

Crisis Core: Final Fantasy VII FAQ/Walkthrough

by Blitzer135

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|               Crisis Core: Final Fantasy VII               |
|                   PSP                                       |
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|Introduction                                               [INTROD]|
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Crisis Core is the game that all Final Fantasy VII fans were waiting for. It finally allowed us to play as Zack and find out the truth about what really happened all them years ago, before the events of Final Fantasy VII

At the point that I started writing this guide, I was unable to find a decent guide, one that brought everything together and made it easier to 100% the game. So I decided to take it upon myself to write this guide for you all.

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|Game Basics                                               [GAMBAS]|
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With a new addition to the world of Final Fantasy VII, comes new features to the game. The battle system and the limit system has been changed. Also Materia Fusion has been added to the game, allowing us to make unbelievably powerful materia.

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|Controls                                                  [CNTRLS]|
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So these are the instructions which have ben taken directly from the manual

that comes with the game.

L Button: Field - Rotate Camera
Battle - Select Command

R Button: Field - Rotate Camera
Battle - Select Camera

D-pad: Field - Move
Battle - Move
Menu: Select/Scroll map

Analog Stick: Same as D-pad

Sqaure ([]): Field - Show map zone
Battle - Evade

Triangle (T): Field - Show main menu
Battle - Guard

Circle (o): Field: Advance text
Battle: Selecrt attack command
Menu - Cancel

Cross (x): Field - Talk/examine/advance text/save
Battle - Execute command
Menu - Confirm

Start button: Field - Pause
Battle - Pause

Select Button : Field - Delete Data

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|Status | [STATUS]|
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Your stats are what effect how well you do in battle. Each stat has it own effect, which is shown in the table below, Stats can be enhanced by materia, such ATK+. Your stats can be seen on the main imgame menu.

o====o=====o
SP	SOLDIER points indiccate strength based on mako. DMW results and
	defeating enemy earn SP. SP is used for DMW activation and Materia
	fusion.
o----o-----o	
HP	Current/Maximum hit points. Dcreases when damage is received in
	battle. The game is over when HP reaches 0.
o----o-----o	
MP	Current/Maxium magic points. Use of magic-related materia costs MP
o----o-----o	
AP	Current/Maximum action points. Use of guard or evade or action-related
	materia cost AP.
o----o-----o	
ATK	A higher value increase physical attack strength.
o----o-----o	
VIT	A higher value decreases physical damage recieved.
o----o-----o	
MAG	A higher value increase the strength of attack spells.
o----o-----o

|SPR |A higher value decrease the magic damage received |
o-----o-----
|LCK |A higher value may increase the chance of critical attacks. |
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|Walkthrough | [CHAPXX] |
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Now thats all of the basics of the game play out of the way, lets begain with the story, which is played in seperate chapters, which are as follows:

- Prolouge - Prologue - No image
- Chapter 1 - Embrace Your Dreams - zack fighting the Behemoth
- Chapter 2 - Betrayal? - Angeal With the Buster Sword
- Chapter 3 - ??? - ???
- Chapter 4
- Chapter 5
- Chapter 6
- Chapter 7
- Chapter 8

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|Prologue | [CHAP00] |
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What a beautiful scene, brings back so many memories from playing FFXVII, any other vets getting that goey feeling listening to that music and the basis of the FMV?

Ok so we'll get control and been thrown straight into our first fight. Before we start, just let me mention that you have unbelievable materia to start with; Firaga,Blizzaga, Thunaga and assualt twister. To be honest, you don't need it, all you need to do is attack with attacks. The Shinra Troops will fall within a few slashes each.

They were easy weren't they. The only thing that they had was numbers. A quick cutscene that tells you to carry on. It does it for you automatically. The cutscene contains and you'll face your first boss. all you should do here is attack and heal with potions when their needed. However, you could mix things up a little bit by using your materia. The only thing you need to watch out for is its tail and it claw, which both can evaded easily. You can tell when Behemoth will use them because he will rise what ever he will strike with. After about 10-30 hits (depends on criticals) you will have victory.

When fighting big bosses you should always try to get behind them. If you do you'll always get critical hits. Doing this will make the game so much more easier. Your now treated to a FMV and that the first part done.

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|Chapter 1 | [CHAP01] |
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We start of with another cutscene, which you'll soon get used to having them so often. After this one, you'll get another cutscene. Once this one is over, open the in game menu and select mail. Have a read of what it says and then talk to the SOLDIER member and tell him "I read it all!". Follow him into the next room and go up to the screen he's stood next to and press x to register for missions. Your then shown a save point. Stand on it and save.

Once you have open the in game menu again and select missions. This is the only mission that you need to complete to finish the game.

For information on this mission press Ctrl+F and type 1.1.1. There is also information on the rest of the missions in the same section.

Once you've completed the mission the SOLDIER will approach you again. He'll show you some pods on the wall in which you can sponge off the company. By opening the pod you'll get a Bronze Bangle, which will increase your HP by 10%, which I recommend equipping it straight away. During the conversation, you'll get sent another mail. head back into the maon room and to talk to Angeal, and tell him 'I'm all set!'. We get one final cutscene and then its off on our first official mission.

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o====o
|Wutai|
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When you arrive in Wutai, your attacked instantly by the Wutai Troops. These guys are about as tough as the Shinra Toops back in the Prologue, apart from you only have to fight three of them here.

After the cutscene follow the path. Along here this is the start of your random battles. You will also come across the Wutai Generals (In the yellow/gold/orange), which will take an extra slice to finish off. Towards the end of the path you'll get another cutscene, a nice story from angeal. Afterwards, carry on down the path to the save point and save your game. Afterwards head across the border into the next area. You'll get another cutscene that leads in the next area of WUtai.

Your thrown straight into battle now against a large number of the Wutai army. When you start the fight, go for the troops on the ground first. They will keep respawning, but just fight through them. If you stay towards the back of the battleground then you woun't be hit be the guys on the top of the wall. When troops on the floor are dead, head up towards the wall. When you do, use either Fire or Blizzard on the guys on the wall.

Now we're finally in the Wutai fortress, we're thrown into another battle. this one is a basic one with all enemies fighting close ranged. Afterwards, you will get a phone call from Lazard telling you that you need to take out the enemy forces. There are various places that they can be found, follow these steps and I'll tell you where to find them all.

Steps:

01. Head left and grab the chest containing a Soma. Just infront of this chest their should have been a set of enemies, 2/11.
02. Turn right and follow the path along to the end of the path and you'll find another set of opponents to defeat, 3/11
03. Turn right and on the next corner the next group should appear, 4/11
04. Turn right and carry on along the path and you will be shot at be a couple of Wutai troops. You'll both retreat, allowing you to carry on down to where they where.
05. As you turn the corner to where the troops went you will be attacked from behind by a group of Wutai troops, 5/11

06. once the chest for a remedy and carry on to the left to the next chest.
Opening this chest will start an ambush, 6/11
07. Carry on along the path and you'll soon be attacked by the next group,
7/11
08. After passing under the bridge you will be attacked on both sides by another
group of Wutai troops, 8/11
09. After the bridge swing a u turn to the right to find another group for the
killing, 9/11
10. Go around the U shaped bend you'll be shot at again by another group of
Wutai Troopers. When you get the choice, pick the option 'Charge' and
kill the General, 10/11
11. Go along here to the end and you'll fight another group of the troops,
11/11

After doing step 10 you will get a choice to continue or not. Do go back and do these, although you will only get battle spoils for doing it.

12. Examine the door in between the two little statues. Doing this will open
up more battles, 13/14
13. Go to the door at which you got shot at the first time and examine the
hidden passage for another set of enemies, 14/14
14. Examine the tower near the start of the area to find the next group, 15/16
15. Go to step 8 and examine the tower near by. 16/16

Advance through the door into the next area. Head to the left or right and go down to the next area. To the right there is a chest with Earrings in and a chest with a hi potion in the left. Save the game and carry on to the temple getting another cutscene. Head into the temple ahead of you and get ready to face your first proper boss.

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|BOSS: Vajradhara Tai & Wu|
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I said your first boss, but you have to deal with two of them. The main thing in this battle is to make sure that you don't get trapped inbetween the two orges. Stand behind them and deal with one at a time to make it easier on you. The two will use a Tomahawk based attack, first of all they will use 'Twin Tomahawk' and then when one is defeated it will become 'Tomahawk Boomerang'. After they use this ability you will need to heal after it, so When fighting them, make sure that you keep your MP for cure.

Quick strategy:

Slice them from behind, making sure that you don't get stuck between them, otherwise they will attack you like hell. Heal when you need to.

Reward:

- HP up

After defeating them you will have another couple of cutscenes. During one of them

you get an evaluation of how you did on the mission and and item as a reward.
For killing all of the enemies in the Fort you will get a Fire Armet, which should be equipped straight away, ready for the next boss.

At the end of the cutscenes you will get attacked by a group of new enemies, which are a little bit tougher than the enemies you've been fighting. Again during this battle, you will have a higher rate of getting a DMW for character, this time it being Sephiroth.

After another cutscene, save the game and equip your new stuff, including the HP up materia. Head up to the next area and select 'I'm Coming Angeal!'. Here there's another cutscene, starting a new boss battle.

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|Boss: Ifrit|
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Ifrit is a fire based summon, so the first thing that you should do is to cast Blizzard on him until you've ran out of MP. If you have the fire armet, you will take less damage from the fire based attacks. Ifrit will use a power move called 'Hellfire'. When its done, you need to heal yourself, as it does hundreds of damage. He also does small physical attacks, which can be avoided by using evade. These attacks are in sets of two, he will attack then a second later, he hits again. He will also shot a series of three fireballs at you. You should use Evade, to roll around and avoid them all.

Quick strategy:

Blast him with Blizzard until your out of MP and when you do, Slice him from behind. Heal yourself when you need to.

Reward:

- Assault Twister

After the battle, your given a couple of cutscenes and thats the end of Chapter 1.

o=====o
|Chapter 2 [CHAP02]|
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You'll get a couple of cutscenes. At the end of the cutscenes you will unlock a new character on the DMW, Tseng. When you get control, head to the pods and grab a free Thunder Materia. Head over to the save point and unlock some new missions. At this point I completed as many of the missions that I could so that I could level up and make the game a lot easier.

Go outside of the briefing room and talk to Kunsel, who'll take you out into Midgar and leave you there. Oh well, at least we can get some more missions out here. Head up into Loveless Avenue and talk to the Shinra Trooper to the right to unlock a new set. You can talk to the women near the entrance to the Shinra building and subscribe to the Genesis and Angeal fan clubs. When your done, head into the Shinra building and up the stairs to the lift. Go to the materia room and talk to the scientists there and unlock another set of missions. Before you head off with Tseng, I suggest that you complete the Mission 'Rematch with Ifrit', 8.1.1. Doing so will give you the Ifrit Materia, which adds Ifrit on the DMW.

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In Crisis core, aswell as the storyline, you are able to complete a series of missions like a real member of SOLDIER would. These missions all vary in difficulty. The harder the mission the better reward that you will get. You can also level up while on these missions. There are nine sets of missions in the game, which are all unlocked in different ways.

The missions are grouped into nine main sets, which are:

- Shinra Electric Company
- Monster Research Project
- Genesis's Forces
- To End the War with Wutai
- Hojo's Laboratory
- Seeking Precious Items
- Seeking Priceless Items
- Zack, the Materia Hunter
- ???
- Mysteries of the world

At the point of righting, I am still to unlock the eighth set of missions.

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|Shinra Electric Company|1.?.?|

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o=====o=====

|Training Missions |1.1.?|

o=====o=====

o=====o=====

|Shinra's Basic Training |1.1.1|

o=====o=====

|This is a simulated battle |
|against infantrymen. The |
|difficulty level is set low, |
|so it should pose no problems |
|for a SOLDIER operative. |
|Relax and enjoy the training. |

o=====o=====

|Rewards: Elixir |

o=====o=====

How to unlock: This is unlocked as part of the story in chapter 1.

This is a really basic mission, all you need to do is defeat 8 Shinra Troops. All you have to do is attack them the same way that you did in the Prologue.

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|Security Department|1.2.?|

o=====o=====

o=====o=====

|Challenge from Security|1.2.1|

o=====o=====

|Members of the Security |
|Department have requested a |
|joint training session with |
|SOLDIER. Some of them seem |
|to regard SOLDIER with a |

```
|passionate sense of rivalry |
|It's only a training session,|
|but don't take it lightly |
o=====o
|Rewards: Shinra Alpha      |
o=====o
```

How to unlock: Talk to the security guard in Loveless Avenue. Available from chapter 2.

Head fowards and then go head to the left into the next corridor. As you go down the corridor, head down the second right. In the bottom room here you will find a chest containing an X-Potion. return to the corridor and at the next cut-off there is another chest, this time containing a Remedy. Now take the left path and fight the group of enemies here to finish of the mission.

```
o=====o=====o
|Second Challenge          |1.2.2|
o=====o=====o
|Members of the Security   |
|Department have requested |
|another joint training    |
|session with SOLDIER. They|
|have robots to support them|
|this time. Proceed with  |
|caution.                 |
o=====o=====o
|Rewards: Silence         |
o=====o=====o
```

How to unlock: Unlocked after 'Challenge from Security', 1.2.1

This is a really basic misson. Head straight forwards, grabbing the X-Potion from the chest on the left, about half way up. Carry on to the Shinra Troops and defeat them to complete the mission.

```
o=====o=====o
|Third Challenge           |1.2.3|
o=====o=====o
|Members of the Security   |
|Department have requested yet|
|another joint training    |
|session with SOLDIER. A   |
|statement from them reads: |
|"We were holding back in  |
|previous sessions." They are|
|desperate and may do anything|
|to save face. Be Careful.  |
o=====o=====o
|Rewards: Four Slots       |
o=====o=====o
```

How to unlock: Unlocked after 'Second Challenge', 1.2.3

When you start the mission turn around and go behind you to the end of the of that path. Here you will find a chest there with an elixir in it. Head left and follow the path. In the at the end there is another chest, which contains a Hi-Potion. Turn right here and half way down the corridor head left into the room with the target enemies.

o=====o=====
|Getting Serious |1.2.4|
o=====o=====
|The persistent members if the|
|security department habe sent|
|SOLDIER another challenge to|
|a joint training session. |
|Making excuses, they claim |
|the difference in budget |
|between the departments to be|
|the reason for their losses. |
|Go show them exactly why we |
|are combat experts. |
o=====o=====
|Rewards: |
o=====o=====
How to unlock: unlocked after 'Thrid Challenge', 1.2.4

o=====o=====
|To End the War with Wutai|4.?.?|
o=====o=====
o=====o=====
|Pursue the Remnants|4.1.?|
o=====o=====
o=====o=====
|Wutai Units Found |4.1.1|
o=====o=====
|We have spotted a detached |
|Wutai army unit on the |
|outskirts of Wutai. We want |
|to prevent any further |
|incidents from them in an |
|already chaotic political |
|enviroment. Vanquish them |
|befor they make a move |
o=====o=====
|Rewards: Elixir |
o=====o=====
How to unlock: Complete chapter 2

Head to the right and grab the chest which contains an X-potion. Carry on and head to the left at the first chance that you get. Head along this strech of path and defeat the set of enemies.

o=====o=====
|Anti-SOLDIER Monsters |4.1.2|
o=====o=====
|A detached Wutai force has |
|trained monsters to |
|specifically fight SOLDIER |
|operatives. Defeat the Anti-|
|SOLDIER creatures and |
|eliminate the remnants. |
o=====o=====
|Rewards: Bulletproof Vest |
o=====o=====
How to unlock: Complete chapter 2

How to unlock: Complete 'Wutai Units Found', 4.1.1

Head forwards and grab the chest directly in front of you, which contains an X-Potion. Then head to the center of the square that you're in. You'll notice that there is another ogre there. Use the same tactics that you used against Vajradhara Tai & Wu. These are the exact same monsters as before, which means that they should be easier, as by now you should have leveled up, even if it's by one or two levels.

```
o=====o=====o
|Persue the Deserters |4.1.2|
o=====o=====o
|Fort Tambin has fallen, but |
|many of their fighters have |
|escaped. They refuse to |
|disarm in an attempt to |
|maintain the resistance. |
|allowing this to continue |
|would only sow chaos. A |
|swift elimination is in order|
o=====o=====o
|Rewards: |
o=====o=====o
```

How to unlock: Complete 'Anti-SOLDIER Monsters', 4.1.2

```
o=====o=====o
|Hojo's Laboratory|5.?.?|
o=====o=====o
o=====o=====o
|Sample Monsters Lv. 1|5.1.?|
o=====o=====o
o=====o=====o
|Experiment No. 101 |5.1.1|
o=====o=====o
|Your battle with the summon |
|made for valuable data. I |
|have used this data to create|
|a new battle sim; be my guest|
|and give it a try if you're |
|up to it. But I must warn |
|you--though it is only a |
|simulation, the damage you |
|receive will be very real |
o=====o=====o
|Rewards: Fire |
o=====o=====o
```

How to unlock: Unlocked after completing chapter 1

Again this is another repeat battle. Follow the same strategy that you employed when you battled against Ifrit the first time.

```
o=====o=====o
|Seeking Precious Items|6.?.?|
o=====o=====o
o=====o=====o
|Looking for Items|6.1.?|
o=====o=====o
o=====o=====o
```

```
|Closed Coal Mines      |6.1.1|
o=====o=====o
|We have obtained Information |
|on monsters dwelling in the |
|closed mines. There is a    |
|possibility that the mines  |
|were shut off with precious |
|items still inside. Please  |
|go investigate.            |
o=====o=====o
|Rewards: Pheonix Down      |
o=====o=====o
```

How to unlock: Unlock after Completing chapter 1

When you start go straight fowards and go to the left side of the room. Turn around and face the wall that you just came from. There's a chest there with a Hi-Potion. turn around and go over the bridge there. After that its just a straight path to the target monsters.

```
o=====o=====o
|Desert Island Dekights |6.1.2|
o=====o=====o
|We have obtained information |
|on monsters on a desert     |
|Island. You may also be able|
|to find some items there.   |
|Please go investigate.       |
o=====o=====o
|Rewards: |
o=====o=====o
```

How to unlock: Unlocked after 'Closed Coal Mines', 6.1.1

```
o=====o=====o
|Zack, the Materia Hunter|8.?.?|
o=====o=====o
o=====o=====o
|Starting out|8.1.?|
o=====o=====o
o=====o=====o
|Rematch with Ifrit      |8.1.1|
o=====o=====o
|As a result of analyzing the |
|materia you obtained in your |
|fight with Ifrit, we have    |
|succeeded in trapping the    |
|creature--and chances are     |
|good that you can get your   |
|hands on rare materia.       |
|Hurry to the Site.          |
o=====o=====o
|Rewards: Ifrit Materia      |
o=====o=====o
```

How to unlock: Unlocked after completing chapter 1

Again, a rematch with a boss that you've already defeated. Again deploy your previous tactics against this enemy.

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|Version History | [VERHIS] |
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Version 1.0 - 03/08/2010 - Started the Guide
Version 1.1 - 05/08/2010 - Continued Guide

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