

FF7D

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COLLABORATORS

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REVISION HISTORY

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Chapter 1

FF7D

1.1 Final Fantasy VII Manual

Final Fantasy VII Manual

From <http://www.phosphors.com>

The town of Makon is under the tight grip of Shin-Ra, the infamous conglomerate. ←
The
Shin-Ra Electric Power Company has been exploiting the life force of the planet,
destroying its precious nature.
Meanwhile, the underground rebel force with a mission, Avalanche, managed to blow ←
up
Makon Furnace No. 1. Their goal is to destroy Shin-Ra and stop their atrocities. ←
It turned
out that Cloud, one of the former Shin-Ra soldiers, helped the explosion.
Can just a handful of brave soldiers save the life of the planet? Shin-Ra is much ←
too big an
enemy to fight against.

THE FATE OF THE PLANET IS ON THIS BATTLE.

Starting the Game

For First-Time Players

Press the OPEN button on the PlayStation console and open up the CD-ROM holder.
Insert the first disk of the FINAL FANTASY VII CD-ROMs and close the holder. Turn ←
on the
power. The DEMO screen appears, and you are now ready to play. Press the button, ←
an
a choice of NEW GAME or CONTINUE appears.

Use the up/down direction buttons to move the finger-icon cursor to the NEW GAME
command. Press the button to execute. You are now starting the game. To save your
adventure, keep a memory card (sold separately) in a card slot. See Page 33 for ←
the data
saving procedure.

Continuing the Game from Saved Data

Put the CD-ROM used in your previous game and insert the memory card with the data ←
in

the PlayStation console. Turn on the power. Move from the DEMO screen to a selection of NEWGAME or CONTINUE. Select CONTINUE.

When the Load screen appears, select the card slot (SLOT 1 or 2) where the memory card is inserted. Use the up/down direction buttons and press the button to execute.

On the File Select screen, select the data file to continue your adventure. If you cannot load the saved data this way, keep the power on, and remove and re-insert the memory card.

Notes on Changing the Disk During the Game

Final Fantasy VII comes on three CD-ROMs. As you move along in your adventure, beautiful graphic images will prompt you to "Change disk to Disk No... (CD-ROMs are numbered 1 through 3)." Press the OPEN button on the PlayStation console to open the holder and place the specified CD-ROM. Close the holder and press the button to continue the adventure. The image changes randomly each time this prompt screen display appears.

Characters

Your character will meet friends or other people who are important in your adventure.

Some of the main characters are introduced below. Beware! Not all of them are friendly.

Cloud Strife

21 years old. A former soldier of Shin-Ra. He is now a member of the rebel force, "Avalanche," and is getting involved in battles that would decide the fate of the planet.

There is nothing that his sword would not destroy.

Aerith Gainsborough

22 years old. A beautiful woman with a mysterious atmosphere. She met Cloud when she

was selling flowers in Midgull, and now she plays an important role in Cloud's adventure.

She is better at magic attacks than attacking with weapons.

Tifa Rockheart

22 years old. A beautiful woman with a mysterious atmosphere. She met Cloud when she

was selling flowers in Midgull, and now she plays an important role in Cloud's adventure.

She is better at magic attacks than attacking with weapons.

Barett Wallace

35 years old. The leader of "Avalanche." His overwhelming power and a gun especially

made for him would destroy anything. He lost his wife in the past and now lives with his

little daughter, Marine.

Red XIII

Age unknown. Sex unknown. Red XIII has decidedly red fur and looks threatening, but has an intelligence level that is well beyond that of humans. The only thing known about Red XIII is that it attacks the enemy with its claws and fangs. A very mysterious beast.

Cid Hiwind
32 years old. A pilot who dreams like a boy. In the sky or on the water, no one steers better than him. He is dreaming of traveling the endless starry sky. A man always willing to face danger with a lance in his hand. He also has an amazing knowledge of mechanics.

Sephiroth
He was also a Shin-Ra soldier, and Cloud was under him. Only Shin-Ra's confidential files know his past. He was one of the best soldiers there. His long sword has an incredible power, and he is the only one who can use it. No one knows where he is now.

Yuffie Kisaragi
16 years old. She is a member of a Ninja family with long history, but she does not care much about it. She decided to join Cloud's party only because she wanted to get "something." She is a clever, selfish girl, but plays an important role in battles by using her Ninja tricks and skills.

Cait Sith
Age unknown. No one knows where he is from. The way he talks lets us guess that he is a male being. He gives life to the fat stuffed animal of Moogle and rides its back. His attacks during the battles are worth seeing; it is as though everything in a toy box were coming out. Fortune telling is his hobby, but what he says is never reliable.

Vincent Valentine
27 years old. A guy with a dark, mysterious atmosphere. It seems that the past relation with Shin-Ra is making him travel with Cloud and others. It is known that his slim body possesses some kind of amazing power and abilities.

Controller
This section shows how to use your controller in this game. For more details, see Page 10 for the Field Operation, Page 12 for the Combat Operation, and Page 18 for the Menu.

Start Button
Field Screen
Switches the map display on the World Map screen.
Menu Screen
Not used in this game.
Combat Screen

Pauses/Resumes combat.

Select Button

Field Screen

Shows the location of character with the finger-icon cursor.

Menu Screen

Not used in this game.

Combat Screen

Turns on/off the Help Window.

L1 Button

Field Screen

Moves the character left at a 45\textdegree{} angle while held down.

Turns the character left when moving through the World Map.

Makes the character turn counterclockwise and look around.

Selects from Hiragana, Katakana, and English alphabets on the Name Input ← screen.

Menu Screen

Selects the character in the same order as the party lineup.

Jumps the scroll bar up when selecting items or magic.

Combat Screen

Escapes from the combat if pressed with the R1 button.

Switches the targets between All and Unit.

L2 Button

Field Screen

Switches the view points of the World Map.

Menu Screen

Not used in this game.

Combat Screen

Not used in this game.

Direction Buttons

Field Screen

Moves the characters on the field and on the World Map.

Selects messages.

Selects weapons or items you want to buy/sell at shops.

Menu Screen

Moves the finger-icon cursor and selects commands.

Combat Screen

Moves the finger-icon cursor and selects commands.

R1 Button

Field Screen

Moves the character right at a 45\textdegree{} angle while held down.

Turns the character left when moving through the World Map.

Makes the character turn clockwise and look around.

Selects from Hiragana, Katakana, and English alphabets on the Name Input ← screen.

Menu Screen

Selects the character in reverse order from the party lineup.

Jumps the scroll bar down when selecting items or magic.

Combat Screen

Escapes from the combat if pressed with the L1 button.

Switches the targets between All and Unit.

R2 Button

Field Screen

Not used in this game.

Menu Screen

Not used in this game.

Combat Screen

Not used in this game.

Button

Field Screen

Not used in this game.

Menu Screen

Switches over between the Materia and Combat screens.

Combat Screen

Removes the Command Window from the screen while held down and shows the Barrier and Mabarrier Gauges.

Button

Field Screen

Makes the characters run on the field.

Cancels the weapons, armors, or items to buy/sell at shops.

Menu Screen

Closes the Menu screen.

Cancels the selected commands.

Combat Screen

Cancels the selected commands.

Button

Field Screen

Opens the Menu screen.

Menu Screen

Removes the Materias that were attached to the weapons and armors.

Combat Screen

Selects which character is going to move next.

Button

Field Screen

Talks to the character.

Picks up items or sees inside treasure chests.

Climbs/Goes down the ladder if pressed in front of it.

Selects the weapons, armors, or items to buy/sell at shops.

Switches on the stage effects such as elevators.

Press L1, L2, R1, R2, Start, and Select buttons all at once to reset.

Field Screen Operation

Your adventure takes place on a 3D field the first time ever in the series. Final Fantasy

VII offers stages that you can move about so freely that you would think you are really going

around the world! You will be surprised to see how viewing angles change; this surely will

remind you of a real movie. Here on the Field screen, you can move your characters, enter

their names, make your character talk with townspeople, or enjoy events and games.

World Map Screen

As the adventure goes on, you will see the World Map screen shown in the picture. ←
You will
also see a small Game Map at the bottom right corner of the screen. The shows the
direction that your character is facing and sight range, the red dot is where the ←
character is
now. The shows where the towns or villages are. The small map enlarges when the ←
Start
or Select button is pressed. Pressing the same button again removes the map from ←
the
screen. Select the same button once again to see the small map.

Entering Names

You are able to name the characters when your character first meets friends. ←
Select from
Hiragana, Katakana, and English Alphabets at the left bottom of the screen to give ←
them
names with. Use either the L1 or R1 button to select. Select the letters with the ←
direction
buttons and input them using the button. Select "Space" to enter a space, and " ←
Delete"
to delete unnecessary letters. Select "Execute" when you are finished, or select " ←
Default"
to go back to the default settings.

Selecting Messages for Dialogue

Final Fantasy VII offers you a change to select response or reaction when your ←
character
is talking with people. Use the up/down direction buttons to select the response ←
or reaction
you wish.

Using Shops and Inns

The world is full of shops and inns of all kinds. You can go for groceries to ←
prepare for the
next adventure or relax at the inn (See Page 8 for operation). At shops, your ←
character can
sell weapons or items. The following is just a few examples of the shops in the ←
world.

Inn

Stay overnight to regain the HP and MP of all the members of the party. The ←
damage
received during the combat will be completely healed here. Different inns have
different rates.

Weapon Shop

Sells weapons and armors for the characters.

Item Shop

Sells various items such as "recovery" and "attack."

Accessory Shop

Sells accessories that give your character special effects.

Materia Shop

Sells jewelry called Materia that has special effects when attached to a weapon ←

Note that your character cannot buy multiple Materias at once.

Beginner's Shop

It is located on the second floor of the Weapon Shop at 7 Slum Street. This is not really a shop, but your character can talk to the people there and obtain information on this game.

Events & Games

Some of the events require the controller operation. For example, there is a Barrel Throw and sports events. Pay attention to the messages on the screen before you start. Although there is no special controller operation, some events have time limits. If you need to quit, save data and finish (See Page 33 for Saving) , or press Start button to pause.

Combat Screen Operation

The Combat screen of Final Fantasy VII is described below.

Battle messages.

The party member. The points to the character whose commands are available.

The enemy character.

Press the Select button during the combat to see the Help Window. It explains the commands and shows the names of the enemy monsters.

Names of the party members, barrier gauge, and the mabarrier gauge. Press the button to see the gauge that is behind the Command Window. At the beginning of combat, the barrier and mabarrier gauges are empty. By attaching the "Barrier" Materia, your character can chant a magic word to reduce the damage in half. The barrier and mabarrier gauges fill up each time you chant the magic, and their protective power lasts until the gauge is reduced to 0. Barrier guards from the physical attacks, and Mabarrier from the magic attacks. It will be a good idea to chant this when fighting against the Boss-level enemies (See Page 21 for Materia).

The commands available during the combat. Depending on how many Materias your character has, the commands available varies.

The numbers that pop up from the enemy of the party during the combat shows damage in white, and HP and MP recovered in green.

The Status Window to show the status of the party members. From left to right: current HP left, maximum HP (or the status that have changed), current MP left, and the Limit and Time gauges.

The gauges to show each character's current HP and MP remaining. The gauge is blue when it is full, but it will turn red as it decreases.

Combat Formation

The enemy appears in the regular combat formation as well as in other formations described below. Note that the damage will be doubled when attacking the enemy or being attacked from behind.

[Initial Attack]

Enter the commands before you get attacked! This formation really helps your character and other party members.

[Back Attack]

When you are attacked from behind, the front and rear rows switch. Moreover, this always lets the enemy make an initial attack. This formation, needless to say, is a bad idea for your character and the friendly force.

[Side Attack]

Attack the enemy from both sides. You cannot use the CHANGE command to rearrange the formation, but this formation works well.

[Ambush!]

This formation is just opposite of the Side Attack. When this happens, your party is exposed to the enemy's initial attack and cannot even run. You can neither attack the enemy with magic nor change the formation with the CHANGE command. This formation, therefore, is quite disadvantageous to your force.

ATB (Active Time Battle)

Final Fantasy VII employs an ATB (Active Time Battle) system with a flow of time. The character with a full Time gauge gets to select commands first. Pay attention to how the enemy makes their move and how the situations change, and select appropriate commands.

Battle Commands

The following commands in the Command Window vary with the flow of the game and each character.

[FIGHT]

Attack the enemy with the weapon your character has. Your character can even attack the friendly force if desired. The same applies for the MAGIC command.

[LIMIT]

The Limit gauge starts to fill up when attacked by the enemy. When full, the gauge begins to flicker and reaches a condition "Limit Break." When this occurs, the FIGHT command changes to the LIMIT command. With this command, the character's attack with their own Limit skill. If the combat is over without using the Limit skill, it will be available in the next combat. In this case, the command remains LIMIT. Note that the more damage your character receives, the faster the gauge fills up (See Page 28 for Limit).

[MAGIC]

The commands displayed in the window when attaching the Magic Materia onto the weapons and armors (See Page 21 for Materia). Select the magic to use after selecting the command, and decide whom it is going to be used against. For instance, select the enemy when using the Attack Magic, and the member of the party when using the Recovery Magic. The amount of MP reduced will not be different between the Unit and the All Magic, which uses the "Select All" Materia (a red arrow appears after of the All Magic). The magic that is not available is displayed in gray.

[ITEM]

Use the combat items which allow your character to attack or recover. After selecting an item, decide whom it is going to be used against. Select the enemy if using the Attack item, and select a friend when using the Recovery item (See Page 19 for Item).

[CHANGE]

The command that appears when you press left at the left side of the Battle Window. This command allows you to switch the front and rear rows of the combat formation. Characters located in the rear will receive less damage, but their attack power will be reduced. Characters in the front row will have the opposite advantage and disadvantage. Note that this rearranged formation will be canceled in the next combat (See Page 27 if you wish to keep the rearranged formation).

[DEFENSE]

The command that appears when you press right at the right side of the Battle Window. This command reduces the damage received from the enemy in half.

[RETREAT]

The party will run away from the combat if you press the L1 and R1 buttons at the same time. Note that some enemies or formations will not allow your party to retreat.

Other Commands

As the adventure goes on, your character will obtain a number of Materias. Some of which will add commands that can be used during the combat. They are, for example, Summon, Enemy Skill, and Steal to name but a few. These commands are available for the characters with these particular Materias attached (See Page 21 for Materia).

Ending the Battle

The combat lasts until your party wins or until all of the members of either group retreat. When your party wins the battle, your party will obtain money (currency: guill), items, EXP (Experience), and AP (Ability Points) that will grow Materias (See Page 21 for Materia).

The amount of money, items, EXP, and AP that your party obtains will vary with the kind and number of the enemy.

Game Over

The game is over when all of the party members are incapable of fighting or petrified. Press the [circle] button if you wish to play again. The screen will ask whether you wish to play a NEW GAME or to CONTINUE. Select NEW GAME if you do not have any saved data, and select CONTINUE if you do (See Page 5 for Loading, Page 33 for Saving).

Status Change During the Battle

The status of the attacked character will change as seen below. Most of them can be cured by "Esna" Magic or "Almighty" medicine. However, a status such as Critical, Can't Fight, Anger, and Sadness need particular magic or an item to heal. All of the changes in status can be recovered by using the inns or tents. The following are just a few of the abnormal statuses.

Name	Symptoms & Recovery Method
Sleep	Inability to enter any commands until the character wakes up / Almighty Medicine or attack from friend or enemy
Poison	Reduction in the character's HP each turn / Detox or Almighty Medicine, or Poisonsa Magic
Anger	Doubled damage received, faster filling up of the Limit gauge, and reduction in Hit Rate / Tranquilizer
Sadness	Reduction in inflicting damage, slower filling up of the Limit gauge / Stimulant
Petrifying	Inability to enter any commands / Golden Needle, Almighty Medicine, and Esna Magic
Confusion	Attacking both enemy and friends / Almighty Medicine and Esna Magic
Silence	Inability to chant magic / Echo Smoke, Almighty Medicine and Esna Magic
Paralysis	Inability to enter any commands / Almighty Medicine and Esna Magic
Darkness	Reduction in Hit Rate / Eye Drops, Almighty Medicine, and Esna Magic
Frog	Transformation into a frog, reduction in defense and offense power, inability to use any magic other than Toad Magic / Kiss of a Lady and Toad Magic

Minimum	Minimization of the body and reduction in defense and offense power / Magic Hammer and Minimum Magic
Critical	A dangerous situation with a little HP left / Potion-related item or Keal-related Magic
Can't Fight	Inability to do anything with 0 HP / Phoenix Tail and Raise Magic
Slow Petrifying	Gradual petrifying on each turn / Golden Needle, Almighty Medicine, and Esna Magic
Death Sentence	Counting down the number and inability to fight when 0 / Finishing the battle within the count
Berserk	Inability to enter commands and repeated physical attack on the enemy / Almighty Medicine and Esna Magic

Menu Screen

Press button on the Field screen to see the Menu screen. The functions of the Menu screen are:

Shows the current status of the party members: from left to right, the character's face, name, level, current and maximum HP, and current and maximum MP. Also there are gauges to show how soon you can reach the next level or how soon your character will be able to use the Limit skill.

Shows the commands you can use on the Menu screen. Note that the PHS and SAVE commands are not available, depending on where the party is. You can't use the PHS and MATERIA commands unless you get items named "PHS" or "MATERIA" (See Page 19 for Item, Page 20 for Magic, Page 21 for Materia, Page 24 for Gear Up, Page 25 for Status, Page 27 for Formation, Page 28 for Limit, Page 29 for Config, Page 32 for PHS, and Page 33 for Save).

Shows the total game time elapsed and the money owned by the party at present (currency unit: guill).

Shows the name of place where the party is currently located.

"Materia" and "PHS" commands become available as the story goes on.

Menu Screen Commands

There are 10 commands that you can use on the Menu screen. Their meanings and functions are described below. To use these commands, select the command with the up/down direction buttons and execute with the button.

Item

Choose this command to use items such as "Potion" and "Phoenix Tail" to get treatment and recover. The screen shown on the right will appear when the ITEM command is selected. To select commands other than USE, press the button.

[USE]

This command allows the use of the item that your character already has. After selecting the item, decide whom you should use it against. Items that your character can't use are shown in gray. The L1 and R1 buttons scroll the item screen.

[ARRANGE]

Use this command to sort out the items into the following seven categories.

- Self
In any way you like
- Many
In descending order by quantity
- Few
In ascending order by quantity
- Main
In the order of items usable on the Menu screen
- Battle
In the order of items usable in combat
- Type
By types of items such as weapon or armor
- Name
In the order of the Japanese alphabet

[KEY ITEM]

Shows the items your character has that are important in the adventure.

Magic

On the Menu screen, your character can chant magic words to "recover" or "treat", cast a "Summoning Spell" on someone, or check the enemy skill. The screen shown on the left will appear when you select this command. Press either the L1 or R1 button and you can call other party members without returning to the Menu screen. The same applies for the commands such as MATERIA, GEAR UP, STATUS and LIMIT.

[MAGIC]

This command allows your character to use magic. After selecting the magic word to chant, decide on whom to cast the spell. Magic that your character can use is in white; the rest appear in gray. To chant the magic, you need to have Magic Materia attached to your character's weapon or armor (See Page 23 for Materia). If you press either the L1 or R1 button as you select magic, the scroll bar will jump, screen by screen.

[SUMMON]

This command shows the name of the magic your character can use and its effects. Your

character needs to have Magic Materia attached to the weapon or armor to use this magic
 (See Page23 for Magic Materia).

[ENEMY SKILL]

This command shows the skills that your character has learned from the enemy. Your character needs to have Enemy Skill Materia attached to the weapon or armor to learn these skills.

Additional abilities:

When your character gains additional abilities by attaching a special Materia such as "Select All," their effect will be displayed.

Materia

Attach a jewel known as "Materia" onto a hole on a weapon or an armor to obtain various abilities. Select the MATERIA command if you want to attach Materia or to know its effect. Move the finger-icon cursor to the hole on a weapon or an armor, and press the button to attach. The Materias shown are those not used by others; so select any Materia and simply press the [circle] button. To remove the Materia, select the hole where it is attached and press the button.

Shows the number of holes on the weapons or armors you character is using.

Describes the special effect the Materia will have when attached on those holes

Shows the level of the Materia in the hole, AP (ability point), AP until the next level, and

list of abilities and special effects your character can learn.

Move the finger-icon cursor to CHECK and press the button, then you will be able to

find out types of commands and magic which your character can use in a battle as a result of Materia effect.

Move the finger-icon cursor to the hole on the Materia and press the button.

The

Materia your character now has (but yet to be attached to the weapons) and its effect when attached will be shown.

AP (ability point)

Shows your character's current ability point. AP can be obtained when your character win

a battle. When AP reaches a certain level, the level of that Materia becomes higher and

the ability effect powers up. No AP for the Materia that is not attached to a weapon or an

armor. Once your character powers up the Materia, other characters can use it as their

own. Except for a few cases, most Materias reach the Master Level, shown with five stars.

Ability List

Shows the ability your character obtains from the Materia. If the name is shown in white, it is the ability your character can use now. The ability shown in gray cannot be used.

Gear-Up Effect

By attaching certain Materias, your character's status such as power, magic power, max HP or max MP will change. When their levels become higher, they will be shown in yellow; when the levels become lower, they are shown in red.

There are five kinds of Materia

There are several different kinds of Materia in the game. They can be classified roughly into the following five categories, depending on the ability they create.

Independent Materia

Color - purple. In general, these Materias increase the character's status such as maximum HP or power.

Support Materia

Color - blue. They work only when used with other Materias like "Select All" or "HP Magic."

When attaching this Materia on a weapon or an armor, make sure to use the linked holes.

By attaching a Command Materia or a Magic Materia in one of the holes, you'll notice that the special ability of each Materia increases, as they are powered up by the Support Materia.

Command Materia

Color - yellow. Includes Materias such as "Steal" or "Throw" which your character can use in combat.

Magic Materia

Color - green. These Materias allow your character to start various attack magic or chant "Recovery Magic."

Summoning Magic Materia

Color - red. By chanting "Summoning Magic" during a battle, you can summon a Magic Beast. It sure will be a great help to you.

Gear Up

Use this command to equip each character with weapons, armor or accessories. These goodies are nothing unless they are given to each character on this screen.

[WEAPON]

The affects the attack power and the Hit Rate (See Page 25 for Status). When you want to change your character's weapon, select the weapon currently in use, and press the

button. If there are other weapons that your character can use, weapons you can trade will be displayed in the lower right hand corner. Select the weapon you wish to use, and press the button. In this case, two rows of numbers appear at the bottom of the screen to show the status change. The figure on the left is the current weapon; the figure on the right is the new weapon. Figures in yellow mean an increase, while those in red mean a decrease in status. If you want to disarm the weapon currently in use, select the weapon and press the button.

[ARMOR]

The armor affects the defense power, avoidance rate, magic defense, and magic avoidance rate. How to use the armor and the screen displays are basically the same as the weapon.

Materia Hole

This indicates the number of Materia holes on the weapon or armor (See Page 21 for Materia). Use the linked holes, by combining supporting Materia with other kinds of Materia, in order to power up the Ability (special effects).

Materia Growth

This shows how your Materia will grow. The growth rate differs with the weapon or the armor. Under "Regular," there is no change in the speed of growth; under "Double" you can double the point of AP your character will get. Note that there are weapons and armors which do not grow Materia.

Accessory

Accessories give you character special power when attached. Some of them change the status. How to use accessories is basically the same as how to use the weapon.

Status

It indicates the character's current status. Press the button to move to the screen showing the current Attributes.

Shows the current status of the party members: from left to right, character's face, name, level, current and maximum HP, current and maximum MP and the total experience points.

Also there are gauges which show how soon you can move on to the next level or how soon your character will be able to use the Limit skill (See Page 28 for Limit skill).

Shows the current status of the party members: from top to bottom, power, speed, strength, magic, mental power, luck, attack power, hit rate, defense power, avoidance

rate, magic attack, magic defense, and magic avoidance rate.

Shows the window of combat commands that a particular character can use (See Page 14 for Combat Commands).

Shows the name of the weapons and the number of holes on them that are equipped with the characters. It also shows the color of Materia and the names of the accessories attached to the characters (See Page 21 for Materia).

Attributes

Your character will obtain special effects called "Attribute" through equipping a weapon,

an armor or accessory, in addition to the change in the offense/defense power.

There are nine Attributes, which are, Flame, Ice, Thunder, Earth, Poison, Gravity, Water, Wind, and Sacredness.

[Attack]

When your character attacks the enemy's weakness Attribute, you can inflict a twice-larger damage. On the other hand, if the enemy is resistant to that particular

Attribute, your character's attack will be reduced by half, will have no effects, or can be absorbed by the enemy.

Effect of attacks by each attribute

Fire	Flame Effect. Effective against water and animal enemies
Ice	Water Effect. Weak against cold, effective against fire enemies
Thunder	Electric Effect. Effective against enemies who are made of machinery
Earth	Attack with the power of the earth. Not effective against flying enemies
Poison	Makes a situation poisonous. Not effective against poisonous species
Gravity	Attack using the power of gravity
Water	Call upon the blessing of water and earth. Effective against fire enemies
Wind	Call upon the wind and atmosphere. Effective against flying enemies
Sacredness	Call upon the power of the stars. Effective against enemies of darkness

[Half]

The damage received will be cur in half on a particular Attribute.

[No Effect]

You'll receive no damage when the enemy attacks your character on this ↔
particular
Attribute.

[Absorb]

When attacked on a particular Attribute, your character can absorb the damage ↔
into
your character's own HP.

Status

Some weapons and armors upset the opponent's status when attacking it, while ↔
others
have special defense effects. If the weapons and armors your character has possess ↔
the
following effects, the following Attributes will be displayed in white.

Offense The character not only damages the enemy but also upsets its Attribute
status, such as "Poison" and "Sleep," while attacking.

Defense The character can defend the status of particular Attributes, such as
"Poison" and "Sleep," from the enemy's attack.

Positioning

Use the POSITION command to change the character's position or to move them ↔
between
the front and the rear rows. Select the character and choose the site to move to (↔
or the
characters to switch the location with). To move a character between the front and ↔
rear
rows, put the finger-icon cursor on a character and press the button twice.

Front Row

You'll have smaller defense power but greater offense power. The party's attack ↔
and
defense power against magic, however, does not change.

Rear Row

Your character has smaller offense power but greater defense power. The party's ↔
attack
and defense power against magic, however, does not change.

Status Attributes

Death	Anger	Controlled
Sleep	Silence	Invincible
Sadness	Slowness	Darkness
Confusion	Frog	

		Regeneration
Haste		
	Slow Petrifying	
		Mabarrier
Stop		
	Petrifying	
		Death Sentence
Minimum		
	Barrier	
		Berserk
Critical		
	Reflection	
		Paralysis
Poison		
	Megabarrier	

Limit

Use this command to select Limit skill during the Limit Break in a combat or to know the effect of the Limit skill selected. A Limit gauge will be provided at the top right corner of the screen until your character uses the Limit during the next Limit Break.

Your character can only use the Level 1 Limit skill in the beginning, but will learn the higher-level Limit skills through experiencing more battles in the game.

To select the skill, move the finger-icon cursor onto SET on the screen and press the button. Then select BREAK LEVEL written in white at the bottom of the screen. You will be asked if you want to change the BREAK LEVEL. Select YES if you wish to change. Select NO if not. If you select YES, the accumulated Limit gauge will go down to zero.

If you want to know the effect of the Limit skill, move the finger-icon cursor to CHECK on the screen and press the button. Select the level of the skill you wish to check, then select the name of the skill.

Watch out for Anger and Sadness statuses

When the status becomes Anger, the Limit gauge will accumulate faster. In the Sadness status, it will be opposite (See Page 17 for details). In the Anger status, the color of the gauge will be red; in the Sadness status, the color of the gauge will be blue.

Config

This command allows you to change the game system to your preference. Use the direction buttons to operate.

[WINDOW COLOR]

You can change the colors at the four corners of the background by adjusting red, green,

and blue. Press the button and move the finger-icon cursor to the right window. ←
Select
the area you want to change color with the direction buttons. Then press the ←
button; you
can now make adjustments with the selected color. Use the left / right direction ←
buttons to
change the color and press the button. When you have changed the colors of all ←
four
corners, press the button again.

[SOUND]

You can select between [monaural] and [stereo].

[CONTROLLER]

You can choose between "Regular" and "Custom." Press the button to select "Custom ←
."
Press the Start button. A cursor appears at the left edge on a button in the ←
window. Move
the finger-icon cursor to the button you wish to change, using the up / down ←
direction
buttons. Press a button other than what has been selected. When you have ←
customized the
buttons, press either the right or left direction button (See Page 8 for default ←
operation).

[CURSOR]

The computer keeps the last cursor position even after the window is closed.

[ATB]

Three time speeds are available for combat scenes.

[ACTIVE]

For advanced players. Time keeps ticking even when you're selecting the
commands, magic or items.

[RECOMMENDED]

For intermediate-level players. Time stops when magic or items are activated.

[WAIT]

For beginners. Time stops when you're selecting the magic or items.

[BATTLE SPEED]

Change the time speed during combat.

[BATTLE MESSAGE]

Change the message speed during combat.

[FIELD MESSAGE]

Change the message speed on the Field screen.

[CAMERA ANGLE]

Selects the way the view points move during combat.

Auto

The camera angle, or the viewing angle, changes rapidly as in a real battle.

Fixed

The camera angle stays the same from the time your party first meets the enemy.

[ORDER OF MAGIC]

Organizes the list of the six kinds of magic displayed in the window when selecting the magic during the combat.

PHS (Party Hensei System)

When there are more than three people in the party, you need to choose two people other than Cloud to organize the party. Except for a few cases, you need to have an item called PHS, which you will be obtaining as the adventure goes on. Changes of the members can only be done in the World Map screen and at some Save Points. Follow the instructions below to change the members.

Select a character to be discharged from the party. Move the finger-icon cursor onto the character and press the button (press the same button again to see the detailed information on the character. Note that this character needs to be someone other than Cloud).

Move the finger-icon cursor onto the reserved character that you want in the party, and press the button to select (press this button again to obtain detailed information on this character).

Save

Select this command at Save Point to save the data of the game so far. Save command is always available on the World Map; open the Menu screen by pressing the button.

To save on the Field screen, move your character to the Save Point. The window that explains how to save will automatically open. Close this window by pressing the button and open the Menu screen with the button. Using the direction buttons, select the Save command and press the button. Move the finger-icon cursor with the up / down direction buttons and select the memory card slot where the card is in.

Note that a new memory card needs to be formatted. When saving onto a new memory card, you will be asked if you wish to format it. Follow the instructions on the screen and format it. Move the finger-icon cursor with the up / down direction buttons and select the memory card slot where the card is in.

Finally, select the file to keep the saved data by pressing the up / down buttons. Select with the button. You will see only three save files on the screen. Scroll the screen with the

down direction button to see other ones. One memory card can hold fifteen save files, but you will be able to save less files if the memory card contains saved data of other games.

Vehicles & Machines in the Game

Your character will be able to ride many kinds of vehicles as the adventure progresses. This will allow your character to go to the places where he could not go on foot. Following is just a few examples of the vehicles that your character can use.

Chocobo

Your character is able to catch Chocobo in certain regions of the World Map. If your character has a Materia called Call Chocobo. By riding this, your character can go anywhere other than in the river, sea, and mountains and will not meet any enemies other than the special ones. Note that your character cannot ride on the same Chocobo all the time. Your character will dismount if you press the button, and Chocobo will run away soon after. Catch Chocobo again if you want your character to ride it again. The controller operation while riding a Chocobo is the same as when walking except for the button.

High-Wind (Airship)

A huge flying vehicle. This is the fastest vehicle in this game. It is able to go virtually anywhere on the World Map except for mountains. To use the High-Wind, press the button when the character is near it. Press the same button again to start the vehicle. While it is going forward, press the left direction button and the L1 button together to make a quick left turn and the right direction button and the R1 button to make a quick right turn. The up direction button lets the vehicle go higher, and the down direction button lowers the vehicle. Press the button to land. Press the button to see the Bridge screen.

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Back to DEF SubMenu
