a
HP: 800 AP: 34 Win: Hi Potion
MP: 0 Gil: 368 Morph: Hi Potion
Control: Cling Against, Cling Attack
Attacks: Cling Against, Cling Attack
Notes: Weak against Flame. Found in the Nivelhiem Mountains,
Nivelhiem Mountain Cave, and the Rocket Pad Area.

L

LAND WORM

LV: 22 EXP: 400 Steal: Turbo Ether
HP: 1500 AP: 40 Win: Ether
MP: 80 Gil: 256 Morph: Fire Fang

Control: Earth Quake, Sand Storm

Attacks: Earth Quake, Sand Storm

Notes: Weak against Cold. Found in the Corel Desert (KoreruSabaku).

LASER CANNON

LV: 8 EXP: 5 Steal: n/a
HP: 155 AP: 0 Win: ??
MP: 0 Gil: 0 Morph: ??

Control: ??

Attacks: Laser Cannon, Paralysis Laser

Notes: Found in <¿ÀÁâ\$\\yen\$Ó\$\\yen\$ë;|67;ç68\$^3\$\\ensuremath{\\lnot}(.Û\$^1 ←
\$ðÈÄÆÄÉðªèªè½Ð,½)>.

LEVRICON

LV: 14 EXP: 65 Steal: Ether
HP: 200 AP: 7 Win: Hi Potion
MP: 0 Gil: 128 Morph: Hi Potion

Control: Bird Kick, 100 Violent Stabs

Attacks: 100 Violent Stabs, Bird Kick

Notes: Found in the Grassland Area.

LOST NUMBER

LV: 35 EXP: 2000 Steal: n/a
HP: 7000 AP: 80 Win: Cosmo Memory Manual
MP: 300 Gil: 2000 Morph: ??

Control: n/a

Attacks: Bolt 2

Notes: Found in the Safe on the 2nd floor of the Shin-Ra Mansion.

M

MACHINE GUN

LV: 8 EXP: 5 Steal: n/a
HP: 155 AP: 0 Win: ??
MP: 0 Gil: 0 Morph: ??

Control: ??

Attacks: Machine Gun

Notes: Weak against Lightning. Found on floors 67 and 68 of the Shin-Ra building.

MADOUGE

LV: 16 EXP: 70 Steal: Grand Glove
 HP: 220 AP: 8 Win: Hi Potion
 MP: 0 Gil: 150 Morph: Hi Potion
 Control: Iron Ball, Swamp Shoot
 Attacks: <\$\yen\$\$^1\$\$\yen\$i\$\yen\$ó\$\$\yen\$\$\times\$\$\yen\$·\$\yen\$â;¼\$\yen\$È>.
 Notes: Found in the Mythril Mine.

MAGIC POT

LV: 41 EXP: 8000 Steal: n/a
 HP: 4096 AP: 1000 Win: Turbo Ether
 MP: 128 Gil: 8500 Morph: n/a
 Control: n/a
 Attacks: (steal items, but you'll get them back if you win)
 Notes: Will say 'Erikusaa Choudai' (please give me an Elixir),
 from time to time, but if you use one on it, there seems
 to be no effect. Found in the Makou Pit.

MAGNADE

LV: 35 EXP: 980 Steal: Phoenix Tail
 HP: 1000 AP: 50 Win: X Potion
 MP: 100 Gil: 1200 Morph: n/a
 Control: n/a
 Attacks: Double Shield Throw, Powerful Kick
 Notes: Weak against Fire and Demi. Found in the
 GLACIER.

MALL DANCER

LV: 32 EXP: 500 Steal: Phoenix Tail
 HP: 600 AP: 56 Win: Hi Potion
 MP: 100 Gil: 700 Morph: X Potion
 Control: Nail, Dance
 Attacks: Dance
 Notes: Found in the Coral Valley <\$\yen\$\$\mathrm{\mu}\$\$\yen\$ó\$\$\yen\$´¼ÏÃ«>.

MANDRAGORA

LV: 10 EXP: 55 Steal: Rasan Nut
 HP: 120 AP: 6 Win: Rasan Nut
 MP: 0 Gil: 135 Morph: Ether
 Control: Grass Stab, Slow Dance
 Attacks: Slow Dance
 Notes: Found in the Grassland area

MANHOLE

LV: 35 EXP: 900 Steal: n/a
 HP: 2500 AP: 80 Win: X Potion
 MP: 110 Gil: 3000 Morph: n/a
 Control: n/a
 Attacks: Ice 2, Fire 2
 Notes: Found in <\$\yen\$B\$\yen\$Ã\$\yen\$É\$\yen\$\ensuremath{\lnot}\$\$\yen\$ë8ÈÖ\$^3\$\$ ←
 ^1\$ÃÏ\$^2\$¼>.

MIRAGE

LV: 24 EXP: 290 Steal: n/a
 HP: 570 AP: 22 Win: Mirror
 MP: 0 Gil: 280 Morph: n/a
 Control: n/a
 Attacks: n/a
 Notes: Found in the Shin-Ra Mansion, 2nd floor, and in the
 Concealed Stairs.

MISSILE LAUNCHER

LV: ?? EXP: 13 Steal: ??
 HP: 50 AP: 3 Win: ??
 MP: ?? Gil: 7 Morph: ??
 Control: ??
 Attacks: Rocket Launcher
 Notes: Found in <íæÀû\$\yen\$È\$\yen\$ó\$\yen\$Í\$\yen\$ë (DISC1); ¢4ÈÖ\$^3\$\$^1\$\$\yen\$\$\ ←
 times\$\$\yen\$i;¼\$\yen\$È\$^2\$¼Éδ>.

MOLBOR

LV: 44 EXP: 1000 Steal: M-Tentacles
 HP: 4400 AP: 100 Win: M-Tentacles
 MP: 900 Gil: 100 Morph: n/a
 Control: n/a
 Attacks: Smelly Breath (Enemy Skill), Freeze Breath
 Notes: Weak against Water. Found in the
 <\$\yen\$\ensuremath{\lnot}\yen\$¤\$\yen\$¢¤ÎÀäÉÉ; ¢ÀäÉÉÆâÉô; ¢Âç¶ôÆ¶ÆâÉô>.

MONO DRIVE

LV: ?? EXP: 18 Steal: ??
 HP: 28 AP: 3 Win: Potion
 MP: 28 Gil: 8 Morph: ??
 Control: ??
 Attacks: Fire
 Notes: Found in the Area 1 Makoro.

MOTH SLASHER

LV: 13 EXP: 46 Steal: Carbon Bangle
 HP: 260 AP: 5 Win: ??
 MP: 0 Gil: 75 Morph: ??
 Control: ??
 Attacks: Speed Plus Slash
 Notes: Weak against Lightning. Found on floors 67 and 68 of
 the Shin-Ra Building.

MOTOR BALL

LV: 19 EXP: 440 Steal: n/a
 HP: 2600 AP: 45 Win: Star Pendant
 MP: 120 Gil: 350 Morph: ??
 Control: ??
 Attacks: Arm Attack, Twin Burner, Rolling Fire
 Notes: Weak against Lightning. Found on the Midgar Highway.

MOVER

LV: 59 EXP: 0 Steal: Turbo Ether
 HP: 3000 AP: 800 Win: Turbo Ether
 MP: 120 Gil: 30000 Morph: Protect Ring
 Control: n/a
 Attacks: ??

MP

LV: ?? EXP: 16 Steal: ??
 HP: 30 AP: 2 Win: Potion
 MP: ?? Gil: 10 Morph: ??
 Control: ??
 Attacks: Machinegun
 Notes: Found in <1ÈÖ\$^3\$\$^1\$\ensuremath{\pm}Ø\$\yen\$Û;¼\$\yen\$à;ç1ÈÖ\$^3\$\$^1\$\ ←
 ensuremath{\pm}Ø;ç1ÈÖ\$^3\$\$^1\$;ç1ÈÖËâÚèÏ\$>

MU

LV: 12 EXP: 54 Steal: n/a
 HP: 210 AP: 6 Win: ??
 MP: 52 Gil: 130 Morph: n/a
 Control: n/a
 Attacks: Geyser, Cave In, Flame Spring, Level 4 Self Destruct
 (Enemy Skill).
 Notes: Found in the Grassland Area.

MYSTERIOUS NINJA

LV: 22 EXP: 240 Steal: n/a
 HP: 800 AP: 0 Win: ??
 MP: 150 Gil: 800 Morph: ??
 Control: ??
 Attacks: ??
 Notes: Found in Junon area, only in forests. If you haven't
 already guessed, this is Yuffie. Refer to the 'Secrets
 and Strategies' section of the FAQ to find out how to
 get her to join your party.

N

NEEDLE KISS

LV: 17 EXP: 75 Steal: Soft
 HP: 180 AP: 8 Win: Bolt Plume
 MP: 40 Gil: 130 Morph: Remedy
 Control: Diving Attack, Lightning Kiss
 Attacks: Lightning Kiss
 Notes: Weak against Wind. Found in the Corel area and the Corel
 Mountain, East and West sides.

NEROTH FEROTH

LV: 16 EXP: 53 Steal: n/a
 HP: 150 AP: 5 Win: Hi Potion
 MP: 20 Gil: 146 Morph: n/a
 Control: Beak, Bit Wing
 Attacks: Bit Wing
 Notes: Found in the Junon area.

NIBLE WOLF

LV: 23 EXP: 265 Steal: Luchile Nut
 HP: 700 AP: 24 Win: Luchile Nut
 MP: 0 Gil: 260 Morph: Hi Potion
 Control: <ÁÏÄöµ;µê>, Fang
 Attacks: Fang
 Notes: Found in the Nivelheim and Rocket Port areas.

O

OCHO

LV: 39 EXP: ?? Steal: Circlet
 HP: 8600 AP: ?? Win: ??
 MP: 290 Gil: ?? Morph: Ribbon
 Control: n/a
 Attacks: Great Flower Pollen (Shibire Muchi) <Âç\$^2\$ÖÊ´;çµ·µÓµi\$\\yen\$à\$\\yen\$Á>.
 Notes: Weak against Water.

P

PALMER

LV: 38 EXP: 1800 Steal: n/a
 HP: 6000 AP: 98 Win: Edincoat
 MP: 240 Gil: 5000 Morph: ??
 Control: n/a
 Attacks: Makou Gun (effects of Burizara, Fire 2, Bolt 2)
 Notes: Found in Rocket Town, in Cid's backyard.

PARASITE

LV: 51 EXP: 1100 Steal: Remedy
 HP: 6000 AP: 100 Win: Remedy
 MP: 300 Gil: 1000 Morph: Remedy
 Control: Head Attack, Level 5 Death, Magic Breath (Enemy Skill)
 Attacks: Para-Tail, "Witch-type Cancel Perish" <ËâË;¼ÄÏÇ>
 Notes: Weak against Wind and Holy. Found in the Makou Pit.

POISON FROG

LV: 26 EXP: 420 Steal: Impaler
 HP: 500 AP: 30 Win: Impaler
 MP: 100 Gil: 260 Morph: Remedy

Control: Frog Punch, Song of the Frog (Enemy Skill), Poizona
 Attacks: Song of the Frog, Frog Punch
 Notes: Weak against Cold. Found in the Temple.

POLLENSALITA

LV: 41 EXP: 1000 Steal: Hyper
 HP: 4000 AP: 100 Win: X Potion
 MP: 220 Gil: 1000 Morph: n/a
 Control: Fire 3, Angel's Whisper (Enemy Skill)
 Attacks: Cold Breath, Amulet <Ì\$`ÿen\$ÏÇ>, Fire 3, Angel's Whisper.
 Notes: Found in the Makou Pit.

PROTO MACHINEGUN

LV: ?? EXP: 16 Steal: ??
 HP: 100 AP: 2 Win: ??
 MP: ?? Gil: 15 Morph: ??
 Control: ??
 Attacks: Machine Gun, <\$`ÿen\$P\$ÿen\$. \$ÿen\$ó\$ÿen\$\ensuremath{\lnot}\$ÿen\$ó>.
 Notes: Found in the Area 5 Makoro.

(Proud Clad and P.C. Armor).....

PROUD CLAD

LV: ?? EXP: 7000 Steal: n/a
 HP: 62000? AP: 1000 Win: Ragnarok
 MP: 320 Gil: 10000 Morph: ??
 Control: n/a
 Attacks: Wrist Laser, Knee Fire, Knee Blender, Beam Cannon
 Notes: Found in Midgar City, Area 8 Town

P.C. ARMOR

LV: 62 EXP: 8000 Steal: n/a
 HP: 20000 AP: 1500 Win: ??
 MP: 300 Gil: 10000 Morph: n/a
 Control: n/a
 Attacks: Materia Jammer
 Notes: Part of PURAUDOKURADDO.

PROWLER

LV: 12 EXP: 55 Steal: Ether
 HP: 150 AP: 5 Win: Potion
 MP: 0 Gil: 160 Morph: Hi Potion
 Control: Strike
 Attacks: Pick Pocket
 Notes: Found in the Midgar area.

PUAZO CUT

LV: ?? EXP: 18 Steal: ??
 HP: 120 AP: 2 Win: Potion
 MP: ?? Gil: 35 Morph: ??
 Control: ??

Attacks: Froth Hell

Notes: Found in <4ÈÖ\$^3\$\$^1\$\$\yen\$\$\times\$\$\yen\$i;¼\$\yen\$È\$^2\$¼Éô>.

PUDOLEA

LV: 42 EXP: 900 Steal: Turbo Ether
 HP: 6000 AP: 70 Win: ??
 MP: 220 Gil: 2500 Morph: Speed Plus Source
 Control: n/a
 Attacks: Fire
 Notes: Found in the <¿ÀÍáÈò¶õÄò;|Äïï©>.

Q

Q. MACHINE GUN

LV: 20 EXP: 600 Steal: n/a
 HP: 1000 AP: 60 Win: ??
 MP: 0 Gil: 300 Morph: Hi Potion
 Control: n/a
 Attacks: Machine Gun
 Notes: Weak against Lightning. Found in the Sea Bottom Makoro Path, and the Guard System Inside Area.

R

RAPS

LV: ?? EXP: 3200 Steal: ??
 HP: ?? AP: 33 Win: Peace Ring
 MP: ?? Gil: 20000 Morph: ??
 Control: n/a
 Attacks: Scorpion Tail, Aeroga
 Notes: Found in Wutai -- the Dachao Statues.

RAZOR WEEDS

LV: 27 EXP: 375 Steal: n/a
 HP: 1000 AP: 30 Morph: n/a
 MP: 145 Gil: 350 Win: Tranquilizer, Delusion Washi Weed, Hi Potion
 Control: Grass Cutter, Hysteric Voice, Magic Hammer (Enemy Skill)
 Attacks: Hysteric Voice
 Notes: Found in the Wutai Area, Wutai - Dachao Statues

RED DRAGON

LV: 39 EXP: 3500 Steal: n/a
 HP: 6800 AP: 200 Win: Dragon Armlet
 MP: 300 Gil: 1000 Morph: n/a
 Control: n/a
 Attacks: Red Dragon Breath
 Notes: Found in <ÈÈ\$^2\$è¼î'Ö>.

HP: 140 AP: 7 Win: Guard Source
 MP: 80 Gil: 250 Morph: ??
 Control: ??
 Attacks: Barrier, MabARRIER, Bolt
 Notes: Found along with RUFAUSU.

 S

SABOTEN (not Cactaur :))

LV: 40 EXP: 1000 Steal: n/a
 HP: 6000 AP: 100 Win: ??
 MP: 120 Gil: 1000 Morph: Tetra Element
 Control: HariSenBan <Ten Thousand Needles>, Kick????
 Attacks: Ten Thousand Needles
 Notes: Found in the Saboten Island and North Corel Areas.

SAHAGIN

LV: ?? EXP: 30 Steal: Hyper
 HP: 150 AP: 3 Win: Potion, Hyper
 MP: ?? Gil: 89 Morph: ??
 Control: ??
 Attacks: Water Iron Cannon (MizuTetsuHou).
 Notes: Found in Earth Below Waterway (?).

(Sample:H0512 and Sample:H0512-OPT).....

SAMPLE:H0512

LV: 19 EXP: 300 Steal: n/a
 HP: 1000 AP: 30 Win: Talisman
 MP: 120 Gil: 250 Morph: ??
 Control: ??
 Attacks: Mysterious Breath, Demon Revival System
 Notes: Boss of the Shin-Ra HQ, 68th floor.

SAMPLE:H0512-OPT

LV: 7 EXP: (shared) Steal: n/a
 HP: 300 AP: (shared) Win: ??
 MP: 48 Gil: (shared) Morph: ??
 Control: ??
 Attacks: Fire, Burizado, Revolving Attack
 Notes: Found with SANPURU:H0512.

(Scissors Upper Half and Scissors Lower Half).....

SCISSORS (UPPER HALF)

LV: 33 EXP: 1000 Steal: Ether
 HP: 2900 AP: 90 Win: Turbo Ether
 MP: 88 Gil: 1400 Morph: Cancel
 Control: ??
 Attacks: Scissor Kick, Cross Scissor, Scissor Tail Attack

Blood Nail, Scissor Tornado

Notes: Found in the Makou Pit. Weak against upper and lower body detachment.

SCISSORS (LOWER HALF)

LV: (shared) EXP: 3400 Steal: (shared)
 HP: (shared) AP: 270 Win: (shared)
 MP: (shared) Gil: 4200 Morph: (shared)

Control: ??

Attacks: Confuse <Konfyuu>

Notes: Part of SHIZAASU (Upper Half). Weak against upper and lower body detachment.

"Weak against two person (kara) Ether (ga) Steal (meru)"
 <KM's note - I have no idea what this means ^_^;>

SCULPTURE

LV: 32 EXP: 860 Steal: n/a
 HP: 1700 AP: 60 Win: Hyper
 MP: 100 Gil: 640 Morph: n/a

Control: Body Blow, Fire Bullet

Attacks: Fire Bullet

Notes: Weak against Holy. Found in the Whirlwind Illusion Palace.

SCREAMER

LV: 26 EXP: 400 Steal: n/a
 HP: 800 AP: 33 Win: Earth Drum
 MP: 40 Gil: 400 Morph: Power Source

Control: Iron Ball, Iron Attack Quake, Heroic/Masculine Yell

Attacks: Iron Attack Quake

Notes: Found in the Nivelhiem Mountains.

SEA WORM

LV: 22 EXP: 1300 Steal: Dragon Scales
 HP: 9000 AP: 200 Win: ??
 MP: 200 Gil: 5000 Morph: Dragon Scales

Control: n/a

Attacks: Sand Storm, Sealing Crush

Notes: Weak against Cold. Found in the shore zones of Mideel and North Corel Areas.

SEARCH CROWN

LV: 16 EXP: 80 Steal: Turbo Ether
 HP: 150 AP: 8 Win: Hi Potion
 MP: 30 Gil: 111 Morph: Hi Potion

Control: n/a

Attacks: Side Shutting, Foe Laser

Notes: Found in the Corel Mountains -- East and C. M. -- West

SEARCH EYE

LV: 15 EXP: 80 Steal: Ether
 HP: 240 AP: 8 Win: Ether

MP: 60 Gil: 120 Morph: ??
 Control: ??
 Attacks: Fire 2, Burizara
 Notes: Weak against Wind. Found in the Transport Boat -- Mechanism
 Connection Room <\ensuremath{\mu}€ËÁ\$¥en\$;|\$\mathrm{\mu}\$;´Ø¼4>.

(Sei Tai Fumei, Sei Tai Fumei 2 and Sei Tai Fumei 3).....

À\$\mathrm{\mu}\$ËÏËÒÌÀ SEI TAI FUMEI <Unknown Righteous Body>
 LV: 50 EXP: 1500 Steal: Fire Armllet
 HP: 11000 AP: 150 Win: ??
 MP: 110 Gil: 5000 Morph: Power Source
 Control: n/a
 Attacks: Tongue, Kamitsuki, Blaster
 Notes: Found in <¿ÁíãÈø¶öÄò;|\$\yen\$«;¼\$¥en\$´¥¥en\$ë;¼\$¥en\$à>

À\$\mathrm{\mu}\$ËÏËÒÌÀ2 SEI TAI FUMEI <Unknown Righteous Body 2>
 LV: 51 EXP: 3000 Steal: Aurora Armllet
 HP: 13000 AP: 300 Win: ??
 MP: 130 Gil: 10000 Morph: Guard Source
 Control: n/a
 Attacks: Extraordinary Breath, Feeler, Mysterious Needle
 Notes: Found in Shin-Ra (Kaagoruumu).

À\$\mathrm{\mu}\$ËÏËÒÌÀ3 SEI TAI FUMEI <Unknown Righteous Body 3>
 LV: 52 EXP: 2000 Steal: Lightning Bracelet
 HP: 15000 AP: 200 Win: ??
 MP: 150 Gil: 7500 Morph: Magic Source
 Control: n/a
 Attacks: Bolt 2, Venom Fang, Slap, Negative Spirit Flavor Touch
 Notes: Found in Shin-Ra (Kaagoruumu).

SENIOR GRUNT

LV: 35 EXP: 930 Steal: n/a
 HP: 2600 AP: 90 Win: S-mine
 MP: 245 Gil: 800 Morph: n/a
 Control: Hand Claw, Harrier Beam, Water Wave Motion
 Attacks: Harrier Beam, Water Wave Motion
 Notes: Found in the Sea Bottom Makoro, Rocket Launching (during the
 Launching of Cid's rocket), and Ship Inner Path (?)

SERPENT

LV: 40 EXP: 1400 Steal: Sui no Yubiwa
 HP: 14000 AP: 70 Win: ??
 MP: 290 Gil: 2500 Morph: Mind Source
 Control: n/a
 Attacks: Serpent Breath, Dragon Constellation Dance, Aqua Breath
 (Enemy Skill)
 Notes: Weak against Wind. Found in the <¿ÁíãÈø¶öÄò;|\$\yen\$«;¼\$¥en\$´¥¥en\$ë;¼\$¥en\$à>.

SHADOW MAKER

LV: 42 EXP: 500 Steal: Graviball
 HP: 2000 AP: 25 Win: Turbo Ether
 MP: 120 Gil: 500 Morph: n/a

Control: n/a

Attacks: ??

Notes: Weak against Lightning. Found in <ÍæÀû\$\yen\$È\$\yen\$ó\$\yen\$Í\$\yen\$ë(←
 DISC2)>

SHAKE

LV: 32 EXP: 2200 Steal: n/a
 HP: 4000 AP: 50 Win: Turbo Ether
 MP: 180 Gil: 0 Morph: n/a

Control: n/a

Attacks: Furious Bomber

Notes: Found in Wutai -- The Pagoda of Five Strong

SHAVER SCISSOR

LV: ?? EXP: 23 Steal: Hyper
 HP: 120 AP: 2 Win: Potion
 MP: ?? Gil: 55 Morph: ??

Control: ??

Attacks: Blue/Green Light

Notes: Found in the Ground Below Waterway <ÄÏ\$^2\$¼\$^2\$¼¿âÆ>.

SHIN EI TAIIN <Family Protection Member>

LV: 34 EXP: 300 Steal: 8inch Cannon
 HP: 1300 AP: 10 Win: S-mine
 MP: 100 Gil: 420 Morph: n/a

Control: Machinegun, Grenade, Smog Bullet

Attacks: Grenade

Notes: Found in <\$^1\$Ó¼iÄÏ;¢\$¥en\$|;¼\$¥en\$¿\$¥en\$¼ÁíËÜ»\$^3\$;¢ËóÆ»¼¼;¢,
 ÄÏ©2;¢\$¥en\$\$^3\$\$¥en\$ì\$¥en\$ëËâUèÏ\$;¢Ä°\$^1\$ÛÍó¼Ö;¢\$¥en\$í\$¥en\$ \ ←
 ensuremath{\pm}\$¥en\$Ä\$¥en\$ÈÈ-¼ÍÄæ>

SHRED

LV: 32 EXP: 500 Steal: n/a
 HP: 900 AP: 40 Win: Ether
 MP: 100 Gil: 950 Morph: n/a

Control: Gale, Magic Claw, Kealga

Attacks: Mad Claw, Kealga

Notes: Weak against Flame and Wind. Found in the Large Icicle
 River.

SKEESKEE

LV: 20 EXP: 222 Steal: Tranquilizer
 HP: 540 AP: 22 Win: Hyper
 MP: 0 Gil: 222 Morph: Hyper

Control: Beak, Furious Bomber

Attacks: Furious Bomber

Notes: Found in Cosmo Area.

SLALOM

LV: 37 EXP: 700 Steal: Kemuridama
HP: 1600 AP: 70 Win: Deadly Waste
MP: 30 Gil: 1500 Morph: Hi Potion
Control: Punch, Harmfulness Smog
Attacks: Harmfulness Smog
Notes: Found in the Sea Bottom Makoro Traffic Path (?).

SLAPS

LV: 29 EXP: 370 Steal: n/a
HP: 900 AP: 30 Win: Hi Potion
MP: 50 Gil: 450 Morph: Hyper
Control: n/a
Attacks: Paralyze Needle, Berserk Needle, Insect Stinger
Notes: Weak against Wind. Found in the Woodland Area.

SMOgger

LV: ?? EXP: 32 Steal: ??
HP: 90 AP: 3 Win: Deadly Waste
MP: ?? Gil: 60 Morph: ??
Control: ??
Attacks: Harmful Smog
Notes: Found in the Midgar Area 5 Makoro.

SNEAKY STEP

LV: 21 EXP: 270 Steal: n/a
HP: 600 AP: 24 Win: Molbol's Tentacle
MP: 65 Gil: 330 Morph: ??
Control: Trip Attack, Death Sentence (Enemy Skill)
Attacks: Trip Attack, Death Sentence
Notes: Found in the Gi Tribe Cave.

SNOW

LV: 32 EXP: 500 Steal: Circlet
HP: 4000 AP: 42 Win: Ice Crystal
MP: 160 Gil: 700 Morph: n/a
Control: n/a
Attacks: Cold Breath, Amulet, Burizara
Notes: Weak against Flame. Found in the Big Water River, Hora Hole,
and the Frozen Mountain Cave (Fumoto).

SOCCHI

LV: ?? EXP: 22 Steal: ??
HP: ?? AP: 0 Win: ??
MP: ?? Gil: 60 Morph: ??
Control: ??
Attacks: ??
Notes: Found in Corneo's Mansion - 2nd Floor

SOLDIER 1ST

LV: 44 EXP: 960 Steal: Shinra Armor Type Defend Reform
HP: 5000 AP: 90 Win: ??
MP: 400 Gil: 2400 Morph: n/a
Control: n/a
Attacks: Inevitable Slash Sword, Silence
Notes: Found atop the Makou Cannon.

SOLDIER 2ND

LV: 35 EXP: 1000 Steal: Remedy
HP: 4000 AP: 85 Win: X Potion
MP: 340 Gil: 750 Morph: n/a
Control: Attack, Inevitable Slash Sword
Attacks: Inevitable Slash Sword
Notes: Found in the Traffic Path, Aru-Junon, Airport, Sea Bottom Makoro, and the Junon Submarine Dock.

SOLDIER 3RD

LV: 13 EXP: 54 Steal: Hardedge
HP: 250 AP: 6 Win: Loco weed
MP: 40 Gil: 116 Morph: n/a
Control: n/a
Attacks: Whirlwind Cut, Sleepel, Bolt 2, Ice 2
Notes: Weak against Fire. Found in the Shinra HQ, floors 67 and 68.

Speed Plus SOUND

LV: 26 EXP: 370 Steal: Ether
HP: 750 AP: 28 Win: Hi Potion
MP: 50 Gil: 330 Morph: Speed Drink
Control: n/a
Attacks: Barrier magic
Notes: Weak against Wind. Found in the Nivelheim Mountains, and the Nivelheim Makoro.

SPENCER

LV: 17 EXP: 110 Steal: Saraha Nut
HP: 250 AP: 11 Win: Saraha Nut
MP: 0 Gil: 175 Morph: n/a
Control: Blade Sword, Sword Upper
Attacks: Sword Upper
Notes: Found in the Gold Saucer Area.

SPIRAL

LV: 39 EXP: 700 Steal: X Potion
HP: 2800 AP: 80 Win: Hi Potion
MP: 100 Gil: 1300 Morph: Guard Source
Control: n/a
Attacks: Spin
Notes: Found in the Mideel Area.

STANIV

LV: 36 EXP: 3600 Steal: n/a

HP: 6000 AP: 50 Win: Ether
MP: 240 Gil: 0 Morph: n/a
Control: n/a
Attacks: Heroic/Masculine Yell
Notes: Found in Wutai -- The Pagoda of Five Strong

STILVE

LV: 40 EXP: 1000 Steal: n/a
HP: 2000 AP: 110 Win: Ether
MP: 300 Gil: 1100 Morph: Holy Torch
Control: Big Red Clipper, Tryne, Magic Breath (both Enemy Skills)
Attacks: Magic Breath, Jump Attack, Large Horn
Notes:

STINGER

LV: 25 EXP: 290 Steal: Ether
HP: 2200 AP: 25 Win: Hi Potion
MP: 60 Gil: 358 Morph: ??
Control: n/a
Attacks: Stinger Bomb, Stab
Notes: Found in the Gi Tribe Cave.

SUBMARINE CREW

LV: 32 EXP: 850 Steal: 8inch Cannon
HP: 1500 AP: 80 Win: S-mine, ShinraRelaxDefendTool
MP: 85 Gil: 500 Morph: n/a
Control: ??
Attacks: ??
Notes: Found in the Elevator, Sea Bottom Makoro Path, Sea Bottom
Makoro Submarine, Submarine Bridge

Shotgun CANNON

LV: 46 EXP: 2000 Steal: n/a
HP: 20000 AP: 90 Win: Turbo Ether
MP: 100 Gil: 3000 Morph: n/a
Control: n/a
Attacks: Search, Target Set, Count Down, Angry Dragon Gun
Notes: Weak against Lightning. Found in the Makou Cannon Area.

SWEEPER

LV: ?? EXP: 27 Steal: ??
HP: 140 AP: 3 Win: ??
MP: ?? Gil: 30 Morph: ??
Control: ??
Attacks: Double Machinegun, Smog Shot
Notes: Weak against Lightning. Found in the Area 1 Makoro.

SWORD DANCE

LV: 11 EXP: 39 Steal: Hyper
HP: 160 AP: 6 Win: Loco weed
MP: 0 Gil: 90 Morph: Light Curtain

Control: Body Blow, Slap
 Attacks: Slap, Saw
 Notes: Found in the Shinra HQ, 65th floor.

 T

TAICHOU <Regiment Leader>

LV: 34 EXP: 850 Steal: Shinra Armor Type Reform
 HP: 2000 AP: 84 Win: ??
 MP: 90 Gil: 1050 Morph: n/a
 Control: Machine Gun, Grenade
 Attacks: ??
 Notes: Found in the Submarine Bridge.

TAIL VAULT

LV: 28 EXP: 440 Steal: n/a
 HP: 960 AP: 36 Win: Phoenix Down
 MP: 0 Gil: 380 Morph: n/a
 Control: Kamitsuki, Somersault
 Attacks: Somersault
 Notes: Found in the Wutai area.

THUNDERBIRD

LV: 28 EXP: 385 Steal: Bolt Plume
 HP: 800 AP: 36 Morph: Fast Lightning
 MP: 80 Gil: 420 Win: Bolt Plume,
 Echo Screen, Hi Potion
 Control: Thrusting Stab, Lightning Attack <íë·â>.
 Attacks: Lightning Attack <íë·â>.
 Notes: Found in the Wutai area.

TOKUSHIN SENTOU IN <Special Exceptional Combat Member>

LV: ?? EXP: 28 Steal: ??
 HP: 60 AP: 3 Win: Shurdan, Poison Neutralize
 MP: ?? Gil: 40 Morph: ??
 Control: ??
 Attacks: Machine Gun Beam, Wave Motion
 Notes: Found in <íæÀû\$¥en\$È\$¥en\$ó\$¥en\$Í\$¥en\$ë (DISC1);¢5ÈÖÈâÚèÏ\$>.

TONBERI

LV: ?? EXP: ?? Steal: Turbo Ether
 HP: ?? AP: ?? Win: ??
 MP: ?? Gil: ?? Morph: Elixir
 Control: n/a
 Attacks: Houchou (Kitchen Knife)
 Notes: <Apparently, he's not in the US version -K. M.>

TORNADO

LV: 30 EXP: 600 Steal: Bird Wing

HP: 1600 AP: 45 Win: Bird Wing
 MP: 0 Gil: 600 Morph: n/a
 Control: Claw, Big Rotating Wind <ÀÇÀÛÉ\$`div\$>, Big Sound Wave <ÀÇ\$^2\$»ÇÈ>
 Attacks: Big Rotating Wind
 Notes: Weak against Wind. Found in the North Corel and Woodland areas.

TOUCH ME

LV: 18 EXP: 170 Steal: Impaler
 HP: 300 AP: 23 Win: Maiden's Kiss
 MP: 74 Gil: 180 Morph: Remedy
 Control: Frog Punch, Song of the Frog (Enemy Skill)
 Attacks: Frog Punch, Song of the Frog
 Notes: Found in the Gongaga and Jungle Areas.

TRICK PLAY

LV: 24 EXP: 480 Steal: n/a
 HP: 1500 AP: 35 Win: Hi Potion
 MP: 100 Gil: 800 Morph: n/a
 Control: n/a
 Attacks: Mountain of Gold <¶â»\$^3\$>, Level 4 Self-Destruct (Enemy Skill), Magma, Cave In, Geyser <ÃÏ\$^2\$¼¿â>.
 Notes: Found in the Icicle Area, and the Forgotten Raruru Captial <È°æéæèèÀÔ>.

(Twin Head: Right Neck and Twin Head: Left Neck).....

TWIN HEAD (RIGHT NECK)

LV: 43 EXP: 4400 Steal: Peace Ring
 HP: 18000 AP: 240 Win: Dragon Fang
 MP: 350 Gil: 3000 Morph: n/a
 Control: n/a
 Attacks: ??
 Notes: Part of TSUINHEDDO.

TWIN HEAD (LEFT NECK)

LV: 43 EXP: (shared) Steal: n/a
 HP: 18000 AP: (shared) Win: (shared)
 MP: 350 Gil: (shared) Morph: n/a
 Control: n/a
 Attacks: ??
 Notes: Part of TSUINHEDDO.

TWO-FACED

LV: 18 EXP: 100 Steal: Phoenix Down
 HP: 330 AP: 10 Win: Hi Potion
 MP: 80 Gil: 156 Morph: ??
 Control: ??
 Attacks: Kealga, Self-Destruct
 Notes: Found in Corel Prison and <ÃÏ\$^2\$¼¼>.

 U

UNDER LIZARD

LV: 29 EXP: 440 Steal: Remedy
 HP: 1400 AP: 45 Win: Remedy
 MP: 140 Gil: 420 Morph: Remedy
 Control: Body Blow, Stone Morph <KaeruÀÐ\$^2\$½>
 Attacks: Stone Morph <KaeruÀÐ\$^2\$½>
 Notes: Found in Wutai Land, Goblin Island, Saboten Island
 and Temple <ÀÀâ¼î¼Î¿ÀÀÀ¿ç> areas.

 V

VAGYRISK

LV: 19 EXP: 240 Steal: Soft
 HP: 400 AP: 30 Win: Soft
 MP: 50 Gil: 275 Morph: ??
 Control: Shippu, Stone Strike
 Attacks: Quera
 Notes: Found in the Cosmo area.

VALVON

LV: 24 EXP: 300 Steal: n/a
 HP: 950 AP: 30 Win: Hi Potion
 MP: 80 Gil: 300 Morph: Hi Potion
 Control: Dash Punch, Jump Kick, Dive Kick
 Attacks: MabARRIER, Dispel, Jump Kick, Graviga
 Notes: Found in the Nivelheim area, and Rocket Port area.

VARGID POLICE

LV: 9 EXP: 44 Steal: Tranquilizer
 HP: 140 AP: 7 Win: Phoenix Down
 MP: 28 Gil: 40 Morph: Tranquilizer
 Control: Stinger
 Attacks: Stinger, Self-Destruct
 Notes: Found in Shin-Ra HQ, Floor 67-69.

VELCHER TUSK

LV: 26 EXP: 320 Steal: Remedy
 HP: 900 AP: 32 Win: Hi Potion
 MP: 28 Gil: 350 Morph: Remedy
 Control: Claw, Poison Breath
 Attacks: Poison Breath
 Notes: Found in the Rocket Port Area.

VICE

LV: 7 EXP: 24 Steal: Speed Drink
 HP: 68 AP: 3 Win: Potion

HP: 1200 AP: 30 Win: ??
 MP: 0 Gil: 400 Morph: n/a
 Control: n/a
 Attacks: Sadoin Attack
 Notes: Part of In~Yan. Found in Shin-Ra Mansion <¿ÀÍâ\$^2\$\textdegree{}ÉßÃÏ\$ ←
 ^2\$¼>.

 Z

ZEMZELETT

LV: 17 EXP: 70 Steal: n/a
 HP: 285 AP: 7 Win: ??
 MP: 36 Gil: 165 Morph:
 Control: Lightning bolt, White Wind (Enemy Skill)
 Attacks: ??
 Notes: Weak against Wind. Found in the Junon Area.

ZENENE

LV: 14 EXP: 58 Steal: Deadly Waste
 HP: 250 AP: 6 Win: Ether
 MP: 93 Gil: 60 Morph: Remedy
 Control: Fang, (Puazo) Shower, (Gehena) Gunner
 Attacks: (Puazo) Shower, (Gehena) Gunner
 Notes: Weak against Holy.

ZOLOKALTER

LV: 30 EXP: 700 Steal: n/a
 HP: 950 AP: 60 Win: X Potion
 MP: 90 Gil: 700 Morph: Antidote
 Control: Kamitsuki, Venom Spit
 Attacks: Venom Spit
 Notes: Gaia Wall (Frozen Mountain Area).

ZU

LV: 27 EXP: 450 Steal: Bird Wing
 HP: 1200 AP: 38 Win: Bird Wing
 MP: 40 Gil: 430 Morph: Bird Wing
 Control: n/a
 Attacks: Big Rotating Wind
 Notes: Weak against Wind. Found in Nivelheim Mountains and the
 Nivelheim Makoro.

 BOSSES ENCOUNTER ATTACKED MORE THAN ONCE

(The Taakusu: Reno, Ruuda and Iriina).....

----- FIRST ENCOUNTER

TURKS:RENO

LV: ?? EXP: 290 Steal: n/a
 HP: ?? AP: 22 Win: Ether
 MP: ?? Gil: 500 Morph: ??
 Control: ??
 Attacks: Pyramid, Electromagnetic Rod
 Notes: Found in <¥\yen\$\$\times\$\$\yen\$ì;¼¥\yen\$È»ÜÄì>.

 SECOND ENCOUNTER

TURKS:RENO

LV: 22 EXP: 660 Steal: n/a
 HP: 2000 AP: 60 Win: Fairy Tale
 MP: 80 Gil: 1500 Morph: ??
 Control: ??
 Attacks: Turks' Light Arrow
 Notes: Found in the Jungle.

TURKS:RUDE

LV: 23 EXP: 720 Steal: n/a
 HP: 2000 AP: 70 Win: X Potion
 MP: 135 Gil: 2000 Morph: ??
 Control: ??
 Attacks: Fire
 Notes: Appears along with RENO.

 THIRD ENCOUNTER

TURKS:RUDE

LV: 42 EXP: 3400 Steal: Ziedrich
 HP: 9000 AP: 80 Win: ??
 MP: 240 Gil: 3000 Morph: n/a
 Control: n/a
 Attacks: MabARRIER, Bolt 2, Kealra, <ÄÏÄö«ê>.
 Notes: Appears atop the Rocket in Rocket Town.

 FOURTH ENCOUNTER

TURKS:RENO

LV: 42 EXP: 10500 Steal: Tough Ring
 HP: 15000 AP: 660 Win: ??
 MP: 230 Gil: 9000 Morph: n/a
 Control: n/a
 Attacks: Neo Turks' Light Ray
 Notes: Found in <¿ÄíáÈø¶öÄò;|Äìï©>.

TURKS:RUDE

LV: 49 EXP: (shared) Steal: Ziedrich
 HP: 20000 AP: (shared) Win: ??
 MP: 280 Gil: (shared) Morph: n/a
 Control: n/a
 Attacks: Bolt 2
 Notes: Appears along with RENO.

 FIFTH ENCOUNTER

TURKS:ELENA

LV: ?? EXP: 6400 Steal: Minerva Band
 HP: 30000 AP: 800 Win: ??
 MP: 100 Gil: 7000 Morph: n/a
 Control: n/a
 Attacks: ??

Notes: She can absorb Cold-based attacks. Found in the
 <íæÀû\$ \yen\$È\$ \yen\$ó\$ \yen\$Í\$ \yen\$ë (DISC2)>.

TURKS:RENO

LV: 50 EXP: 4500 Steal: Tough Ring
 HP: 25000 AP: 450 Win: ??
 MP: 200 Gil: 3000 Morph: n/a
 Control: n/a

Attacks: Electric Spirit Rod, Turks' Light Ray
 <ÅÅ\$ \mathrm{\mu} \$ ¢\$ \yen\$í\$ \yen\$Ã\$ \yen\$É; ¢\$ \yen\$¿; ¼\$ \yen\$^- \yen\$\$^1\$, \$ \leftarrow \text{div}\$Àþ>.

Notes: He can absorb Lighting-based attacks. Appears along with
 Irina and Rudo.

TURKS:RUDO

LV: 51 EXP: 5500 Steal: Ziedrich
 HP: 28000 AP: 600 Win: ??
 MP: 250 Gil: 5000 Morph: n/a
 Control: n/a

Attacks: <ÃĬÁöæê>.

Notes: He can absorb Flame-based attacks. Appears along with
 Irina and Reno.

 BATTLE WITH HOJO

HOJO

LV: 50 EXP: 25000 Steal: n/a
 HP: 13000 AP: 2500 Win: ??
 MP: 250 Gil: 6000 Morph: ??
 Control: n/a

Attacks: <\$ \yen\$«\$ \yen\$\$ \times\$\$ \yen\$»\$ \yen\$ë (\$ \yen\$ ¢\$ \yen\$ó\$ \yen\$ë\$ \yen\$é\$ \leftarrow \yen\$Ã\$ \yen\$\$ \times\$\$ \yen\$\$ \mathrm{\mu} \$\$\$ \yen\$ó\$ \yen\$\$ \times\$\$ \yen\$ë\$ ¢\$ \yen\$\$ \leftarrow \times\$\$ \yen\$É\$ \yen\$\$ \yen\$\$ \yen\$í\$ \yen\$¢\$ \yen\$\$ \mathrm{\mu} \$\$\$ \yen\$ó\$ \yen\$\$ \leftarrow \times\$\$ \yen\$ë\$ ½, ¼)>.

Notes: Can create SANPURU monsters (see below). Found atop the
 Makou Cannon.

EVIL LAPPER SAMPLE

LV: 34 EXP: n/a Steal: n/a
 HP: 11000 AP: n/a Win: ??
 MP: 120 Gil: n/a Morph: n/a
 Control: n/a

Attacks: Big Fang, Ibil Poison

Notes: Created by Hojo.

PUDOLEA SAMPLE

LV: 42 EXP: n/a Steal: n/a
HP: 10000 AP: n/a Win: ??
MP: 200 Gil: n/a Morph: n/a
Control: n/a
Attacks: ??
Notes: Created by Hojo.

HERETIC

LV: 55 EXP: (shared) Steal: n/a
HP: 26000 AP: (shared) Win: ??
MP: 200 Gil: (shared) Morph: ??
Control: n/a
Attacks: Bio Gas, Confuse, Sleepel
Notes: Second form of Hojo.

HERETIC (RIGHT ARM)

LV: 55 EXP: (shared) Steal: n/a
HP: 5000 AP: (shared) Win: ??
MP: 300 Gil: (shared) Morph: ??
Control: n/a
Attacks: ??
Notes: Part of HERETIKKU.

HERITIC (LEFT ARM)

LV: 55 EXP: (shared) Steal: n/a
HP: 24000 AP: (shared) Win: ??
MP: 400 Gil: (shared) Morph: ??
Control: n/a
Attacks: ??
Notes: Part of HERETIKKU.

LIFEFORM HOJO

LV: ?? EXP: (shared) Steal: n/a
HP: ?? AP: (shared) Win: Power Source
MP: 100 Gil: (shared) Morph: n/a
Control: n/a
Attacks: Combo, Silence
Notes: Final form of Hojo.

FIRST BATTLE WITH THE ULTIMA WEAPON

ULTIMA WEAPON

LV: ?? EXP: 0 Steal: Curse Ring
HP: ?? AP: 0 Win: ??
MP: ?? Gil: 0 Morph: ??
Control: ??
Attacks: Quera, Ultima Beam
Notes: Found in Mideel (Disc 2).

 AIR BATTLES WITH THE ULTIMA WEAPON

ULTIMA WEAPON

LV: ?? EXP: 0 Steal: Circlet
 HP: ?? AP: 0 Win: ??
 MP: ?? Gil: 0 Morph: ??

Control: n/a

Attacks: Ultima Beam

Notes: Found in the Flying (Airship) Battle, Junon Lake, Mideel, and North Corel.

 LAND BATTLES WITH THE ULTIMA WEAPON

ULTIMA WEAPON

LV: ?? EXP: 0 Steal: Reflect Ring
 HP: ?? AP: 0 Win: ??
 MP: ?? Gil: 0 Morph: ??

Control: n/a

Attacks: Ultima Beam, Quera

Notes: Found in Mideel, Condor Fort, and Gongaga Town.

 LAST BATTLE WITH THE ULTIMA WEAPON

ULTIMA WEAPON

LV: ?? EXP: 35000 Steal: n/a
 HP: ?? AP: 3500 Win: Ultima Weapon
 MP: 400 Gil: 25000 Morph: n/a

Control: n/a

Attacks: Ultima Beam, Shadow Flare (Enemy Skill)

Notes: Found near Cosmo Canyon.

 CONDOR FORT: SIMULATION BATTLE

If you lose the Simulation Battle, you have to fight a Commander Grand Horn. It's level and stats. depends on which battle you're playing through (there are 7 of them)

CMD. GRAND HORN

LV: 19 EXP: 200 Steal: n/a
 HP: 2000 AP: 20 Win: Vagyrisk Claw
 MP: 100 Gil: 2400 Morph: ??

Control: ??

Attacks: Grand Attack

Notes: (Simulation...first battle)

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 yen\$B\$\yen\$â\$\yen\$î;¼\$\yen\$··\$\yen\$ç\$\yen\$ó\$\yen\$Ð\$\yen\$È\$\yen\$ë>.

CMD. GRAND HORN

LV: 25 EXP: 400 Steal: n/a
 HP: 4000 AP: 40 Win: n/a

you receive no EXP or AP. Found in the ± 1.

SYNTHESIS B

LV: 61 EXP: (shared) Steal: n/a
 HP: 10000 AP: (shared) Win: ??
 MP: 600 Gil: (shared) Morph: n/a
 Control: n/a
 Attacks: ??
 Notes: Part of JENOBA SYNTHESIS.

SYNTHESIS C

LV: 61 EXP: (shared) Steal: n/a
 HP: 8000 AP: (shared) Win: ??
 MP: 600 Gil: (shared) Morph: n/a
 Control: n/a
 Attacks: ??
 Notes: Part of JENOBA SYNTHESIS.

 FIRST BATTLE WITH SEPHIROTH

REVERSE SEPHIROTH

LV: ?? EXP: n/a Steal: n/a
 HP: ?? AP: n/a Win: n/a
 MP: ?? Gil: n/a Morph: n/a
 Control: n/a
 Attacks: Aurora Fence
 Notes: Found in ??? (bottom of the Makou Pit).

B HEAD PORTION

LV: 61 EXP: n/a Steal: n/a
 HP: 2000 AP: n/a Win: n/a
 MP: 400 Gil: n/a Morph: n/a
 Control: n/a
 Attacks: Demi 3
 Notes: Part of RIBAASU SEFIROSU (the head)

C CORE

LV: 61 EXP: n/a Steal: n/a
 HP: 10000 AP: n/a Win: n/a
 MP: 400 Gil: n/a Morph: n/a
 Control: n/a
 Attacks: (Reverse Energy Sutiguma) ± 1
 Notes: Part of RIBAASU SEFIROSU (the yellow core)

D RIGHT ATTACK

LV: 61 EXP: n/a Steal: n/a
 HP: 4000 AP: n/a Win: n/a
 MP: 400 Gil: n/a Morph: n/a
 Control: n/a
 Attacks: Bolt 3, Burizaga

Notes: Part of RIBAASU SEFIROSU (the right wing)

E LEFT ATTACK

LV: 61 EXP: n/a Steal: n/a
 HP: 4000 AP: n/a Win: n/a
 MP: 400 Gil: n/a Morph: n/a
 Control: n/a
 Attacks: Fire 3
 Notes: Part of RIBAASU SEFIROSU (the left wing)

SECOND BATTLE WITH SEPHIROTH

SAFE SEPHIROTH

LV: ?? EXP: n/a Steal: n/a
 HP: ?? AP: n/a Win: n/a
 MP: ?? Gil: n/a Morph: n/a
 Control: n/a
 Attacks: Slow, Flare, Pyro Holes, Super Nova, Dispel, Dein (?)
 Notes: His HP level is tripled (?) if Cloud is at level 98 or 99.

LAST BATTLE WITH SEPHIROTH

<NO NAME> (Sephiroth)

LV: ?? EXP: n/a Steal: n/a
 HP: 0 AP: n/a Win: n/a
 MP: ?? Gil: n/a Morph: n/a
 Control: n/a
 Attacks: (sword attack)
 Notes: You can only attack him using Cloud's Level 4 Limit Break (even if you don't have it yet). Even an attack that does 0 points of damage will kill him (via a GameShark :)). Sephiroth cannot kill you, even if you let him strike first. And if he does, you will automatically counterattack. There's no way to lose this battle, in other words.

Next Chapter ...

1.81 Rumors and speculation

9 . 1 1 r u m o r s a n d s p e c u l a t i o n

Please refer to Part 2 (Extra Stuff You Should Know) of my Japanese FF7 FAQ for information on rumors. FYI, the Underwater materia has been made into a real item (it's purpose is not to revive Aeris), and Baakusa, for those of you who didn't know yet, is not a name, but is 'Boxer' spelled in katakana. In the Japanese version of FF7 at least, you could see Baakusa's face on the memory save files if you kept saving and then checking your PSX's memory. I don't know if it is still possible in this version, though.

Next Chapter ...

1.82 The documents

9 . 1 2 t h e d o c u m e n t s

Here are the documents the 'Rumors and Speculation' section was based upon (it was also based upon personal experience, use of GS codes, and newsgroup discussions, particularly in alt.games.final-fantasy). All have been edited for space and so that they could fit this guide.

(KM's note - please refer to Part 2 of my FF7 FAQ for documents info.)

1.83 Special thanks

1 0 . S P E C I A L T H A N K S

Before I start adding other people to this list, I'd like to thank everyone who contributed to my Japanese FF7 FAQ. I wouldn't have made it this far without your help! In particular, I want to thank the following people for their contributions/inspiration:

Andrew Vestal	<andrewv@nkn.net>
Bob	<bob@majornet.com>
Edmund Chiu	<edf91@worldnet.att.net>
Erwind	<erwind@sby.mega.net.id>
Final Fantasy VII Database (Index?)	<could someone tell me, please?>
Ian Kelley	<ikelley@mail.sas.upenn.edu>
Ignacio Lucas	<delucas@hotmail.com>
James Smith	<xtreme@mlode.com>
lim kheng chye	<s660554@mercury.np.ag.sg>
Nikki	<assoluto@hotmail.com>
Tatsushi Nakao	<nakao@ucsub.colorado.edu>

Special thanks goes to...

Kythorn

Info. on the Desert Rose, Underwater materia, and Weapon fighting conditions and information.

Charles Mac Donald <cgfm2@hooked.net>
(www.geocities.com/SiliconValley/Park/7990/)

Info. on the English names in the FF7 Demo Disc packaged with PSX
Underground, Game Shark code altering information, and for being
'the man' in general :)

Versus Books <ff7@vsbooks.com>
(www.vsbooks.com)

English names for a good deal of the monsters taken from Versus
Books' UnOfficial Ultimate Guide book.

Anybody who sends me information that I don't already have (and can use
in the FAQ) is given credit in the Special Thanks section. If I come
across some information that I'd like to use, I'll e-mail that person
and ask for permission. However, if I don't get a response, then I'll
use it anyway. So if you see your work up here and it says 'taken
without permission' that means that I've already e-mailed you asking
if I could use it. I'm not trying to disrespect contributors, though,
and if this happens to you and you have a problem with it, drop me a
line...no offense is intended. Also, if anyone in this section doesn't
want their e-mail address or URL shown, drop me a line and I'll gladly
change it in the next update.

1.84 Author's note

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1 1 . A U T H O R ' S N O T E

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Whew! Here you are at the end of yet another FAQ. I must say, FF7 is
getting a little boring at this point :) In all seriousness, I hope you
enjoyed the FAQ and found it useful. Questions, corrections, comments,
flames, and blank checks can be e-mailed to me via: <cgfm2@hooked.net>.

You can also see this FAQ and other good stuff at:

www.geocities.com/SiliconValley/Park/7990/

And just so you know, I'd be more than happy to write another 'List of
Idiots' should anyone get crazy ideas about stealing from this FAQ. I
know what you're thinking, but that's the way it is. I've spent more
than 7 months working on the Japanese FF7 FAQ, and I don't intend to
have this guide abused, either. This isn't just to you would be lamers
but to the 'respectable' ones looking for some easy info., including a
certain 'I'm working on a published guide for FF7' a**hole who had the
nerve to rip from me continuously since the beginning. I'm VERY
serious about my disclaimer. The same applies to GAME CAVE; I've
warned you guys before and after receiving your immature and patronizing
reply, I hope that you will take me seriously. Please find some other
way of selling your games, thank you very much!

FINAL FANTASY VII FAQ v0.1 (ENGLISH/AMERICAN EDITION) (c) K. Megura 1997
