

- {MIS-1} Missions 1-x-x: Shinra Electric Company
- {MIS-2} Missions 2-x-x: Monster Research Project
- {MIS-3} Missions 3-x-x: Genesis's Forces
- {MIS-4} Missions 4-x-x: To End the War with Wutai
- {MIS-5} Missions 5-x-x: Hojo's Laboratory
- {MIS-6} Missions 6-x-x: Seeking Precious Items
- {MIS-7} Missions 7-x-x: Seeking Priceless Items
- {MIS-8} Missions 8-x-x: Zack, the Materia Hunter
- {MIS-9} Missions 9-x-x: Great Caves of Wonders
- {MIS-10} Missions 10-x-x: Mysteries of the World
- {MIS-9-6-6} Optional Boss Minerva

III) General Useful Information {GEN}

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- {GEN-1.1} DMW (Digital Mind Wave) Info
- {GEN-1.2} DMW Mechanics
- {GEN-1.3} DMW Genji Shield/Magic Pot
- {GEN-2} Level Up/Stats Chart
- {GEN-3} Super Fast Gil & SP
- {GEN-4} Maxing Stats with Materia
- {GEN-5} Battle Mechanics
 - {GEN-5.1} Damage Formulas
 - {GEN-5.2} Status Effects Formulas
- {GEN-6} Missable Things

IV) Inventory Lists {LIS}

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- {LIS-1} Battle Items
- {LIS-2} Fusion Items
- {LIS-3} Key Items
- {LIS-4} Accessories

V) Materia {MAT}

=====

- {MAT-1} Materia Fusion
 - {MAT-1.1} Basics
 - {MAT-1.2} Terminology
 - {MAT-1.3} Materia Fusion Rules
 - {MAT-1.4} Fusion Combination List
 - {MAT-1.5} Materia Grades
 - {MAT-1.6} Item Grades
 - {MAT-1.7} Stat Boosts
 - {MAT-1.8} Max Item Stat Boosts
- {MAT-2} Magic Materia
- {MAT-3} Command Materia
- {MAT-4} Independent Materia
- {MAT-5} Support Materia

VI) Shop List {SHOP}

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VII) Enemy Encyclopedia {ENM}

=====

VIII) Appendix {APX}

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- {APX-1} Song Lyrics "Why"
- {APX-2} Official Soundtrack Listing
- {APX-3} Bradygames Guide: Error List & Appendix

The Menu:

=====

The menu *roughly* looks like this:

```

.------.
|MAIN MENU      Shin-Ra Electric Power Company  .------. |
|.------.   .------.   \      /   |
||Item         | ||_ | Zack Lv. x   Strength  xx |   \      /   | | | | | | | |
||Equipment    | |  _  SP/         x   Vitality  xx |   \      /   |
||Materia      | ||_ | HP/         x/x   Magic    xx |   |   |   |
||Materia Fusion| ||_ | MP/         x/x   Spirit   xx |   |   |   |
||DMW          | |   AP/         x/x   Luck      xx |   |   |   |
||Missions     | |LOCATION = Midgar                |   |   |   |
||Mail         | |GIL =   xxx |TIME = x:xx:xx    |   |   |   |
||Shops        | |DMW = ~~~~                    |   |   |   |
|'------'   | |limit = normal| | | | | | | | | | |   |
|HELP xxxxxx   |'------'                    |   |   |   |
'------'

```

- Item

Here you can use items or sort them out. You can recognize Potions from the HP letters in the help section below, and you can recognize Ethers in the same way by checking for MP. An Elixir also recovers AP and notes all three.

- Equipment

Here you can equip materia and armor or accessories. You'll start with only 4 materia slots and 2 accessory slots, but these can be expanded. When Zack is promoted to SOLDIER 1st Class in Chapter 4, you'll gain two materia slots. If you complete Missions 7-2-2 and 7-2-5 you'll unlock the two extra accessory slots per mission. These missions can be done at Chapter 5 or later.

- Materia

Here you can check on your Materia list and Sort it. SP Convert is unlocked when Zack gets promoted to SOLDIER 1st Class in Chapter 4. This converts a Materia into SP (something I rarely do).

- Materia Fusion

This is unlocked when Zack gets promoted to SOLDIER 1st Class in Chapter 4. You can fuse two materia here so they blend into one. An option for items to be fused into the process is unlocked after Mission 7-2-1. This mission can be done at Chapter 5 or later.

- DMW (Digital Mind Wave)

This is pretty much the Limit Break part of Crisis Core. The numbers you see here are percentages of how many times a cutscene will pop up during modulation in battle. If you press Triangle you'll get to see how many times you've performed the Limit Break compared to how many times you have to perform it to 'Reach' something I don't know of or what it means. The more you progress in the game, the more people you meet and the more D.M.W's you will unlock. Also check the special D.M.W section of this FAQ for more information.

- Missions (only available at Save Points)

Here you can do missions. There is only one mandatory mission, which is 1-1-1. Missions can be very rewarding. There are special requirements to unlock missions, mostly to beat other previous missions, or to progress to a new Chapter in the game story-wise.

- Mail

Here you can read the emails you will get throughout the game. They give you details story wise and mission wise.

- Shops

You can ALWAYS shop in Crisis Core, straight from the menu. You don't even need an Call Shop ability from Tonberry like you did in FF8! Also check the Shop List in this FAQ to see what the shops all sell. New shops are unlocked through progressing with the game or doing missions.

The Stats:

=====

Zack has a few stats which are the following:

Strength: This is your Physical Attack power.

Vitality: This is your defense versus enemy Physical Attacks.

Magic : This is your Magical power.

Spirit : This is your defense versus enemy Magical Attacks.

Luck : The higher your Luck, the more critical hits and better item drop rates. Critical Hit Rate = (Attacker's Luck - Defender's Luck) / 2.56 (%).

Attacks from behind are Auto-Critical Hits.

Leveling Up

=====

You will level up if the DMW spins to 777. How does this work? First of all, it's NOT RANDOM. The game has an internal, invisible EXP counter, and Zack needs to reach an amount of EXP in order to level up. Even though the EXP isn't shown in-game, this Guide offers an Enemy Encyclopedia that lists the enemy's EXP values. The chart in section {GEN-2} shows the EXP needed to reach a certain level, along with the fixed natural stats that go with each level.

Zack's Battle Stance:

=====

A small detail, but Zack's battle stance and victory pose will differ depending on how much HP Zack has left:

Battle Stance:

25%+ HP: Zack stands uptight and moves normally.

<25% HP: Zack drags the Buster Sword around.

Victory Pose:

100% HP: Zack swings the Buster Sword in the classic way on his back.

25%-99% HP: Zack puts the Buster Sword normally on his back.

<25% HP: Zack wipes the sweat from his forehead.

General Tips:

=====

- Save often. There are many, many Save Points in Crisis Core, so use them.
- Heal after battles in the menu with the Cure Materia. This Materia will be a lighter green than the other magic materia, plus it'd be one of the few, if not the only one you can actually use. Same for the Esuna Materia.
- You can very often AVOID RANDOM ENCOUNTERS by HUGGING THE INNER SIDE of the room or plains that you are trying to cross. Alternatively, if you want to beat the same enemies again, you can run in and out of the room to get many random encounters. Avoiding encounters is particularly useful when doing missions that are (too) hard for you.
- You can escape from a battle by trying to run away from the battle field.

- Notice how Zack seemingly can't get away, but after a short while you will have escaped the battle. This only applies to most random battles, no bosses.
- Phoenix Downs cast Raise, a spell that will fully revive you when you die in battle. This is a magnificent item, especially because the status lasts as long as you don't die. You can also get the ReRaise status from the Woman at the entrance of the Shinra Building, who will give you a 'Campaign Potion' when you talk to her and select the first option. This can be done in Chapter 3 and later Chapters where you can get to the Shinra Building.
 - Do NOT try to rotate the camera during battle! I've had it happen myself a few times, and you can end up using rare Elixirs from your stock because the L and R buttons switch commands in battle!
 - If enemies do a Jump attack, don't immediately dodge. Instead, wait a moment and then dodge. You'll learn to evade these attacks quickly this way.
 - If you see (M) behind an item, it means it is a Materia.
 - The MAX amount of Materia you can hold is 256. If you go past this, any Materia you pick up will be DISCARDED. Later on when doing Missions, you'll likely receive tons of crap materia from enemies. Convert these into SP, or you will end up discarding great Materia from treasure chests!
 - To defend from Instant Death later in the game, equip a Safety Bit. You can also equip a Status Ward Materia and a Death Materia to defend from Death. Then there's also the Super Ribbon, but that's much later in the game.
 - In Hard Mode, the enemies will have better stats. They are individually increased, and there are no documented lists on these stats. I'll eventually go over all enemies and add their stats.

As an indication expect enemy HP to increase by at least x2, and expect your enemies to hit you harder, while you hit them for less. No additional rewards are given for Hard Mode.. Bragging rights aside..

```

Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO
||          {1} Chapter 1: Training          ||          CHECKLIST
Oo*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO=-*-=-*-=-*-=-*-=-*-=-oO
|| Treasure: ---                               ||
Oo*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO

```

After the beautiful introduction FMV that is kept true to the original game, you'll get to see the (also stunning) in-game graphics. After another short scene you'll have to fight 16 Wutai Soldiers in Shinra disguise. They have 210 HP, and give 1 SP. Their attacks don't go over 5-ish damage, so don't worry and hack away. After beating them, another scene will show and the scene shifts over to a big, badass behemoth boss.. What an alliteration!

```

-----
Name: Behemoth (Level: 6) |
-----
HP: 7870      |Exp: 7      |Attacks: |
MP: 122      |SP: 16     |----- |
Strength: 8   |Gil: 0     |Left-Right Claw [Physical attack] |
Vitality: 10  |           |Left-Right Claw [Physical attack, Gravity] |
Magic: 11    |           |Left-Right Tail [Physical attack, ignores Vitality] |
Spirit: 9    |           |Left-Right Tail [Physical attack, Gravity] |
Luck: 8      |           |Gyro Tail [Physical attack, ignores Vitality] |
              |           |Heave [Physical Attack, Gravity] |
-----
Strategy: Being the first boss of the game, he's really easy. You can attack |
----- it straight on with your sword, or you can choose to use magic by |
scrolling through your commands that are shown at the lower right of the |

```

screen. The first green materia is Firaga which does 3x105 damage or so. The | second green materia is the Thundaga materia which does about 220 damage, and | the last green materia is the Blizzaga materia which does the best damage of | about 335 damage. The command materia allows use of Assault Twister, which is | a different Physical attack than your regular swings. | To defeat Behemoth, simply try to get to it's back and swing 2 or 3 times. | Move away or dodge it's Tail attacks and repeat. You can also attack it from | front or from a distance with magic. Experiment a little, it's good fun. If | you somehow run low on HP, you can always use a Potion (first item). | -----'

And that's the end of Chapter 1, folks.. Don't worry.. they're not all short! At the end of each chapter, you're given the option to save (first option), to load (second option), or to not save (last option). I suggest saving, as you have 100 slots! Plus, you can always copy some saves to your PC..infinite saving.

End of Chapter 1 Picture: Zack fighting Behemoth.

```
          Oo=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-oO
          || {2} Chapter 2: The Wutai War || CHECKLIST
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-oO
|| Treasure:| Bronze Bangle, Cursed Ring, Elixir (Mission 1-1-1), Soma, ||
|| | Potion, Ether, Hi-Potion, Potion, Ether, Earrings, Hi-Potion, ||
|| | [Fire Armlet/Phoenix Down/Bulletproof Vest/Elixir]. ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-oO
```

A few scenes take place. Kunsel, a SOLDIER 2nd Class and a buddy of Zack, comes to talk to Zack. After this, you'll end up meeting Lazard in the Briefing Room together with Angeal. When you're back in control, speak to Kunsel and follow him into the next room.

You have to walk over to the terminal which will give you a short tutorial on how to do Missions. If you go to the menu when you're at a Save Point, you can select Missions. Missions require you to beat up enemies, pretty much, and often there are treasures to be found. A Mission reward is granted when you complete the Mission.

The first Mission, number 1-1-1 is actually mandatory, so you must go and do it now. Beat the 8 Soldiers (same as at the start) and receive an [•ELIXIR] as a reward. After the scene with Kunsel, check locker 6 (near Kunsel) for a [•BRONZE BANGLE]. Check the locker another 20 times (which initiates a dialog) and you'll get the [•CURSED RING]. This increases ALL your main stats by 10, and your HP/MP/AP by 10%! The only thing is.. well you see, there's a reason it's called Cursed Ring. You can't get the D.M.W in battle anymore, which means no Limit Breaks nor any Leveling Up!. This accessory has a good use when you want to play a low level game, but for now I suggest you don't equip it, *just* the Bronze Bangle.

When you're done fooling around, go back into the Briefing Room and talk to Angeal to process with the story.

After the scene you'll be in Wutai. You'll have to fight 3 Wutai Privates.. They are weak: 178 HP, 1 SP, 12 Gil each. After another scene, you're free to roam the continent of Wutai...err.. Not quite. You can move where the path leads you to. A red dotted line indicates you cannot leave the zone from there, and a blue dotted line indicates you're good to go, and you may pass.

When you are walking around you can now also get into 'random' encounters. It's true that these aren't completely random, because they'll often only appear at places where the area is large enough to fit a battle in, and you can often avoid 'random' encounters by hugging either side of the path you're walking and not crossing a room or plains point blank. Keep this in mind during the game. On the other hand it's also possible to trigger the same fight area twice or even more, when you're looking to rotate the camera or when you want to grab a treasure.

Head down the path. You can press Square to bring up a map. I will sometimes be referring to the map when I'm talking about North/South/East/West. When you get about halfway you'll get another scene with Angeal. There's a Save Point afterwards, and you can go to the next area. After the scene, you'll get a DMW memory (nothing special, and I won't mention these again), and you'll get into a battle with many Wutai Privates, 25 regular and 2 Sergeants. The sergeants are yellow and have 575 HP, 8 SP, 24 Gil. They're not tough at all. There are an additional 3 Wutai Privates standing on the wall, you can kill them with magic. After the battle you'll get a short scene followed by a battle with 2 Privates and a Sergeant. Finish them and Zack gets a phone call from Angeal.

You'll now have stars at the upper left of your screen. The idea is that you must kill as much enemies as possible to get the best possible ranking. Later on, you'll get a reward based on this ranking. Go through the gate and battle some enemies (they look like dogs with masks and make-up..heh). Those are worth 12 SP, 22 Gil. Check the chest for a [•SOMA]. Proceed and battle another Foulancer with two soldiers. Proceed and battle two more Foulancers. Soldiers will fire at you from a distance. Run toward them and try to move on. Enemies will come from a rotating wall. Check it after the battle and you'll get a short scene with an other battle as result. Check: You should now have 6 filled stars.

The next chest holds a [•POTION], but the one after that is a 'mimic' and triggers a battle with soldiers. Continue and fight two more Foulancers. After that, you'll get another battle with two 'doggies' and two soldiers. Check the room nearby for a chest with an [•ETHER]. You'll also get a battle here with two soldiers and a Foulancer. There's also a rotating wall here so check it and fight the sergeant and the three soldiers. Now check out the Scout Tower and you'll have to fight two sergeants and two Foulancers. The chest behind the Scout Tower holds a [•HI-POTION].

After the phone call, you can backtrack to where you started and check an other scouting tower to fight 3 captains. Now move on until you get to a few soldiers shooting at you. Choose the second option and backtrack around the corner and check the rotating wall for a short scene which nets you a Potion. Check the rotating wall again to battle three Foulancers. Now continue until you get to the last battle with three Foulancers coming through the door. Check the chest in the corner for an [•ETHER] and proceed with the game.

From now on, I won't be mentioning all the battles. I did so because it was related to the stars mini-game. Either way, take the right path to a chest with an [•EARRINGS], then backtrack and take the left path to get a chest with a [•HI-POTION]. Equip the Earrings, it gives you +5 Magic. You'll get to a Save Point and a shrine. Save your game and inspect the shrine. After the scene, fight the 3 Wutai Commanders. They have: 1055 HP, 16 SP, 55 Gil each. Head to the Arena to the north and you'll get a scene with someone who should look familiar.. Save your game and head into the Arena for real now. You'll face two Ogre-like creatures.. It's boss time!

```

-----'
HP: 2900      |Exp: 69   |Attacks:
MP: 22       |SP: 80   |-----
Strength: 14 |Gil: 38  |{Punch}    [Physical attack, ~80 Damage]
Vitality: 27 |         |{Axe Swing} [Physical attack, ~100 Damage]
Magic: 1     |         |Mace Boomerang [Physical attack, Scene, No Block,
Spirit: 1    |         |             ~125 Damage]
Luck: 4     |         |Twin Tomahawk [Physical attack, Scene, No Block,
           |         |             ~155 Damage]
-----'

```

Name: Vajradhara Tai (Lv:7) | Drop: VIT Up

```

-----'
HP: 2900      |Exp: 69   |Attacks:
MP: 22       |SP: 80   |-----
Strength: 14 |Gil: 38  |{Punch}    [Physical attack, ~80 Damage]
Vitality: 28 |         |{Axe Swing} [Physical attack, ~100 Damage]
Magic: 1     |         |Mace Boomerang [Physical attack, Scene, No Block,
Spirit: 1    |         |             ~125 Damage]
Luck: 4     |         |Twin Tomahawk [Physical attack, Scene, No Block,
           |         |             ~155 Damage]
-----'

```

Strategy: If you glance over their stats, you'll notice they have decent defense versus physical attack, but no defense versus magic. I'd suggest spamming massive Blizzard magic on their heads which inflicts like 400 HP damage per casting. Should you run out of MP you can either use an Ether or go with physical attacks. Dodging their attacks isn't all that hard. Just look out for when they move their arm back, because that's the time they're going to swing. The attacks that have a scene cannot be dodged or blocked. If you attack them from the back with physical attacks, all the better as you'll inflict critical damage. Keep your HP above 200 and you'll be fine.

They give a nice Exp value.. Yeah..a nice number. Err, so another scene takes place in which the legendary Buster Sword is used. After more scenes you'll get an evaluation from your executive manager Lazard. Depending on how well you did with the stars mini game, you'll get the following reward:

```

Amount of Stars: |Reward:
-----|-----
16 Stars        |Fire Armlet
14-15 Stars     |Phoenix Down
11-13 Stars     |Bulletproof Vest
10 or less Stars |Elixir

```

After more scenes, you'll have to fight against 3 Genesis Clones. They have 720 HP, 24 SP, 58 Gil each. More scenes take place. You'll get to a Save Point which you'd do well to use. If you managed to get 16 Stars from the minigame, equip the Fire Armlet! Proceed and choose the first option to initiate another scene and another boss fight...

Name: Ifrit (Level: 8) | Drop: Assault Twister

```

-----'
HP: 6720     |Exp: 321 |Elemental Info: Absorbs Fire, Weak VS Ice
MP: 403      |SP: 180  |-----
Strength: 17 |Gil: 430 |Attacks:
Vitality: 20 |         |-----
Magic: 14    |         |{Double Punch} [Physical Attack, ~40 Damage x2]
Spirit: 30   |         |{Kick} [Physical Attack, ~67 Damage]
Luck: 12    |         |Flame Shot [Magical Attack, Fire, ~30 Damage x3]
-----'

```

| Hellfire [Magical Attack, Fire, Scene, No Block, |
| ~400 Damage] |

-----|
Strategy: Ifrit isn't all that hard, but you should know that he's weak VS Ice |
----- Magic. Ok, so now you know, and now you can happily spam your |
Blizzard Magic against him which will do ~775 damage. Alternatively you can |
aim for his back and slash him 4 times for critical damage, then dodge his |
attacks and repeat. In any case, keep your HP above 450 if you don't have the |
Fire Armet, because Hellfire no matter how kickass it looks, still inflicts |
about 400 HP damage. Fire Armet reduces Fire attacks by 50%. When you're far |
away from Ifrit, he will attack with Flame Shot, which is easy to dodge. All |
in all, this is a really easy fight.

Sephiroth enters the scene, and it's the end of the Chapter!

End of Chapter 2 Picture: Angeal Praying with his head against Buster Sword.

```
    Oo*=-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-oO  
    ||{3.1} Chapter 3: Sector 8 and new missions||                CHECKLIST  
Oo*=-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-oO  
|| Treasure:| Lightning (M), Esuna (M), Poison (M), Silence (M),    ||  
||          | Silence Blade (M), Gravity (M), Regen (M).           ||  
Oo*=-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-oO
```

After some more scenes where Tseng also makes his introduction, the player can control Zack again. Tseng is added to the DMW too. Head over to the Save Point.

At the start of this Chapter, many Missions are unlocked and become available. If you do some of those Missions, more will unlock. At this point, you can do the following missions, or rather, potentially attempt them:

4-1-1 through 4-2-6, 4-4-1 through 4-5-6, 5-1-1, 6-1-1 through 6-1-6, and 6-3-1 through 6-6-6. Please note that many of these missions are likely to be way over your head at this point. Also check the Mission section {MIS}.

The missions 4-1-1 through 4-1-5 are possible to do at this point, as are the missions 6-1-1 through 6-1-4. Mission 5-1-1 can also be done now easily. Lastly the missions 8-1-1 and 8-1-2 can be done. If you do anything at all, consider getting the Barrier Materia from mission 4-1-5. This is really useful through the game. If you want to, equip Cursed Ring to boost your stats. This may just be better than DMW for the tougher missions.

When you're done fooling around with missions, check locker #6 again to receive a [•LIGHTNING (M)]. Leave the Briefing Room afterwards. After a scene, Kunsel will have brought you to Sector 8. You can now proceed with the game, or do a few optional (and HIGHLY REWARDING) quests.

Optional:

In this screen, walk over to three females who all have their own fanclubs. You can join the 'Angeal Fanclub' and the 'Genesis Fanclub' right now, but the 'Sephiroth Fanclub' can't be joined - yet. Check your map, and head north from the Fountain. Head north, straight into an alley next to the Goblins Bar. Talk to the woman here, and choose the first option to join the 'Loveless Study Class', part of the Genesis Fanclub. Head back and check your map. Talk to the Shinra Soldier in the Southeast area of the map of this section. After this, you can check any Save Point to see that a mission has been unlocked.

You can now do missions 1-2-1 through 1-2-6, which give decent rewards. The final mission, 1-2-6 ends with a fairly tough fight, a Guard Spider. You can move behind it before the fight by hugging the wall of the room. Start the fight, and hit it for 4 times, then guard. It'll look like it needs to poo.. and does an electric burst while you're blocking. Repeat this and stay behind it at all times. Heal when you must, and keep your HP at max after every two shocks or so. After the mission, speak with the Shinra Captain and he'll give you the Craftsman Monthly.

Head back into the Shinra Building, which is where you came from. Talk to the lady near the stairs, and select the first option. She will give you a 'Potion', which heals you completely (although cancels any break gained stats, in other words when your HP/MP/AP go above the max due to DMW. You can still get break after this potion, it just takes it away now.). It also cures all status effects, grants Raise (which is essentially Auto Life), and sets DMW back to a normal gauge. It also resets Genesis Mode (which you obtain from the middle of Chapter 6).

Go through the doors on the north, and head over to the lift after admiring the Shinra vehicles and the original artwork of the Highwind (I've actually had that very artwork on my desktop for about 2 years now). Hop onto the elevator and choose the second option to go to the 49th floor (SOLDIER Floor). Head to the Materia Room and speak to the Scientists there. Now go to the Save Point which is also nearby, and check for new missions. You can do the following:

Mission 8-2-1 through 8-2-6 can now be done, and you'll get different Mako Stones as reward. These Mako Stones can be brought back to one of the scientists in the Materia Room who will reward you for every Mako Stone. Just select the first(!) option when talking, or you can NOT get the reward anymore:

Name of Mako Stone:	Reward in Materia:
SPR Mako Stone	Esuna Materia
VIT Mako Stone	Poison Materia
Magic Mako Stone	Silence Materia
HP Mako Stone	Silence Blade Materia
Strength Mako Stone	Gravity Materia
Luck Mako Stone	Regen Materia

As for the missions, only the last two are really hard at this point. Bee Swarm has insane Vitality, which means you must use Magic against it. And especially the fight with the 2 Death Claws in mission 8-2-6 and the Bee Swarm is really tough. Use Barrier and spam your strongest magic and dodge their attacks as much as possible while keeping your distance, and taking them one by one. You can also use the Fira Materia you just got from that mission and heal up with Ethers.

End of optional

When you're ready, talk to Tseng in the Briefing Room, select the first option, and be off to your next story mission. To get back to the Briefing Room, go to the elevator in Shinra Building, select the second option, and you'll be at Floor 49. You should find the Briefing Room easily.

at a certain point a mini game starts in which you have to cut down missiles. This is not very hard, but beware of the last missile, which angle is different than the rest. The last one has the camera behind the missile, the best way to check when you must slash is to look at it's shadow; When it's close, quickly slash. Do well, because it also affects the next minigame. See below.

```

.------.------.------.
|# Missiles Cut: |Reward in Gil: |Time Limit: |
|=====|=====|=====|
|      0      |      0      |  20 Sec. |
|      1      |     100     |  22 Sec. |
|      2      |     200     |  24 Sec. |
|      3      |     300     |  26 Sec. |
|      4      |     400     |  28 Sec. |
|      5      |     500     |  30 Sec. |
|      6      |     600     |  35 Sec. |
|      7      |     700     |  40 Sec. |
|      8      |     800     |  45 Sec. |
|      9      |     900     |  50 Sec. |
|     10      |    1500     |  60 Sec. |
'------'------'-----'

```

After the minigame, a timer immediately starts ticking. You now have a set time to find all 5 green Lifestreams and enter Angeal's mother's house after that.

```

.------.------.------.
|Lifestream Location: |Touch it: |Did not touch it: |
|=====|=====|=====|
|At path intersection |Soma      |Ether      |
|On the cliff         |X-Potion  |Potion     |
|Near the well        |Ether     |Soma       |
|Near Angeal's House |Elixir    |Ether x2   |
|House opposite of Angeal's|Phoenix Down|Potion x2  |
'------'------'-----'

```

o Note: Lifestreams only appear if you checked them out earlier with Zack.

There's 1 nearby the boxes, one on the cliff, and three near the houses, and it is possible to do it in 50 seconds or so. Now you'll get your reward: [**•100 GIL**] for a single slash, plus an additional [**•500 GIL**] if you really had all slashes and a [**•SOMA, ETHER, X-POTION, ELIXIR and PHOENIX DOWN**] if you touched all possible Lifestreams. Now Save your game if you wish, and enter the house after equipping yourself decently (Barrier Materia?). After the scene, it's boss time.

```

-----
Name: Bahamut (Level: 15)|Drop: Potion/Force Bracelet
-----
HP: 8740      |Exp: 446 |Elemental Info: ---
MP: 424      |SP: 300  |-----
Strength: 18 |Gil: 680 |Attacks: (Zack's Vitality/Spirit: 60/20)
Vitality: 69 |-----
Magic: 14    |{Claw Slash} [Physical Attack]
Spirit: 102  |{Jump} [Physical Attack, ~80 Damage]
Luck: 16     |Ray [Physical Attack, 5*~40 Damage]
              |Lightning Bolt [Magical Attack, Lightning, 2*~80 Damage]
              |Mega Flare [Magical Attack, Gravity Based, Scene, No Block,
              |              Damage = ~62.5% of Current HP]
-----

```

Strategy: Bahamut is a fairly strong boss, but his attacks can nonetheless be blocked and/or dodged easily. His regular slash is nothing to worry

about. When he jumps in the air, keep your distance or simply block. His Ray can be dodged or blocked. His Lightning Bolt is also fairly easy to dodge when you time it right. Leaves us with his stunning classic attack, Mega Flare. You don't have to worry; It can't actually kill you since it's Gravity-based. This means it only takes a proportional part of your current HP away. It's still a load of damage, so heal immediately afterwards.

To defeat Bahamut, you can massive spam your magic, but I recommend just going to him (and his back) and hack away. When he's unreachable, use magic. Save your MP for healing every now and then, and you'll get out victorious. If you have Barrier, use it.

-----'

A cutscene will take place to close the Chapter.

End of Chapter 3 Picture: Genesis.

```

                                Oo*=-*-**=-**=-**=-**=-**=-**=-**=-**=-**=-**=-**=-Oo
                                || {4.1} Chapter 4: The SOLDIER 1st Class ||      CHECKLIST
Oo*=-*-**=-**=-**=-Oo*-**=-**=-**=-**=-**=-**=-**=-**=-**=-**=-**=-Oo
|| Treasure:| Star Pendant, Fire Materia, Blizzard Materia, Ether, 5000 Gil, ||
||          | Earrings, Amulet.                                     ||
Oo*=-*-**=-**=-**=-**=-**=-**=-**=-**=-**=-**=-**=-**=-**=-**=-**=-**=-Oo

```

A bunch of new missions will be unlocked by now. 3-1-1 and 3-1-2, 5-1-2, 8-1-3 through 8-1-6, and 8-3-1 through 8-3-6 are all unlocked now. If you go to the briefing room and talk to the SOLDIER 3rd class inside the briefing room, you'll also unlock missions 7-1-1 through 7-1-6. Most missions are all possible to do now. You must of course first beat missions to unlock the next mission(s). Check locker #6 in the Briefing Room again to find a [•STAR PENDANT].

After saving, you can check out the Training Room and talk to Hojo. If you select the first option, you'll be able to fight some battles in the VR Room:

- Battle 1: 2x Wutai Private (178 HP) + 1x Foulander (482 HP)
- Battle 2: 3x Guard Hound (491 HP)
- Battle 3: 2x Blood Taste (914 HP)
- Battle 4: Experiment 88 (looks like Behemoth, 9999 HP)

Head over to the elevator and go to the SOLDIER Director's Office. Zack is promoted to 1st Class SOLDIER! After the scene you'll have gotten new clothes, 2 extra materia slots, Materia Fusion, SP Convert, and two extra materia: [•FIRE (M)] and [•BLIZZARD (M)]. Leave the Briefing Room and select the second option to get a short scene. Now you can leave. Hop in the elevator and select the entrance. Go outside to Sector 8.

Talk to the women who are with Fanclubs, then head to the Southeast part of the area and check for a man near the top of the stairs. Head into LOVELESS Avenue (north from the fountain) and speak with the first woman and select the first option. She is talking about Joe, with his Black Chocobo TEIOH. You know, the guy in the chocobo races in FF7 that always had better stats than you? That's the one.. Either way, this will unlock a mission. Then go into the alley up north again and talk to the woman here. Another mission unlocked, plus you should now have loads of mail. Head back to Shinra HQ and check the new missions at a Save Point. Missions 2-1-1 and 2-1-2 are now available. When you're done, head to the Director's Office.

After the scene, you'll have to go to the elevator and select the top option.

Inside the elevator, you can choose to get off at floor 49 (and do a few optional things), or select the first option to go straight downstairs.

On floor 49, you'll fight three Red Saucer I's which are weak and only have 570 HP, 1 SP and 8 Gil. Check on the SOLDIER 3rd and you'll get in a fight. An [•ETHER] is your reward for saving the guy. Now head into the Training Room and fight the 6 Red Saucers I, and select the first option after the battle to get 5000 gil. Not too shabby! Head back to the elevator and go down. Here you'll have to fight a crapload of enemies: 5 Genesis Avengers, 6 Sweepers, and 7 Red Saucer I. After the fight, a few scenes take place and Cissnei is added to the DMW. Now you're in Sector 8.

Follow Cissnei into LOVELESS Street - after you've saved your game, perhaps. Check your left to save the kid, he'll hand you an [•EARRINGS] as reward. Save the mother and daughter on the right for an [•AMULET]. Head down the street for a semi-boss fight with..

```

-----
Name: G Eraser (Level: 13)      |Drop: Barrier (M)          |
-----'-----|
HP: 8400          |Exp: 161          |Elemental Info: ---|
MP: 170           |SP: 112           |-----|
Strength: 14     |Gil: 560          |Attacks: (Zack's Vitality/Spirit: 60/20)|
Vitality: 22    |-----'-----|
Magic: 21        |{Rod Smack} [Physical Attack, ~100 Damage]|
Spirit: 58       |{Shotgun} [Physical Attack, 2*(4*~30) Damage]|
Luck: 17         |Combo Attack [Physical Attack, 2*~80 Damage]|
                |Fire [Magical Attack]|
                |Scorcher [Physical Attack, Scene, No Block]|
-----|
Strategy: This guy's not hard. Put up Barrier if you have it, and smack away
----- at his back with physical attacks. His attacks are easy to dodge,
except Scorcher. Heal when he does that and you should be fine.
-----

```

After the battle, Cissnei gives you a Shop Adress (Research Dept. QMC). After the scene you'll be in the 5th Mako Reactor. SAVE YOUR GAME!

```

Oo*=-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-oO
||      {4.2} Chapter 4: Mako Reactor #5      ||      CHECKLIST
Oo*=-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-oO=-*-*-*-*-*-*-*-oO
|| Treasure:| Hi-Potion, Shinra Alpha, Hi-Potion x2, MAG Up (M), Circlet.  ||
||         |                          |                          |
Oo*=-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-oO

```

Move a bit forward, and you'll have to fight an A-Sahagin (3710 HP, 76 SP, 66 Gil). He's not very tough, just dodge his jump attack or block it. After this a flashback from Sephiroth is shown in one of the most beautiful cutscenes you will ever see (which lasts 4 and half minutes! Have you ever had an orgasm that lasted that long? If so, tell me how! If not, watch this movie!). When it's over, load your game and watch it again .. twice!

After the scenes, go back a bit and climb down the ladder. Just before this, you'll get a mail from a Treasure Princess, which unlocks new missions. When you're down, turn the valve. Head down another ladder and walk to the end of the path to turn another valve. Grab a [•HI-POTION] and a [•SHINRA ALPHA] from the chests. Backtrack to the Save Point. From here, just walk the path straight forward, ignoring the first ladder as it leads to where you extended

the ladder just now. At the end of the path, turn another valve to create a shortcut to the Save Point. Go down the ladder next to the valve. You can walk straight to Sephiroth who's waiting at the end.

By the way, the missions that are unlocked are 8-4-1 through 8-6-6, through 9-1-1 till 9-6-6, which is a large portion of all missions. You can't do all of these right now, but you can certainly attempt the first few to get a couple of new DMW's (perhaps you'll FINALLY get to see a summon DMW).

Save your game and check the room for three files. After reading them talk to Sephiroth for another scene. Now a 'hide and seek' game starts, but it's so straightforward that you can't - not know - where Hollander is going. Run after him, and into the first room he'll be hiding behind the door. At the intersection, head right to find a chest with [•HI-POTION x2]. The next part is again straightforward (I'd almost go ahead and say this is a fairly straightforward game.. right?), and you can grab a [•MAG Up (M)] from the chest you come across. Follow the path and you'll get to a more open area and an intersection, sort of. To the left is a chest with a [•CIRCLET]. Proceed, and you'll get the chance to save your game before the boss fight.

```
-----
Name: Pile Machine (Level: 16)|Drop: Power Wrist
-----
HP: 10230      |Exp: 172      |Elemental Info: ---
MP: 0         |SP: 1         |-----
Strength: 16  |Gil: 121     |Attacks:
Vitality: 47  |-----
Magic: 15     |Rapid Fire [Physical Attack]
Spirit: 14    |Partisan [Physical Attack, Gravity Based]
Luck: 6      |
```

```
-----
Name: Cutter Machine (Level: 15)|Drop: Shinra Alpha
-----
HP: 9800      |Exp: 172     |Elemental Info: ---
MP: 0         |SP: 2        |-----
Strength: 15  |Gil: 121     |Attacks:
Vitality: 52  |-----
Magic: 12     |Chainsaw [Physical Attack, inflicts Stun]
Spirit: 15    |Spin Saw [Physical Attack, Gravity Based. inflicts Stun]
Luck: 6      |Poison Gas [inflicts Poison]
```

```
-----
Name: Shot Machine (Level: 14)|Drop: Chocobo Armlet
-----
HP: 8780     |Exp: 172     |Elemental Info: ---
MP: 0        |SP: 1        |-----
Strength: 12  |Gil: 121     |Attacks:
Vitality: 57  |-----
Magic: 17     |Rapid Fire [Physical Attack]
Spirit: 16    |Missile [Physical Attack, Ignores Vitality]
Luck: 6      |Silence Gas [Inflicts Silence]
```

```
-----
Strategy: For all good order, the Shot Machine is the one shooting annoying
----- missiles, the Pile Machine is blue, and the Cutter Machine is the
yellow sucker. Start with Barrier, then aim to take out the Shot Machine first
with magic or physical attacks from behind. Shot Machine inflicts the most
damage, so when he's taken care of, the battle simplifies already. After this,
I suggest taking out Pile Machine (blue one) because it has a charge attack
that I just find annoying. All in all, these three are more annoying than they
are hard. Lightning works well, by the way.
-----
```

Another closing chapter scene takes place.

End of Chapter 4 Picture: Sephiroth.

```

Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-oO
||           {5} Chapter 5: Slum Market           ||           CHECKLIST
Oo*=-*=-*=-*=-*=-oO-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-oO
|| Treasure:| Ether x2, Soma, Hi-Potion, Remedy, Steal (M), X-Potion, Remedy,||
||           | Ether, Silence, Strength Up (M), Cure Materia, 2000 Gil,      ||
||           | 500 Gil, Potion, HP Up (M), Blizzard Materia, Soma,          ||
||           | Thunder Materia, 3000 Gil, Fire Materia, Potion, Hi-Potion,   ||
||           | Hi-Potion, 1 Gil, Remedy.           ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-oO

```

After the scene, Aeris is added to the DMW. Check the chest in the corner for [•ETHER x2], then head over to the Save Point. New missions have been unlocked yet again. You can now do 3-1-3 through 3-1-5, 5-1-3, and 7-2-1 all the way through 7-6-6. I suggest you at least get the Item Fusion Tome from mission 7-2-1 (allow Items to be fused with materia), the Keychain from mission 7-2-2, and the Backpack from mission 7-2-5, since they both add an accessory slot! This enhances your stats by a LOT. If you have some Power Wrists, equip some, combined with Shinra Alpha.

When you're done fooling around with missions, talk to Aeris and select the first option. After the scene, you'll be in the Sector 5 slums. Proceed and you will have to fight 2 Hedgehog Pies (1512 HP, 28 SP, 24 Gil). Go to the next area. This here should look somewhat familiar, especially the hole in the wall. Anyway, talk to the girl near the hole to unlock mission 2-1-4. Now approach the large gate and enter after the scene. You'll be in the shopping district, and a boy steals all your gil..!

Soon, a number of minigames must be done. The information presented here comes from the Ultimania guide, which was translated by Kouli, so credits go to him. Either way, first check your map and try to exit by the south.

Do the following things:
=====

Actions:	Results:
o Check with the Accessory Shop	Affection +10, Soma
o Check with the Materia Shop	Affection +10, Hi-Potion
o Check with the Item Shop	Affection +10, Remedy
o Talk to the girl in the corner and wait	Affection +1 per wait
o Talk to the boy in the corner and give Potions	Affection +2 per Potion
Max of 5 Potions can be given	
o Talk to Aeris and walk around the Market	
o Select 1st option ..	1st option: Affection +5
or 2nd option	2nd option: Affection +10

Now you'll have your Gil back! Go through the large gate again, into Slum Street. A scene will happen, and you'll have to go to the hole in the wall on the east. Three Worms appear (3300 HP, 36 SP, 58 Gil). After this, more scenes happen.

Now that you're back in the Slum Market, talk to the little girl to unlock

mission 2-1-3. Now it's time for a few mini-games, although these are all OPTIONAL.

Head to the 'Shopping Paradise'. Here you can do a Cologne Blending Game. Pause the game and you can count the drops as measured below. Stop when it's at the amount that the shop owner specified.

Drip = 1 Drop
DripDrip = 2 Drops
Splash! = 10 Drops

Aeris' Reply:

Amount of Oil:	Results:	70+ Affection	Dialog A
----- -----		30-69 Affection	Dialog B
- Perfect Volume of Oil	Affection +5	29 or less Affection	Dialog C
- 1 or 2 drops off	Affection +3	-----	
- 3 or 4 drops off	Affection +1		
- 5 or more drops off	Affection -1		

Now talk to the Materia Shop owner. You can do a Materia Collecting Game. The results are as shown in the table below:

Finishing Time:	Reward & Result:	Max Score Strategy:
----- -----		-----
23 seconds or less	100 Gil & Affection +5	ZIGZAG! You'll have to play it
23 - 28 seconds	80 Gil & Affection +1	a few times to see for yourself
28 - 33 seconds	60 Gil & Affection +1	that you have to get some materia
33 - 40 seconds	40 Gil & Affection +0	sooner than others, but basically
40 - 60 seconds	30 Gil & Affection +0	it's just steering the analog
60 - 105 seconds	20 Gil & Affection +0	button in the right direction and
105+ seconds	0 Gil & Affection +0	tapping cicle. Record is 18.80,
		by Nathaniel Groves! Got better?
		Send me an email WITH PICTURE!

Now go talk to the boy and play the Number Guessing Game:

Guess how many children will pass by. The game costs 100 Gil to play, or only 50 Gil if you gave the boy 5 Potions earlier. If you don't get the number right you'll get a Tissue. If you guess correctly, you have these chances for items:

o Note: One of Aeris' Numbers is always correct, so the more affection she has for you, the better your chances become as seen in the table Aeris Prediction.

Item Reward Chances:		Aeris Reply to the boy:
----- -----		-----
Soma (20%)	Hi-Potion (8%)	70+ Affection Dialog A
Potion (20%)	ATK Up Materia (4%)	50-69 Affection Dialog B
Thunder Materia (8%)	HP Up Materia (4%)	30-49 Affection Dialog C
Blizzard Materia (8%)	Bulletproof Vest (4%)	29 or less Affection Dialog D
Fire Materia (8%)	Bronze Armlet (4%)	-----
Bronze Bangle (8%)	X-Potion (4%)	Aeris Prediction:
----- -----		-----
		51+ Affection 2 Numbers
		41-50 Affection 3 Numbers
		40 or less Affection 4 Numbers

When you're completely done with the minigames, head over to the Accessory Shop. Here, you'll a [•SOMA], [•HI-POTION] and [•REMEDY] if you checked all shops previously.

Aeris Replies: After the scene, choose the first option and exit Slum Market and watch more scenes. At the end of the scenes, return to Slum Market and

70+ Affection	Dialog A

50-69 Affection |Dialog B exit south by choosing the first option there.
30-49 Affection |Dialog C A boy will give you [•Steal (M)]. Be sure to
29 or less Affection |Dialog D equip it.

You'll get to the highway, where you can save your game. Do so, and proceed to fight 3x G Assailants (2040 HP, 60 SP, 77 Gil), 2x Moth Slashers (3500 HP, 1 SP, 26 Gil), and another 6x G Assailants. The last guy is a semi-boss...

```
-----
Name: G Warrior (Level: 15) |Steal: Venom Shock / Mute Shock |
-----|Drop: Regen Materia |
HP: 8290 |Exp: 469 |-----|
MP: 256 |SP: 144 |Elemental Info: ---|
Strength: 15 |Gil: 98 |Attacks: (Zack's Vitality/Spirit: 105/46) |
Vitality: 61 |-----|
Magic: 26 |{Double Slash} [Physical Attack, 2*~75 Damage] |
Spirit: 31 |{Twin Arts} [Physical Attack, 2nd hit inflicts Stun, |
Luck: 13 | 2*~75 Damage] |
|Fire [Magical Attack, Fire, 2*~240 Damage] |
|Silence [Inflicts Silence] |
-----
```

Strategy: Magic hurts him more than physical attacks, unless you keep slashing
----- hit back. This is a very easy fight, and later on this becomes a
normal enemy for you to fight. If he silences you, attack him regularly.

Another scene takes place and you'll end up in Shinra Building Floor 67. Here you can save your game again. Simply go west and you'll end up in a room that should look more than familiar. Check the chests for an [•X-POTION] and a [•REMEDY]. Take the elevator up, and save your game if you want. Now talk to Hojo (he's the creepy, crazy, fugly man in the white labcoat, and also the only person that didn't leave apparently). Do the following things IN THIS ORDER, or you may skip some things.

After speaking with him, check the device that's near the elevator you came out of to battle 3 Worms. Zack gets special materia equipped *just* for this fight, as the game notes:

- Proto Spellblade (MP: 25, Base Strength: 45, +1 Magic per Level)
- Cura
- HP Turbo
- MP Turbo
- AP Turbo

After this, check out the similar device on the other side of the room, which is the 'SP Recovery Device'. Select the top option try it. A counter will initiate, but the counter only shows the rythm up to 3. After that, you must count in yourself and press the button at 0. If timed correctly, you can get between 10 & 100 SP. If not timed correctly, you lose 50 SP. Anyway, enough useless minigames for me.

Check the sample tube in the middle now. You'll get several options to choose from, and you get SP based on the answers you give him. The chart below clarifies this:

```
1st Question: Option 1 = 300 SP
                Option 2 = 100 SP
2nd Question: Option 1 = 200 SP
                Option 2 = 400 SP
3rd Question: Option 1 = 200 SP
                Option 2 = 300 SP
```

Now press the switch in the middle of the room near the bridge (first option). Save your game first, and be sure to have the Steal Materia equipped (should be one of the last materia, goldish, has only two characters). Head down and battle the six Experiment 97. First go down the hall, then go through the door to the Cell Area. Steal a Key from each of them. After this, open the 6 cells, which hold 3 chests per cell. You have 3 minutes to do this, and the counter does not count during battles. See the ASCII Map for the cell locations:

```
.-----.  
|3|  |4|      Cell 1: Ether, Silence (M), ATK Up (M)  
|2|  |5|      Cell 2: Cure (M), 2000 Gil, 500 Gil  
|1|  |6|--.    Cell 3: Potion, HP Up (M), Blizzard (M)  
|      |      Cell 4: Hi-Potion, 2 Gil, Remedy  
'-----'  
      Cell 5: Fire (M), Potion, Hi-Potion  
      Cell 6: Soma, Thunder (M), 3000 Gil
```

Enough fooling around. I'd like to battle a boss or something, don't you too? Save your game, talk to Hojo and pick the first option. After the scene, the game satisfies our needs to fight a boss, and unleashes..Bahamut Fury.

```
-----  
Name: Bahamut Fury (Level: 20)|Steal: Hi-Potion / Hi-Potion |  
-----|Drop: Thundara Materia |  
HP: 18000      |Exp: 1152      |-----|  
MP: 312        |SP: 456        |Elemental Info: ---|  
Strength: 25   |Gil: 1520      |Attacks: (Zack's Vitality/Spirit: 93/46)|  
Vitality: 111  |-----|-----|  
Magic: 36      |{Claw} [Physical Attack, 4*~100 Damage]|  
Spirit: 118    |Hexafang [Physical Attack, 3*~240 Damage]|  
Luck: 30       |Cluster Sphere [Magical Attack, ~715 Damage]|  
                |Exa Flare [Magical Attack, Gravity Based, Depletes HP/MP/AP]|  
-----|
```

```
Strategy: It's claw attack is easy to dodge when you're closeby since he will |  
----- first extend it's arm backwards for 2 seconds. The annoyance here is|  
that it sweeps you back. The Hexafang attack can actually hit like 3 times but|  
generally it won't. It's Cluster Sphere attack hurts when it hits, but he |  
charges it up rather long. It's Exa Flare is another beautiful cutscene that |  
cannot be dodged and takes away your HP/MP/AP. However, it cannot kill you. |  
To defeat it, you'll just need to bash it alot. It's not so much to time your |  
attacks, but to time your dodging. After Exa Flare, you'll want to heal so use |  
an Ether and heal up, or use Potions. |  
-----|
```

End of Chapter 5 Picture: Aeris.

```
Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*--oO  
||          {6.1} Chapter 6: Wutai Spies?         ||          CHECKLIST  
Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*--oO  
|| Treasure:| Fira (M), Shinra Lunch Cart Specs, Shinra Ceramic,           ||  
||          | Shinra Treads, Shinra Solder, Premium Tires, Walnut Wood.   ||  
Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*--oO
```

After the scene, head to the Save Point. Much more missions will be unlocked by now. 1-3-1 through 1-5-6, 2-2-1, 3-1-6, and 5-1-4. Get to the Briefing Room and grab [•FIRA (M)] from the #6 Locker. Also head over to the Training Room, where you can do yet another minigame (this sure *is* the FF7 universe, mini games galore!), the Squatting Game. It sounds lame, and it kind of is too, but you can get some items with it, so.. The max is 68.

Round:	Beat:	Squats Needed:	Reward:
1	Infantrymen	21	Shinra Lunch Cart Specs
2	Captain	29	Shinra Ceramic
3	SOLDIER 3rd Class	41	Shinra Treads
4	SOLDIER 2nd Class	52	Shinra Solder

Tap X when Zack is going down during the squat. After 5 times, he will squat faster. This change in speed happens 3 times total, then you are at the max speed. When you miss one, your speed is slow again.

These items seem to be good for nothing, but they're actually Key Items which can be used for making a really good flower wagon later on.

Also head into the briefing room and talk to the SOLDIER 3rd Class. You can now do a bunch of Missions (7-1-1 through 7-1-6), and at the end you can talk to the SOLDIER again to receive [•PREMIUM TIRES].

Head over to the elevators and select the 3rd option. Go to Lazard and talk to him for a scene. Go to the entrance, and talk to the chief and secretary. Also take the stairs up and talk to the shinra soldier on the second floor. Last, talk to the scientist standing in front of the world map in the vehicle display room (head through the door near the reception). You first need to beat Mission 2-1-1 through 2-1-5 to make him appear, though! Now you'll have unlocked three new missions.

Head outside. In this area, head to the southeast part (check the map), to find a reporter near the bottom of the stairs. Select the 2nd option. Now head north from the fountain into Loveless Avenue. Speak with the woman in the alley up north again, and also with the SOLDIER. You'll have to find 6 Wutai spies in Midgar. After catching one, a new mission (4-3-1 through 4-3-6) is unlocked. You must TALK THREE TIMES to each of them. Their whereabouts are as follows:

- 1st Wutai Spy = Northwest part of Loveless Avenue, talk to the man there.
- 2nd Wutai Spy = Shinra Soldier at Slum Market of Sector 5. Head east from the fountain area, past the train, then you are in the Slums.
- 3rd Wutai Spy = Head back the Shinra HQ, and walk the stairs to the 2nd floor. Get near the elevators, then back away. The spy (a man) comes out, so talk to him 3 times.
- 4th Wutai Spy = Head to the fountain square, and go east (check your map), up the stairs and talk to the woman there.
- 5th Wutai Spy = Talk to the dark skinned man standing in front of the rocket in the Shinra Building's vehicle display room.
- 6th Wutai Spy = From Slum Street, head EAST (NOT WEST) through the hole and talk to the boy.

Now you'll have unlocked 6 new missions, plus you get the [•WALNUT WOOD]. Also talk to the woman in the Slum Playground who is from the Sephiroth Fanclub. She will ask you three questions:

1. What's the name of Sephiroth's Sword?
 - Kikuichimonji
 - Masamune (Yes)
 - Buster Sword
2. What is the name of Sephiroth's Deathblow?
 - Super Nova (Yes)

- Megaflare
- Omnislash

3. What is Sephiroth's dominant arm?

- Right
- Left (Yes)
- Both

After answering correctly, you'll have joined the Sephiroth Fanclub. Now go back to the church (west from Slum Street) and Tseng will fetch you for a new storyline mission. The scene doesn't quite make sense at the end, but it looks like you're stuck in the mountains now!

```
Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*oO
|| {6.2} Chapter 6: Into the cold with Cloud || CHECKLIST
Oo*=-*-=-*-=-*-=-*oO*-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*oO*-*-=-*-=-*-=-*oO
|| Treasure:| Gris-Gris Bag, Power Attack (M), Stop (M), Death (M), ||
|| | Sprint Shoes, Pearl Necklace, X-Potion, 3000 Gil, MP Up (M), ||
|| | Blizzara (M), Hi-Potion, Ether, Power Wrist, Ether, ||
|| | Force Bracelet, Lightning Armet, Dispel (M). ||
Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*oO
```

Follow the linear path into the next area, and you'll get a scene in which Zack meets Cloud. Cloud is added to the DMW after this. When you gain control again, turn around and head straight down the (long) path to find a [**GRIS-GRIS BAG**]. Proceed the other way to get another scene. After this, talk to Cloud and select the top option to review the guard patterns. Go downstairs and save your game if you wish.

Now it's time to sneak around. The goal here is to get all treasure chests. There are 5 treasure chests, and each time you're caught, guards will fight you and take one chest away. The first option starts the minigame.

Check the left first. When the guard walks away, quickly grab [**POWER ATTACK (M)**] Materia. Follow that same guard and grab the chest from the left in the corner here, which holds [**STOP (M)**]. Now the trickiest part comes, due to the camera being fucked up. You must check the intersection, and when there is only one guard going to the left, and another is coming from the left and is headed for the right (where the 3rd guard ALSO is), it's your time to follow the guard that's going to the left. The other two should be fooling around on the right. Just follow him, head over to the right, and crouch near the wall and near the junk/chest. Wait a few secs and the guard will be moving away, so quickly grab the chest which holds [**DEATH (M)**] Materia, and run through the rest of the path which is a breeze now. The other two chests hold [**SPRINT SHOES**] and [**PEARL NECKLACE**]. Enter the facility.

Inside the facility, head left to get an [**X-POTION**] at the very bottom of the stairs. Backtrack and head the other way to get to a Save Point and elevator. If you have a Cursed Ring (or two), you might as well equip them *just* for the next battle. Save your game, head down, watch the scene, and battle a boss.

```
-----
Name: Genesis (Level: 20) |Steal: Elixir / Elixir x2 |
-----|.-----|Drop: MBarrier Materia |
HP: 14800 |Exp: 3318 |----- |
MP: 525 |SP: 2004 |Elemental Info: --- |
Strength: 39 |Gil: 5000 |Attacks: (Zack's Vitality/Spirit: 95/49) |
```

```

Vitality: 74 |-----'-----|
Magic: 38    |{Quadruple Rapier} [Physical Attack, 4*~100 Damage]|
Spirit: 88   |Black Feather      [Physical Attack, 5*~50 Damage,   |
Luck: 32     |                    inflicts Poison]             |
            |Dark Energy       [Magical Attack, ~740 Damage]   |
            |Osmose            [Magical Attack, Absorbs MP]       |
            |Regen             [Magical Attack, Self, inflicts Regen]|
            |Defense           [Nullifies Physical Attacks]     |
            |Magic Defense     [Nullifies Magical Attacks]      |
            |Black Flurry      [Magical Attack, Gravity Based, Reduces MP, |
            |                    inflicts Curse, Scene, No Block]  |
-----|

```

Strategy: This can be a pretty tough fight. Genesis will start with Black Flurry, which will sap some of your MP and inflicts Curse, which means no DMW unless you prevent Curse with equipment. His physical attacks are swift and powerful, plus they're hard to dodge. This makes Barrier one of your first required actions in this fight, and you'll have to rely on Cure alot. His defense moves and Regen are annoying, but no more than that. If you are having trouble with his Regen, try to Poison him to counter it. Simply attack him with either magic or physical attacks depending on his defense. His Regen is quite slow, if he even decides to use it. Leaves only the three fireballs he sometimes swirls at you. They're good damage, but also easy to block or dodge. Oh yeah, and steal an Elixir or two from him if you get the chance.

After the fight, Genesis is added to the DMW. After the scenes, Zack will notice an opening through the ice now. Go there and you'll come across one of those rare, elusive Save Points. *Ahem*. Check the area for three chests, one with [•3000 GIL], one with an [•MP UP (M)], and the final one with the [•BLIZARRA (M)]. Enter the Modeo Bath House. The chests inside hold a [•HI-POTION] and an [•ETHER]. The phone with the small red light on the west, holds 23 messages, which you can read by selecting the first option. If you read ALL these messages, you can find a [•POWER WRIST] at the crates that are across the chest that contained an Ether. It'll show up as a glowing orb.

When you're done, go east and check the left side of the path for the [•BOILER HANDLE] among the rubble. Proceed and you'll have to fight an enemy that's stronger than the regular ones around.. but weaker than a boss... It's semi-boss time!

```

-----|
Name: Angeal Griffon (Level: 20) |Steal: Spirit Mako Stone / Hi-Potion |
-----|Drop: Cura (M) |
HP: 9850      |Exp: 512          |-----|
MP: 999       |SP: 240           |Elemental Info: ---|
Strength: 22  |Gil: 143          |Attacks: (Zack's Vitality/Spirit: 95/49)|
Vitality: 108 |-----'-----|
Magic: 38     |{Claw} [Physical Attack] |
Spirit: 138   |Feather Shots [Physical Attack, ~205 Damage]|
Luck: 7       |Maser        [Physical Attack, ignores Vitality, ~400 Damage]|
            |Pressure     [Physical Attack, inflicts Stun] |
            |Fira         [Magical Attack, Fire Elemental] |
            |Drain        [Magical Attack, Absorbs HP] |
            |Silence      [Magical Attack, inflicts Silence]|
            |Wall         [Magical Attack, Self, inflicts Barrier+Magic Barrier]|
-----|

```

Strategy: Basically the easiest way the win this fight is to defeat it as quickly as possibel by attacking it with physical attacks constantly and strong magic attacks. It attacks quick, and so should you.

a chest. Fight a few Genesis Blader on your way to the next chest which holds a [•CHOCOBO ARMLET]. The Save Point is nearby, so save if you want. Press the switch to initiate a small fight, a scene, and a boss fight.

```
-----
Name: General's Tank (Level: 26) |Steal: HP Mako Stone / Power Attack |
-----|Drop: Shinra Beta |
HP: 26860 |Exp: 918 |-----|
MP: 0 |SP: 1 |Elemental Info: ---|
Strength: 32 |Gil: 336 |Attacks: (Zack's Vitality/Spirit: 95/49) |
Vitality: 175 |-----|
Magic: 18 |{Body Assault} [Physical Attack, ~525 Damage] |
Spirit: 40 |Gatling Gun [Physical Attack, ignores Vitality, 7*~75 Damage] |
Luck: 20 |203mm Cannon [Physical Attack, ignores Vitality,~1100 Damage] |
|Eject! [Summons Machines] |
-----
```

```
Strategy: The Tank will revive it's support annoyances, but that doesn't mean |
----- you should reduce their amount, because they can do fair damage. As |
for the Tank itself, it cannot attack you if you stay behind it and bust it up |
with physical attacks. Keep your health up, and also put up a Barrier. |
-----
```

After the battle, 'everyone else' suddenly comes crawling out of their holes. Save your game and hit the switch. Another minigame of some sorts will start. The goal is to not let any enemies reach the gate, so you have to bump into them and fight them. There are a total of 30 enemies:

1. (Crazy Saw) = 2x Crazy Saw
2. (Crazy Saw) = 1x Crazy Saw
3. (Crazy Saw) = 2x Crazy Saw
4. (Metal Saucer) = 2x Metal Saucer I
5. (Metal Saucer) = 2x Metal Saucer I
6. (Metal Saucer) = 2x Metal Saucer I
7. (Metal Saucer) = 2x Metal Saucer I
8. (Metal Saucer) = 4x Metal Saucer I
9. (Metal Saucer) = 4x Metal Saucer I
10. (Crazy Saw) = 1x Crazy Saw, 2x MS I
11. (Crazy Saw) = 1x Crazy Saw, 2x MS I
12. (Crazy Saw) = 2x Crazy Saw, 1x MS I

Beat all 30 enemies: MAG Up+ (M)
Beat 20 - 29 enemies: Phoenix Down

After the game, backtrack to the beginning of the area and ride the Gondola to talk to Cissnei. Grab [•X-POTION x5] from the chest near the large gate, and an [•IRON BANGLE] and [•FIRE ARMLET] in the two chests at the other end. Head back to the previous area and proceed to the end. Press the switch, take a look at the Highwind in the background, Save your game, and battle the next familiar (though stronger than you know it) boss.

```
-----
Name: Guard Scorpion (Level: 32) |Steal: Shinra Alpha / Shinra Beta |
-----|Drop: Vital Slash (M) |
HP: 49180 |Exp: 1872 |-----|
MP: 0 |SP: 1 |Elemental Info: ---|
Strength: 35 |Gil: 333 |Attacks: (Zack's Vitality/Spirit: 95/49) |
Vitality: 58 |-----|
Magic: 32 |{Claw Swipe} [Physical Attack, ~575 Damage] |
Spirit: 14 |Type-98 Cannon [Physical Attack, 5*~225 Damage] |
Luck: 32 |EM Field [Magical Attack, Thunder, 5*~170 Damage] |
|Target Search [Lock on target for Tail Laser] |
|Tail Laser [Magical Attack, Thunder, ignores Spirit, Scene, |
|No Block, ~1750 Damage] |
-----
```

```
Strategy: Guard Scorpion has a lot of HP. The best way to beat it is probably |
```


Walkthrough. Those items are required for the 3rd and final Flower Waggy.

End of optional

Head to Aeris for a scene at the playground. You'll be back at the Shinra HQ AGAIN, darn. Now you'll have to select the second option again and get back to Aeris all the way again. Oh well, only if you want to do the optional part, that is. Check with Aeris several times to make sure you have seen all scenes.

Before you move on, BE WARNED. You can NEVER return to Midgar again, and that means you cannot go back to unlock certain Missions if you haven't done that yet. Below is a table with Missions that you should definitely unlock .. NOW.

```

.------.------.
|Mission: |Can Unlock When: |
|=====|=====|
| 1-2-1 | Chapter 3 |
| 2-1-1 | Chapter 4 |
| 2-1-2 | Chapter 4 |
| 2-1-3 | Chapter 5 |
| 2-1-4 | Chapter 5 |
| 2-1-5 | Chapter 6 |
| 2-1-6 | Chapter 6 |
| 4-3-1 | Chapter 6 |
| 4-3-2 | Chapter 6 |
| 4-3-3 | Chapter 6 |
| 4-3-4 | Chapter 6 |
| 4-3-5 | Chapter 6 |
| 4-3-6 | Chapter 6 |
| 6-2-1 | Chapter 6 |
| 7-1-1 | Chapter 5 |
| 8-2-1 | Chapter 4 |
'-----'-----'

```

Head back to Shinra HQ.. and select the first option when talking to Kunsel, after you've done everything you wanted to do in Midgar. A few scenes will happen, and it looks like you're going to re-live the famous Nibelheim scenes again!

End of Chapter 8 Picture: Tseng at the Sector 8 playground.

```

Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*o
|| {9} Chapter 9: The Nibelheim Incident || CHECKLIST
Oo*=-*-=-*-=-*-=-Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*o
|| Treasure:| Ether, Hi-Potion, Elixir, HP Stone, Golden Shard, Safety Bit, ||
|| | Vital Slash (M), White Cape, Soma, Talisman, X-Potion, Elixir, ||
|| | Fire Ring, ATK Up++ (M). ||
Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*o

```

At Nibelheim, approach Sephiroth after the scene, then talk to him. Now you can do an option thing, namely the quest 'The Seven Wonders'.

Optional:

This is an optional quest. First talk to the boy who hangs around at the square and select the first option.

Wonder #1: Check the Water Tower in the middle of the square, and you'll get

[•PHOENIX MATERIA] (Phoenix DMW).

Wonder #2: Check a picture of a girl in the bedroom of the 2nd floor at the Inn, and report it back to the boy. Check the picture again, and the girl will be gone. Now go up and down the stairs a few times, until you see a man in an overall going up the stairs. Follow him without getting too close. In the bedroom, you'll get [•2000 GIL] after the scene. Now go up and down and keep checking the picture. If the girl is on it, check it and you can get between 3 and 108 Gil.

Wonder #3: Take the eastern path from the town square, and grab an [•ETHER] from the chest in that area. Check your map again, and head north into Mount Nibel. At Mt. Nibel, head east at the intersection (check your map), and grab a [•HI-POTION], [•ELIXIR] and [•HP STONE] along the way. Close to the last two chests, you'll encounter three Bomb-like creatures with 15530 HP each. Beat them fast, without any of them blowing up, and you'll receive the [•GOLD SHARD]. Report back to the boy for a [•SAFETY BIT].

Wonder #4: Take the northern path from the town square, and west in the next area towards the Shinra Mansion. The goal is to get the combination for the safe in the northwest room.

1. Check the northeast room of the 2nd floor, and look through the keyhole. Count the amount of books that are not in the shelves: The books on top of the bookshelves count, the books on the ground count, and the book(s) on the chair on the right count also. You may have to zoom in/out to see part of the chair. This number is the hardest, so you may have to guess this one.

2. Go downstairs to the main hall. Look through the keyhole of the door on the east, and count the amount of Funny Faces that are floating around. Beware, they can vanish for a short amount of time, plus they can be on the edges. The ones on the edges are very difficult to spot.

3. At the western room of the 2nd floor, count the amount of blue banora apples and cans combined. Do NOT count the green Potions.

4. Now check the west door in the main hall, and count the chairs. This one's fairly easy, although the chairs can also be near the edges.

Now open up the safe. A cactuar pops out.. and you'll get a [•MASTERED VITAL SLASH (M)] (which gives +15 Strength). Head back to the boy and get sent out for the 5th Wonder. We'll put this on hold since it can't be done yet.

End of Optional

Head into the Inn and talk to Sephiroth when you're ready. After the scenes, don't speak with Sephiroth yet. Instead, walk out and get the [•WHITE CAPE], then come back and talk to Sephiroth. After the scene, it's (semi) boss time.

Name: G Deleter (Level: 27) |Steal: Mute Shock / Mortal Shock |
-----|Drop: Gravity Materia / Gravity Materia |
HP: 16610 |Exp: 512 |----- |
MP: 589 |SP: 240 |Elemental Info: --- |
Strength: 26 |Gil: 143 |Attacks: (Zack's Vitality/Spirit: 96/50) |
Vitality: 76 |-----'----- |
Magic: 43 |{Double Scythe} [Physical Attack] |
Spirit: 34 |{Tackle} [Physical Attack] |
Luck: 33 |Death Scythe [Physical Attack, ~450 Damage] |
 |Drain [Magical Attack, Drains HP for ~780 Damage] |

```

|Osmose [Magical Attack, Drains MP] |
|Gravity [Magical Attack, Damage = Current HP * 1/4] |
|Whirlwind [Physical Attack, Gravity Based, Scene, No Block, |
|          Damage = 50% of current HP] |

```

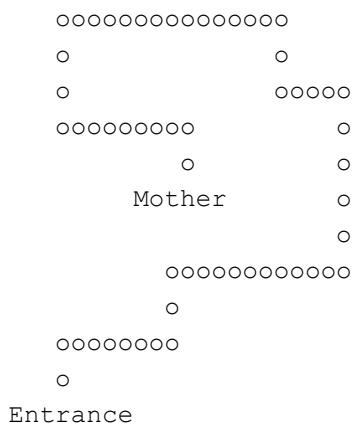
Strategy: It is accompanied by two Genesis Legions (with 3040 HP each). Take
----- those out first, then concentrate on Genesis Deleter. It's a slow
creature, and you should be able to attack it fairly easy from behind.

If you didn't get the White Cape from the chest yet, you can do so now.
Backtrack to Nibelheim, which is south on the maps. Don't worry about Tifa and
Cloud, they'll appear right before you after each enemy encounter. Some scenes
will happen. When you're inside the Inn, head outside toward the middle. After
the scene, talk to Cloud (who's already outside with his Shinra Helm back on),
and follow him to the Shinra Mansion. Here, talk to him again and move to the
second floor. Head over to the northeast room and check the secret door.

Be surprised by the new surroundings, I personally liked the original much
better, but at least this gives us room for.. enemy encounters. Yay? Check the
chest at the top of the stairs for a [**•SOMA**], then head down the ladder. In
this area, check the southeast room for a [**•TALISMAN**] and the west room for a
[**•X-POTION**].

Wonder #5: Beat up a Sahagin and you'll get the Coffin Keys. Use this Coffin
Keys to unlock and open the right coffin in the southeast room. Vincent
Valentine sleeps in this.. what you see (or don't see) is what you get
though. Now report back to the boy if you ever want to do the 6th and 7th
mysteries. The other coffins only contain Bizarre Bug enemies.

Head back to the underground cave and head south. After the scene, check the
room with the tubes for a chest with an [**•ELIXIR**]. When you attempt to
leave, more scenes will happen and 1997 (history) will repeat itself. Grab
the [**•FIRE RING**] (Oh Square Enix, always sense of irony) from the chest, talk
to the boy, and select the first option. You must save his mother from the
burning house.. except you can't see where you're walking. You'll have to do
it on touch, and you have only 1 minute to get his mother, and all the way
back. This is Wonder #6. This map can help you accomplish this:



You'll receive the [**•ATK Up++ (M)**] if you succeed. Now head north to see the
legendary cult scene re-done. Head north, go through Mount Nibel, and please,
by all means, SAVE YOUR GAME. Be sure to have at least one strong magic
materia equipped, for example Blizzaga. Vitality boosting accessories will also
do you good. If you have ReRaise on you, great. If not, consider using
a Phoenix Down to get the status. Enter the Mako Reactor. Inside,
approach Tifa, and many scenes will play.

Name: Sephiroth (Level: 36) |Steal: ---
-----|Drop: ---
HP: 52820 |Exp: 6415 |-----
MP: 9999 |SP: 600 |Elemental Info: ---
Strength: 40 |Gil: 0 |Attacks: (Zack's Vitality/Spirit: 150/43)
Vitality: 120 |-----|-----
Magic: 38 |{Double Slash} [Physical Attack, 2*~130 Damage]
Spirit: 128 |{Quadruple Slash} [Physical Attack, 4*~100 Damage]
Luck: 62 |Draw Slash [Physical Attack, ignores Vitality, ~1200 Damage]
 |Summon [Summons 4 Huge Materia with 14353 HP each]
 |Heartless Angel [Reduces HP to 1]
 |Octaslash [Physical Attack, Scene, No Block, ~940 Damage]
Teleport [Teleports to a different place]

Strategy: In my opinion the hardest, and definitely the coolest fight in the
----- entire game. If you raised Zack's Vitality with accessories, all the
better, but you can manage without. At least cast Barrier at the start, and
hack away for a bit. Don't bother with his back, because he can teleport, plus
he's too fast and he will keep up with you. His attacks are powerful. The
absolute joker in this fight is the devastating Heartless Angel move, which
reduces your HP to 1. Immediately heal up after this or you'll be toast if you
don't have ReRaise. Focus Slash and Octaslash are powerful, but Barrier
protects a good deal.

The fight continues.

Name: Sephiroth (Level: 36) |Steal: ---
-----|Drop: ---
HP: 31900 |Exp: 7358 |-----
MP: 9999 |SP: 1200 |Elemental Info: ---
Strength: 40 |Gil: 0 |Attacks: (Zack's Vitality/Spirit: 150/43)
Vitality: 126 |-----|-----
Magic: 38 |{Double Slash} [Physical Attack, 2*~130 Damage]
Spirit: 165 |{Quadruple Slash} [Physical Attack, 4*~100 Damage]
Luck: 64 |Draw Slash [Physical Attack, ignores Vitality, ~1200 Damage]
 |Firaga [Magical Attack, 3*~500 Damage]
 |Blizzaga [Magical Attack]
 |Heartless Angel [Reduces HP to 1]
Octaslash [Physical Attack, Scene, No Block, ~940 Damage]

Strategy: The glass is now broken, and the area is reduced to a small walkway,
----- where Sephiroth is attempting to push you off in the depths of the
Lifestream. Your goal is basically to defeat Sephiroth as QUICKLY as possible.
To do this, I use a cheap but effective strategy: Spam your most powerful
magic from a distance and use Ethers or Elixirs when you run out of MP. This
will always get the job done. If you must rely on physical attacks, the main
issue you'll be dealing with is that Sephiroth will slash you backwards, and
this costs you precious time for healing and running back up to him. If you
get driven to the end, it will be game over no matter what. ReRaise can't save
you from it, should you have any doubts.

The inevitable happens, and more scenes play to end the chapter.

End of Chapter 9 Picture: The famous photo with Zack, Tifa and Sephiroth.

rifle lying around. The more you kill, the more points you get for upgrades.

You may have noticed that you ran into an encounter *right before* you reached the third sniper rifle. This encounter can consist out of either 2, 3, or 4x Alert Head. If you kill them, they will get added to your KILL counter. With KILL points, you can upgrade the sniper rifle. Backtrack a few steps, approach the third sniper rifle again by walking in the middle of the path, and continue to spawn the encounter. This way you can fully upgrade the sniper gun and have a chance VS difficult bots like BIGGS and WEDGE, that have high HP (9999 and 7777 respectively). Especially since it's been a while since you could've saved.

With a Maxed-out Gun, things become much easier. At the 4th Gun, take out the right first, then the left, and the middle last. At the 5th Gun, simply shoot the barrel. At the 6th Gun, you'll face BIGGS and WEDGE, which have a lot of HP. Buy a Smart Bomb and try to have a Maxed-out Gun. Headshot the left x3, and fire the Smart Bomb at the right. At the 7th Gun, simply be very quick or they will spot you and get away. Smart Bomb if you wish. At the 8th Gun, don't shoot the barrels, they're too far from the bots. Simply use headshots or Smart Bomb.

The rewards are like this, put in chests at the end of the road:

Amount escaped:	Reward:
0	Escaped robots: Dragon Armlet, Gravity (M), Dash (M), Thundaga (M)
1-2	Escaped robots: Gravity (M), Dash (M), Thundaga (M)
3-5	Escaped robots: Dash (M), Thundaga (M)
6-10	Escaped robots: Thundaga (M)
11+	Escaped robots: ---

At the end, grab the items from the chests and save your game. Walk over the beach to meet Cissnei. More scenes will happen, until you have to fight the next boss...

```
-----
Name: Genesis Eliminator (Level: 38) |Steal:Mountain Chocobo Armlet/Iron Bangle|
-----|Drop: Blast Wave (M)|
HP: 65300 |Exp: 2180 |-----|
MP: 999 |SP: 420 |Elemental Info: ---|
Strength: 41 |Gil: 113 |Attacks: (Zack's Vitality/Spirit: 150/43)|
Vitality: 18 |-----|
Magic: 39 |{Left Slash} [Physical attack, ignores Vitality, ~1200 Damage]|
Spirit: 11 |{Right Slash} [Physical attack, ignores Vitality,~1200 Damage]|
Luck: 36 |{Double Slash} [Physical attack, ignores Vitality,
| 2*~300 Damage]|
|Firaga [Magical Attack, 3*~750 Damage]|
|Thundaga [Magical Attack]|
|Eagle Grip [Physical Attack, ignores Vitality, Scene,
| No Block, ~1000 Damage]|
-----
```

Strategy: This guy's easy. He's fairly slow, although his attacks are decently powerful. Basically just a strong regular enemy. Put up Barrier and Magic Barrier if you wish, then hack away or spam strong magic attacks.

After the scenes, you'll be at the blown up Gongaga reactor. Head to the northeast part and talk to the man. Now you can smack things up (with the first option) to get treasure, but two times you'll have to fight a Griffon, which has 17840 HP and indeed comes out of that tiny puny chest. You can get a [•HYPNO CROWN], [•6000 GIL], [•OSMOGA (M)] and a [•ZEIO NUT] from here.

Head south to the Gongaga outskirts. Grab a Remedy from the chest, then meet Cissnei again. After the scene, check around for a Headband and an [•Research Dept. QMC+] (Shop List).

Proceed to the next area. The chest near the cliff holds a [•REMEDY] and a Save Point. The next chest you encounter holds an [•ELIXIR]. At the end of the path, you'll get another scene followed by a fight with a Genesis Slayer (27590 HP, 200 SP, 830 Gil) and a Genesis Predator (12460 HP, 232 SP, 146 Gil). A few critical slashes finishes them off.. no real need to classify this as a boss fight..

When you're done, you can get a minigame at the waterfall, but you must fight 7 battles in this area first. You can accomplish this by walking the path up and down over and over. When you have 7 or more fights, try to exit the area and you can choose the first option(!!) to do the minigame. The goal is to grab all the chests, the more the better. The start is the hardest right away, grab that chest and back out for the enemies or you'll get poisoned. You must tap O if that happens.

```
.----- .----- .----- .----- .----- .----- .
|Wave #: |Far Left:|Left:   |Center:|Right:  |Far Right:|
|=====|=====|=====|=====|=====|=====|
|   1   |   ---   |   ---   |CHEST  |   ---   |   ---   |
|   2   |   ---   |MONSTER|   --- |MONSTER|   ---   |
|   3   |CHEST   |   ---   |   --- |   ---   |   ---   |
|   4   |   ---   |   ---   |   --- |   ---   |CHEST   |
'-----'-----'-----'-----'-----'-----'
```

This pattern repeats itself about 3.5 times.

Depending on how many chests you grabbed, here's your reward:

- 10+ Treasure Chests: Hi-Potion, X-Potion, Elixir, Goblin Punch (M)
- 8-9 Treasure Chests: Hi-Potion, X-Potion, Elixir
- 5-7 Treasure Chests: Hi-Potion, X-Potion
- 1-4 Treasure Chests: Hi-Potion
- No Treasure Chests: ---

You also get 300 Gil per Chest. At 11 chests (the max), you'll get 3300 Gil.

If you fail to get the Goblin Punch, you can exit the area and re-enter. Fight the 7 encounters again to get another shot at the minigame. You can only get the Goblin Punch Materia once, though.

Note: Now that you have Goblin Punch, you can very easily create Costly Punch, one of the best Materia in the game. Go into the Shop Research Dept. QMC+ which you should've found recently, and buy any of the DMW boosting Materia. The great thing about these Materia is that their Grade is 8, the max grade. So while Goblin Punch's Grade is only 1, fuse it with any of these DMW Materia and you'll get a 8th Grade Materia, thus you get Costly Punch!

The Costly Punch is great, but there are a few things you need to know about it so here goes. First of all, it costs 1/128th of your HP to use. Don't worry, that is a very, very small amount which you won't even notice. Second, if your Current HP is above 1.11 times your Max HP (in other words, Break), then Costly Punch will do 0 damage, that's right, zero. Other than that, enjoy it! It's base Materia Attack Power is 32, which is a LOT.

Tip: If you're doing Max damage (9999 for now) with Costly Punch, un-equip any Strength boosting accessories and replace them with defense boosting ones.

Head back to the reactor, and save your game on the way there. At the reactor, you'll fight Hollander (that SOAB, my apologies for the abbreviation).

```
-----
Name: Hollander (Level: 37) |Steal: Dark Matter / Dark Matter x2 |
-----
Drop: Dark Matter / Status Ward |
HP: 98540 |Exp: 9977 |----- |
MP: 156 |SP: 1780 |Elemental Info: --- |
Strength: 20 |Gil: 3000 |Attacks: (Zack's Vitality/Spirit: 150/43) |
Vitality: 6 |-----'----- |
Magic: 42 |{Bag Slap} [Physical Attack, ~150 Damage] |
Spirit: 82 |Deathly Breath [Magical Attack, inflicts Poison, Curse, |
Luck:37 | Silence, & cancels positive effects, |
| ~820 Damage] |
|{Invincible} [Inflicts Invincible status temporarily] |
|{Recover} [Recovers HP, ~7600 HP] |
|Funny Worm [Summons 6 Land Worms with 4400 HP] |
|Dimensional Missile [Physical Attack, Gravity Based, Scene, |
| No Block, Damage = ~75% of current HP] |
-----
```

```
Strategy: Hollander, the cheap Hojo ripoff he is, should really get his ass
----- spanked. Don't worry, what his mommy apparently lacked, you'll now
make up. Start the battle with Barrier and Magic Barrier. Try to avoid his
Deathly Breath at all costs, simply because it's so darn annoying to have
those status effects, plus the good effects negated. Massive spam your magic
attacks on him (and his worms, if he summons them), use Vital Slash or Costly
Punch. You can also get behind him and hit him with physical attacks, it all
depends on if you see room for a certain action. When he is invincible, kill
off any remaining worms or heal yourself up. When he starts healing, quickly
finish him off with a series of attacks if you can.
-----
```

End of Chapter 10 Picture: Zack & Cloud in on the road.

```
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*Oo
|| {11} Chapter 11: The Final Showdown || CHECKLIST
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*Oo
|| Treasure:| Light Materia, Star Materia, Heaven Materia, Ground Materia, ||
|| | Life Materia, Sabbath Materia, Being Materia, X-Potion, Mug (M)||
|| | River Chocobo Armlet, Elixir, Graviga (M), Dispel Blade (M), ||
|| | Phoenix Down, Gris-Gris Bag, Magic Up+ (M), Silver Armlet, ||
|| | HP Up++ (M), ATK Up+ (M), Iron Bars Key. ||
Oo*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*=-*Oo
```

After the scene, head north. Go inside the hole by choosing the first option. After the next scene, head to the next area.

In this area, you can save your game. You must grab 4 'materia' from chests in this area to proceed the game later on. This area is the main area, and is called the Depths of Judgement. The first chest is easy to find and lies right on your path. The next chest is located at the end of the northern cliff. At the bottom of that cliff is a small caveway that leads to the third chest. The fourth chest is gotten by simply walking to the west at the main path. Also, read the prologue of loveless on the stone that's in the center of the area, near the save point. This is essential.

Now you have 3 options. The west path leads to the Portal of Severance, the South path leads to Oblivion Lake, and the east path leads to Howling Fang.

First off, head west to the Portal of Severance. The only thing you need to do here right now is read the 3rd chapter of Loveless on the stone. Head back to the Depths of Judgement, and head east to the Howling Fang now. Here, turn the valves to open up cells #33 and #34, and grab an [•X-POTION] from the chest. Open up cell #35 for the [•MUG (M)]. Read the Loveless chapter 2 on the stone, at the end of the hall, and ignore Behemoth King - for now. Head back to the Depths of Judgement.

Now, head south into Lake of Oblivion. Read chapter 1 of Loveless on the stone. There are 3 chests in this area, which contain the last 3 'materia' to proceed the game. After opening the chests, you should now have all 7 materia. Congratulations! You can now go beat the game, or do some optional stuff.

Optional:

If you've read all LOVELESS inscriptions, you can take an optional path.

At Oblivion Lake, there are 5 points where the Lifestream is very strong. If you press X at any of those 5 points, you'll face a tough creature which looks alot like the monsters in the pods at the Nibelheim Reactor. If you beat these 5 Genesis clones, a bridge will connect to a new area at the north. Dodge their attacks and attack with Costly Punch to have a fairly easy time. Save and head over the bridge to the Cage of Binding.

You must fight creatures in order to proceed with the game. The creatures drop keys which are used to unlock doors. The following creatures drop the keys:

Goddess Base Key: Nightmare (purple Dorky Face; Looks like a flying pumpkin)
Goddess Sacral Key: Nightmare (purple Dorky Face; Looks like a flying pumpkin)
Goddess Solar Key: Mover (three bouncing orbs)
Goddess Heart Key: Mover (three bouncing orbs)
Goddess Throat Key: Death Machine (looks like a sweeper)
Goddess Third Eye Key: Evil Eye (looks like one-eye)
Goddess Crown Key: Grosspanzer (STRONG, 78600 HP, looks like General Tank)
Goddess Wing Key: Behemoth King

In this area you'll come across quite a few cells with treasure. Turn the valve at cell #1 to find a chest with a [•RIVER CHOCOBO ARMLET]. Fight the Nightmare creatures in this room to get a Goddess' Base Key. Use it to open the door. In The next hall, cell #4 holds an [•ELIXIR]. Head downstairs, open up cell #5 and grab the [•GRAVITGA (M)]. Open up the door with the Goddess' Sacral Key.

In this area, the hole in cell #9 leads to cell #8, allowing you to grab a [•DISPEL BLADE]. Go through the door, and through the next one also that comes in sight. Here, unlock cell #12 which leads back to a cell in the previous area. Also open up cell #13 to find a [•PHOENIX DOWN]. The door here is locked, so go back to the hall and continue. Open up cell #16 which leads to cell #15 to find the [•LABORATORY KEY], which opens the previously locked door. Head back and open it up.. that is, if you want to, because you can only read some notes here, and fight the 4 strong materia that are similar to the ones Sephiroth summoned in battle.

Proceed through the hall and go inside cell #17 for a [•GRIS-GRIS BAG] and a Save Point. Proceed through the gate, and head east. To the right, open up cell #19, and ignore the hole, which only leads the beginning of Howling Fang

where you'll end up later anyway. Head north from cell #19, and open up cell #20 here for a [•MAG Up+ (M)]. Cell #23 holds a [•SILVER ARMLET]; You can ignore cell #22.

Head west to end up in the main hall again. Walk up the stairs to the west and go through cell #27 (which links to cell #18) to find a [•HP Up++ (M)] and a [•ATK Up+ (M)]. Head back to the main hall and go down the stairs on the northwest, near the gate. You'll find another gate here, so open it up and find a chest with the [•IRON BARS KEY] in cell #31. Backtrack (and fight a very strong enemy called Gross Panzer on your way back) and open up the gate in the main hall.

Now it's just a matter of walking down the stairs and going through cell #32 at the end, which links with cell #36, right before Behemoth King. Save your game, then open the cell door to fight Behemoth King, which has 138780 HP. It drops the last Goddess Key, so head over to the last gate and open it up to find.. Nothing! I'm sorry to dissapoint you, but that was the entire final area. The reward you've gotten were the items that you gotten on your way (which admittedly held some nice items). Now you're at the Portal of Severance again. Save your game.

End Optional

Since you have the Light, Star, Heaven, Ground, Life, Sabbath, and Being Materia you can place them in the altar to open the gate. Equip a Blaze Armet and a Thunder Armet to nullify upcoming threats. As soon as you place the Materia in the altar, a creature comes out.

Name: G Regicide (Level: 40) |Steal: River Chocobo Armet/Titanium Bangle|
-----|Drop: MP Mako Stone / AP Mako Stone |
HP: 95800 |Exp: 3718 |-----|
MP: 1830 |SP: 648 |Elemental Info: ---|
Strength: 58 |Gil: 154 |Attacks: (Zack's Vitality/Spirit:)|
Vitality: 22 |-----|-----|
Magic: 66 |{Left Slash} [Physical attack, ignores Vitality, ~1200 Damage]|
Spirit: 12 |{Right Slash} [Physical attack, ignores Vitality,~1200 Damage]|
Luck: 38 |{Double Slash} [Physical attack, ignores Vitality,|
| 2*~300 Damage]|
|Firaga [Magical Attack, 3*~750 Damage]|
|Tri-Thundaga [Magical Attack, 2*~4643 Damage]|
|Eagle Grip [Physical Attack, ignores Vitality, Scene,|
No Block, ~1000 Damage]

Strategy: The main thing to watch out for is this boss' Tri-Thundaga attack |
----- which really hurts. If you put on a Thunder Armet, you won't have |
to worry about this at all. Put up Barrier and Magic Barrier like always, |
then attack him with Vital Slash (time this well), regular attacks, or |
massive spam your strongest magical attacks. He's got a large amount of HP |
like all late bosses do, so the fight may last a while. Be prepared to heal |
with Cura at the very least, or better.

Save your game, adjust your equipment, use a Phoenix Down if you don't already have the ReRaise status, then enter through the gate for the final showdown.

Name: Genesis Avatar (Level: 53) |Steal: ---|
-----|Drop: ---|
HP: 600000 |Exp: 0 |-----|

```

MP: 2301      |SP: 0          |Elemental Info: ---|
Strength: 57 |Gil: 0         |Attacks: (Zack's Vitality/Spirit: )|
Vitality: 26 |-----'-----|
Magic: 48     |Shadow Flare [Magical Attack, 4*~800 Damage]|
Spirit: 20    |Over Drive [Magical Attack, Gravity Based, Reduces MP+AP,|
Luck: 36      |               cancels positive statuses]|
              |Flare [Magical Attack]|
              |Purgatorial Wave [Physical Attack, Gravity Based, Scene,|
              |               No Block, Damage = 75% of Current HP]|
-----|

```

Strategy: The main thing here is that you must focus on the sword when he sticks it in the ground. The sword has 230000 HP, which is really considerably less than Genesis Avatar. Whenever the sword is sticked into the ground, creatures will be summoned to annoy you. Quickly take care of them, or some of them, then massive spam your best magic on the sword. When it goes back up, kill the remaining creatures and heal yourself completely. Barrier and Magic Barrier can certainly help in this battle, as can Vital Slash or Costly Punch against the sword. Other than this, the battle is linear.

The battle continues.

```

Name: Genesis (Level: 46)      |Steal: ---|
-----|Drop: ---|
HP: 99999      |Exp: 0      |-----|
MP: 9999       |SP: 0       |Elemental Info: ---|
Strength: 51   |Gil: 0      |Attacks: (Zack's Vitality/Spirit: )|
Vitality: 37   |-----'-----|
Magic: 43      |{Thrust} [Physical Attack, 1*~175 + 1*~300 Damage]|
Spirit: 48     |{Right Kick} [Physical Attack]|
Luck: 61       |{Left Kick} [Physical Attack]|
              |Twister Strike [Physical Attack]|
              |Dancing Sword [Physical Attack, 6*~200 Damage, 1*~725 Damage,|
              |               last slash ignores Vitality]|
              |Homing [Magical Attack, 4*~425 Damage]|
              |Magic Sword [Magical Attack, 4*~600 Damage]|
              |Flash [Magical Attack]|
              |Apocalypse [Physical Attack, Scene, No Block, ~1350 Damage]|
-----|

```

Strategy: Start the fight with Wall (or Barrier + Magic Barrier) and attack him with massive magic attacks as usual. You can really just use up your MP because it doesn't matter, since you can use up all your Ethers and Elixirs anyway. His attacks can hurt quite a bit, do your best to dodge them, or block them when you think it's not possible to dodge. If you're quick, this isn't even all that hard, especially not with strong magic and ReRaise.

Congratulations! You've beaten the game! Enjoy the ending.. I won't spoil anything for you, but these cutscenes are the most stunning visuals the PSP is going to see for a long time! If you found this Guide helpful, you could help me and others by recommending it at the top of the screen. Thank you.

You can save your game, which will become a New Game+. You get to keep:

- Level, Stats, Exp, SP, Gil
- Game Time
- DMW Stats
- Materia
- Accessories
- Items (With the exception of DMW and Key items)

- Rotate the camera often. Sometimes this is tricky because it's not easily possible, but there's often a way to see where the treasure is.
- Continuing from the last point, always check the room you started in for treasure. Or even better, see if you can backtrack. Also always check corners and behind stones, or behind opened doors. You'll more than often find treasure there.
- Try to avoid encounters with enemies by hugging the side of the walls. You sometimes have to avoid the fixed encounter too this way, so you can get past it to reach another creature or treasure.
- You can also avoid the fixed encounter and circle around them to have a good chance for a back attack. Sometimes this makes battles a whole lot easier.
- The game will adjust the difficulty indication for a mission, depending how strong you are. Generally, you can easily do any mission up to Hard. If a mission is Very Hard, there may sometimes be a chance that you can do it, but generally it's going to be very tough and it might be better to wait until it is only classified as Hard.
- Save before and after doing a mission. Better SAVE than sorry.
- Try to always have the Raise status active. You can attain this by using a Phoenix Down or by drinking a "Potion" that the woman at the Shinra Building offers you for free. Raise is essentially Auto-Life, so that's very useful.
- If you see (M) behind an item, it means it is a Materia.
- Use these maps to avoid tricky placed encounters:

<http://www.shillatime.org/finalfantasy7/crisiscore/encounter-maps.html>

Main Mission Categories:
 =====

No. #:	Category Subject:	Subcategories:	Total Missions:
1	Shinra Electric Company	5	30
2	Monster Research Project	5	30
3	Genesis's Forces	5	30
4	To End the War with Wutai	5	30
5	Hojo's Laboratory	4	24
6	Seeking Precious Items	6	36
7	Seeking Priceless Items	6	36
8	Zack, the Materia Hunter	6	36
9	Great Caves of Wonders	6	36
10	Mysteries of the World	4	12

Simply select the mission by counting which number it is. So 1-2-3 would mean, select the first category, then the second option, and then the third mission.

Missable Missions:
 =====

Mission:	Can Unlock When:
1-2-1	Chapter 3
2-1-1	Chapter 4
2-1-2	Chapter 4
2-1-3	Chapter 5
2-1-4	Chapter 5
2-1-5	Chapter 6
2-1-6	Chapter 6
4-3-1	Chapter 6
4-3-2	Chapter 6

Mission 1-2-4	Clear Mission: 1-2-3	Soma, Hi-Potion (R)= Force Bracelet	4x Corporal
Mission 1-2-5	Clear Mission: 1-2-4	Potion, Hi-Potion, Remedy (R) = Ice Armlet	2x Sweeper+
Mission 1-2-6	Clear Mission: 1-2-5	Elixir, Soma (R) = Fat Chocobo Feather	1x Arachno

NOTE: Mission Event (Mission 1-2-6): Talk to the Shinra Captain that triggered mission 1-2-1, and you'll receive the Craftsman Monthly.

Missions 1-3-x: Weapons Development

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 1-3-1	Game Progress: Chapter 6	No Chests (R) = Assault Twister (M)	3x Guard Fang
Mission 1-3-2	Clear Mission: 1-3-1	X-Potion, Elixir (R) = Cura (M)	1x Needle Machine
Mission 1-3-3	Clear Mission: 1-3-2	Blizzaga (M) (R) = Thundaga (M)	1x Bee Saucer I 1x Chain Machine
Mission 1-3-4	Clear Mission: 1-3-3	Soma (R) = River Chocobo Armlet	1x Needle Machine
Mission 1-3-5	Clear Mission: 1-3-4	Mountain Chocobo Armlet, Hi-Potion (R) = Graviga (M)	1x Drill Machine 2x Bee Saucer I
Mission 1-3-6	Clear Mission: 1-3-5	Curaga (M) (R)=Crystal Bracelet	2x Escort Head 1x Proto Power Head

Missions 1-4-x: Plan for New Equipment

=====

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 1-4-1	Clear Mission: 1-3-6	Vitality Up++ (M), Snow Armlet, Hyper Wrist (R) = Fat Chocobo Feather x2	1x Crazy Dagger
Mission 1-4-2	Clear Mission: 1-4-1	No Chests (R) = Drainga (M)	(4x) Red Scorpion
Mission 1-4-3	Clear Mission: 1-4-2	SPR Up++ (M), MP Up++ (M) (R) = Magic Up++ (M)	3x Crazy Dagger
Mission 1-4-4	Clear Mission: 1-4-3	X-Potion (R) = High Jump (M)	1x Martial Tank

	Market.		
Mission 2-1-4	Game Progress: Chapter 5. Talk to the girl in Slum Street.	No Chests (R) = Flame Ring	3x Bird
Mission 2-1-5	Game Progress: Chapter 6. Talk to Shinra Soldier on the 2nd floor of Shinra Building	Mystile (R) = Spirit Up Materia	2x Bomb 2x Bird
Mission 2-1-6	Game Progress: Chapter 6. Talk to the Shinra Researcher in the Vehicle Display Room of Shinra HQ Beat 2-1-1 through 2-1-5 to make him appear!	Four Slots, Drain Materia (R) = Ice Ring	3x Bomb 1x Green One Eye

NOTE: Mission Event (Mission 2-1-6): Talk to the Shinra researcher again to receive the Mythril Tool.

Missions 2-2-x: Monster Reports

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 2-2-1	Game Progress: Chapter 6	Star Pendant (R) = Assault Twister (M)	2x Hedgehog Pie 2x Worm
Mission 2-2-2	Game Progress: Chapter 7	No Chests (R) = Venom Shock	3x Replicon
Mission 2-2-3	Game Progress: Chapter 10	ATK Up+ (M) (R) = AP Up+ (M)	1x Remedy Bomb 1x Touchy Bomb 1x Gray Bomb
Mission 2-2-4	Game Progress: Chapter 11	Magic Up (M), Hi-Potion (R) = Elemental Ward (M)	2x Gargoyle 2x Dorky Face
Mission 2-2-5	Game Progress: Chapter 11	Iron Bangle (R) = Spirit Up+ (M)	1x Griffon 1x Ahriman
Mission 2-2-6	Clear Mission: 2-2-5	No Chests (R) = Quake (M)	1x Diceratops

NOTE: The creature Magic Pot can be encountered in this mission (2-2-6). It will ask that you use specific attacks on it: Blizzaga, Firaga, Thundaga, Gravity. Use the corresponding attack only when Magic Pot asks for it. For the 1st time you complete this task, you'll get Magic Pot Tricks (DMW). The 2nd time and onward you do this, you'll get either: Precious Watch or Cursed Ring.

Missions 2-3-x: Monster Incidents

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
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Mission 2-3-1	Clear Mission: 2-2-6	Draingia Materia, Tarot Cards, Hell Blizzaga (M) (R) = Gongaga Trading	1x Titanis 1x Diceratops
Mission 2-3-2	Clear Mission: 2-3-1	HP Up++ (M), Elixir (R) = Mountain Chocobo Armlet	3x Titanis
Mission 2-3-3	Clear Mission: 2-3-2	Mythril Gloves, Thundaga Blade (M) (R) = Silence Aerial (M)	4x Thunderbird
Mission 2-3-4	Clear Mission: 2-3-3	River Chocobo Armlet, Draingia (M), SPR Up++ (M), (R) = Exploder Blade	2x Mover RE
Mission 2-3-5	Clear Mission: 2-3-4	X-Potion (R) = Platinum Bangle	2x Sahagin Chief 1x Mover RE
Mission 2-3-6	Clear Mission: 2-3-5	Tri-Thundaga (M), Shinra Beta+, Electrocute (M) (R) = Kaiser Knuckles	1x Hippogriff 1x Sahagin Chief

Missions 2-4-x: Unexplored Territories

=====

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 2-4-1	Clear Mission: 2-3-6	X-Potion, Junon Souvenirs (R) = Gysahl Greens	1x Land Malboro
Mission 2-4-2	Clear Mission: 2-4-1	Elixir, Royal Crown, Flare (M) (R) = Fat Chocobo Feather x3	3x Simurgh
Mission 2-4-3	Clear Mission: 2-4-2	Exploder Blade (R) = Phoenix Down x2	2x Detonator 2x Scissor Chitin
Mission 2-4-4	Clear Mission: 2-4-3	Elixir, Cursed Ring, Fat Chocobo Feather (R) = Energy (M)	1x Jabberwock
Mission 2-4-5	Clear Mission: 2-4-4	Crystal Orb, Fat Chocobo Feather (R) = Mythril Mine Trading (Shop)	2x Volcano 3x Mandrake
Mission 2-4-6	Clear Mission: 2-4-5	River Chocobo Armlet, Elixir (R) = Energy (M)	1x Grand Horn

Missions 2-5-x: In Search of the Unknown

=====

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
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			1x Shot Machine
Mission 3-1-6	Game Progress: Chapter 6	Thunder (M), Soma, Esuna (M), Remedy (R) = Mystile	1x Genesis Warrior 2x Genesis Assailant

Missions 3-2-x: Major Offensives

=====

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 3-2-1	Game Progress: Chapter 7	Soma (R)=Lightning Armllet	1x G Smasher 1x G Battler
Mission 3-2-2	Game Progress: Chapter 8	Zeio Nut, Hi-Potion, Pearl Nacklace, Assault Twister (M), Jump (M) (R) = MP Up++ (M)	2x G Blader
Mission 3-2-3	Clear Mission: 3-2-2	Elixir, Thundara (M) X-Potion (R) = Fire Blade	1x General's Tank
Mission 3-2-4	Clear Mission: 3-2-3	Bronze Armllet (R) = Thundara Blade	1x Guard Scorpion
Mission 3-2-5	Game Progress:Chapter 10	Phoenix Down, Mind Stone x3 (R) = Gris-Gris Bag	2x G Deleter
Mission 3-2-6	Game Progress:Chapter 11	Stop (M), Elixir (R) = Crystal Gloves	1x G Eliminator

Missions 3-3-x: Clash with Genesis's Forces

=====

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 3-3-1	Clear Mission: 3-2-6	Titanium Bangle, X-Potion, Four Slots, ATK UP++ (M) (R) = Silver Armllet	1x G Slayer 1x G Predator
Mission 3-3-2	Clear Mission: 3-3-1	Elixir (R)= Firaga Blade (M)	1x Red Scorpion
Mission 3-3-3	Clear Mission: 3-3-2	MBarrier (M), Silver Armllet (R) = Osmoga (M)	2x G Devastator
Mission 3-3-4	Clear Mission: 3-3-3	Gysahl Greens, Hi-Potion, Aegis Armllet (R) = Drain Blade	1x G Baldor 1x G Devastator
Mission 3-3-5	Clear Mission: 3-3-4	Adamantite (R) = Assault Twister+ (M)	2x Sweeper++ 1x G Devastator
Mission 3-3-6	Clear Mission: 3-3-5	Diamond Bracelet, Hell Thundaga (M)	1x G Dominator

Missions 3-4-x: Genesis Evolution

=====

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 3-4-1	Clear Mission: 3-3-6	Elixir (R) = Electrocute (M)	2x Shooter Machine 1x Belzecue
Mission 3-4-2	Clear Mission: 3-4-1	Dark Matter, Hyper Wrist (R) = Death Jump	4x G Prowler
Mission 3-4-3	Clear Mission: 3-4-2	Tri-Fire (M), Elemental Strike (R) = Mythril x3	1x G General 1x Spitfire
Mission 3-4-4	Clear Mission: 3-4-3	X-Potion, Vital Slash(M) (R) = Flare (M)	1x G Guardian 1x G General
Mission 3-4-5	Clear Mission: 3-4-4	Dark Matter, Mythril (R) = Adamantite x3	1x G Guardian 3x G Centurion
Mission 3-4-6	Clear Mission: 3-4-5	Elixir, Zeio Nut, Phoenix Down, Sea Chocobo Armlet, Lunar Harp (R) = SP Turbo Magic (M)	1x G Purgatorio

Missions 3-5-x: The Strongest Copies

=====

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 3-5-1	Clear Mission: 3-4-6	Hammer Punch (M), Kaiser Knuckles, X-Potion (R) = Hero Drink x3	1x G Purgatorio 2x G Centurion
Mission 3-5-2	Clear Mission: 3-5-1	Iron Punch (M), Platinum Bangle (R) = Hero Drink	3x G Intruder
Mission 3-5-3	Clear Mission: 3-5-2	Shinra Beta+, Flare (M) (R) = Wall (M) (with +60 Magic)	1x G Hetairos
Mission 3-5-4	Clear Mission: 3-5-3	Exploder Blade, Dark Matter, Elixir, Mythril (R) = Ultima (M)	1x G Enforcer 2x G Intruder
Mission 3-5-5	Clear Mission: 3-5-4	Phoenix Down (R) = Fat Chocobo Feather x3	6x G Hoplite
Mission 3-5-6	Clear Mission: 3-5-5	Phoenix Down, Dark Matter, 200000 Gil (R) = SP Turbo Attack(M)	1x G Renegade 1x Crazy Sword

Missions 4-3-x: The Crescent Unit

=====

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 4-3-1	Catch the 1st Wutai Spy in Chapter 6	X-Potion, Champion Belt (R) = Poison Twister (M)	1x Crescent Unit Novus 2x Wutai Soldier Jia
Mission 4-3-2	Catch the 2nd Wutai Spy in Chapter 6	Feather Cap, Remedy (R) = System Shock	1x Crescent Unit Novus 2x Balo Balo
Mission 4-3-3	Catch the 3rd Wutai Spy in Chapter 6	Elixir, Ether, Thunder (M) (R) = Power Wrist	1x Crescent Unit Plenum 2x Wutai Staff Sergeant
Mission 4-3-4	Catch the 4th Wutai Spy in Chapter 6	No Chests (R) = Diamond Bracelet	1x Vajradhara Yaksha
Mission 4-3-5	Catch the 5th Wutai Spy in Chapter 6	Hi-Potion, X-Potion, Phoenix Down (R) = Death (M)	1x Vajradhara Yaksha
Mission 4-3-6	Catch the 6th Wutai Spy in Chapter 6	X-Potion, Elixir, The Happy Turtle (Shop) (R) = Mountain Chocobo Armlet	1x Crescent Unit Aqua 1x Crescent Unit Plenum

Missions 4-4-x: The Remnants Strike Again

=====

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 4-4-1	Clear Mission: 4-2-6	Gold Rolling Pin, River Chocobo Armlet, Gold Rolling Pin (R) = Hero Drink x2	1x Crescent Unit Autumnus 1x Vajradhara Indra
Mission 4-4-2	Clear Mission: 4-3-1	Hell Blizzaga (M), Blizzaga Blade (M) (R) = Darkness (M)	1x Vajradhara Karura
Mission 4-4-3	Clear Mission: 4-3-2	Bolt Armlet, Gold Rolling Pin, Sector 7 - Shop, Dark Matter, Stop Blade (R) = Adamantite x5	2x Vajradhara Karura
Mission 4-4-4	Clear Mission: 4-3-3	Flame Armlet, Elixir, Tri-Thundaga (M), (R) = Gil Toss (M)	1x Vajradhara Kumbhira
Mission 4-4-5	Clear Mission: 4-3-4	Death Blade, Diamond Bracelet, X-Potion (R) = Hero Drink x3	1x Vajradhara Kumbhira 1x Wutai Soldier Wu

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Mission 4-4-6|Clear Mission: 4-3-5|Gold Rolling Pin,         |1x Vajradhara
              |                   |SPR Up++ (M)              |  Kimnara
              |                   |(R) = Moon Bracer         |1x Vajradhara
              |                   |                           |  Kumbhira
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Missions 4-5-x: Annihilate the Crescent Unit

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Mission #: |How to unlock:   |Chests + Reward (R):   |Defeat (Goal):
-----|-----|-----|-----
Mission 4-5-1|Clear Mission: 4-4-6|Wall (M), Blaze Armlet |2x Wutai War Chief
              |                   |(R) = Tri-Thundaga (M) |2x Wutai Soldier Ji
-----|-----|-----|-----
Mission 4-5-2|Clear Mission: 4-5-1|Regen (M), AP Up++ (M) |2x Wutai War Chief
              |                   |(R) = Platinum Bangle  |2x Wutai Soldier Ji
              |                   |                           |1x Wutai Colonel
-----|-----|-----|-----
Mission 4-5-3|Clear Mission: 4-5-2|Adamantite, Diamond    |Crescent Unit:
              |                   |Gloves, X-Potion       |1x Aurum
              |                   |(R) = Dispel Blade (M) |3x Argentum
-----|-----|-----|-----
Mission 4-5-4|Clear Mission: 4-5-3|Elixir, Stop Twister (M)|Crescent Unit:
              |                   |(R) = Goblin Punch (M) |2x Ventus
              |                   |                           |2x Argentum
-----|-----|-----|-----
Mission 4-5-5|Clear Mission: 4-5-4|Electrocute (M),       |Crescent Unit:
              |                   |Hi-Potion              |1x Nomen
              |                   |(R) = Royal Crown      |2x Argentum
-----|-----|-----|-----
Mission 4-5-6|Clear Mission: 4-5-5|Gold Rolling Pin,      |Crescent Unit:
              |                   |Stop Twister (M)       |1x Circulus
              |                   |(R) = Magical Punch (M)|3x Phantasma
-----|-----|-----|-----
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|| Missions 5-x-x: Hojo's Laboratory ||

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Missions 5-1-x: Sample Monsters Lv. 1

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Mission #: |How to unlock:   |Chests + Reward (R):   |Defeat (Goal):
-----|-----|-----|-----
Mission 5-1-1|Game Progress:   |          No Chests    |1x Ifrit
              |Chapter 3        |(R) = Fire (M) Mag +3 |
-----|-----|-----|-----
Mission 5-1-2|Game Progress:   |          No Chests    |1x Bahamut
              |Chapter 4        |(R) = Amulet          |
-----|-----|-----|-----
Mission 5-1-3|Game Progress:   |          No Chests    |2x A-Sahagin
              |Chapter 5        |(R) = Lightning Ring  |2x A-Ahriman
-----|-----|-----|-----
Mission 5-1-4|Game Progress:   |          No Chests    |1x Bahamut Fury
              |Chapter 6        |(R) = Drain (M)      |
-----|-----|-----|-----
Mission 5-1-5|Game Progress:   |          No Chests    |1x Genesis
              |Chapter 7        |(R) = Venom Shock     |
-----|-----|-----|-----
Mission 5-1-6|Game Progress:   |Adamantite, Elixir     |1x Angeal Penance
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Missions 5-2-x: Sample Monsters Lv. 2
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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 5-2-1	Game Progress: Chapter 10	No Chests (R) = Curaga (M)	1x Sephiroth
Mission 5-2-2	Game Progress: Chapter 10	No Chests (R) = Firaga (M)	1x Sephiroth
Mission 5-2-3	Game Progress: Chapter 11	No Chests (R) = Mortal Shock	1x Hollander
Mission 5-2-4	Clear Mission: 5-2-3	No Chests (R) = Wall (M)	1x Experiment No. 110
Mission 5-2-5	Clear Mission: 5-2-4	No Chests (R) = Fat Chocobo Feather x4	1x Experiment No. 111
Mission 5-2-6	Clear Mission: 5-2-5	Adamantite, Elixir (R) = Osmose Blade	1x Experiment No. 112

Missions 5-3-x: Sample Monsters Lv. 3
=====

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 5-3-1	Clear Mission: 5-2-6	No Chests (R) = Poison Aerial (M)	1x Experiment No. 113
Mission 5-3-2	Clear Mission: 5-3-1	No Chests (R) = Death Twister (M)	1x Experiment No. 114
Mission 5-3-3	Clear Mission: 5-3-2	No Chests (R) = Iron Punch	1x Experiment No. 115
Mission 5-3-4	Clear Mission: 5-3-3	No Chests (R) = Platinum Bangle	1x Experiment No. 116
Mission 5-3-5	Clear Mission: 5-3-4	No Chests (R) = Crystal Orb	1x Experiment No. 117
Mission 5-3-6	Clear Mission: 5-3-5	No Chests (R) = Dark Matter x5	1x Experiment No. 118

Missions 5-4-x: Sample Monsters Lv. 4
=====

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 5-4-1	Clear Mission: 5-3-6	No Chests (R) = Element Blade	1x Experiment No. 119

Mission 5-4-2	Clear Mission: 5-4-1	No Chests	1x Experiment No.
		(R) = Magical Punch (M)	120
Mission 5-4-3	Clear Mission: 5-4-2	No Chests	1x Experiment No.
		(R) = Flare (M)	121
Mission 5-4-4	Clear Mission: 5-4-3	No Chests	1x Experiment No.
		(R) = Fat Chocobo	122
		Feather x5	
Mission 5-4-5	Clear Mission: 5-4-4	No Chests	1x Experiment No.
		(R) = Quake (M)	123
		(with +45 Magic)	
Mission 5-4-6	Clear Mission: 5-4-5	No Chests	1x Experiment No.124
		(R) = Ribbon	*No Chocobo Mode

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|| Missions 6-x-x: Seeking Precious Items ||
Oo*=-oO

Missions 6-1-x: Looking for Items
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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 6-1-1	Game Progress: Chapter 3	Hi-Potion (R) = Phoenix Down	1x Hedgehog Pie 2x Fly Eye
Mission 6-1-2	Clear Mission: 6-1-1	Elixir (R) = Chocobo Armlet	2x Raijincho 2x Fly Eye
Mission 6-1-3	Clear Mission: 6-1-2	Dash (M), ATK Up (M), Hi-Potion (R) = Jump (M)	3x Raijincho
Mission 6-1-4	Clear Mission: 6-1-3	Silver Armlet (R) = Dark Matter x2	1x Trap 2x Worm
Mission 6-1-5	Clear Mission: 6-1-4	Bronze Armlet, Fira (M) (R) = Lunar Harp x2	2x Trap 2x Mandragora 1x Whole Eater

NOTE: In Mission (6-1-5), beat Tonberry to unlock Mission 10-2-1.

Mission 6-1-6	Clear Mission: 6-1-5	Dark Matter, Mythril (R) = Hero Drink x2	4x Mandragora
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Missions 6-2-x: Midgar City Development Department
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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 6-2-1	Chapter 6: Talk to the Shinra Manager and secretary in the main Shinra HQ hall.	White Cape, Hi-Potion, Ether (R) = Fat Chocobo Feather x2, Sector 8 - Materia Shop	2x Bat Eye

Mission 6-2-2	Clear Mission: 6-2-1	X-Potion, Silence (M) Adamantite (R) = Hero Drink x2	2x Replicon 1x Bat Eye
Mission 6-2-3	Clear Mission: 6-2-2	HP Up+ (M), Elixir (R) = Lunar Harp x2, Sector 5 - Materia Shop	2x Slaps
Mission 6-2-4	Clear Mission: 6-2-3	Silver Armlet, Fira (M) Soma (R) = Elixir x20	2x Needle Kiss 1x Slaps
Mission 6-2-5	Clear Mission: 6-2-4	No Chests (R) = Doc's Code	2x Death Claw
Mission 6-2-6	Clear Mission: 6-2-5	Power Wrist, Elixir, Titanium Bangle, MP Up+ Materia (R) = Lunar Harp, Sector 6 - Accessory Shop	1x Gargoyle 1x Death Claw

Missions 6-3-x: Zack, the Treasure Hunter

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 6-3-1	Clear Mission: 6-1-6	No Chests (R) = Fat Chocobo Feather x2	2x King Beetle 1x Dual Horn
Mission 6-3-2	Clear Mission: 6-3-1	Bronze Armlet, Hi-Potion MAG Up+ (M) (R) = Adamantite x2	2x Pachyornis
Mission 6-3-3	Clear Mission: 6-3-2	No Chests (R) = Dark Matter x3	2x Mine 2x Pachyornis
Mission 6-3-4	Clear Mission: 6-3-3	Mythril, Crystal Gloves, Blizzaga Blade (M) (R) = Fat Chocobo Feather x2	3x Mine 1x Hornets
Mission 6-3-5	Clear Mission: 6-3-4	Mythril, Fat Chocobo Feather, Adamantite, Gold Armlet, Flame Armlet (R) = Hero Drink x2	2x Boundfat 2x Hornets
Mission 6-3-6	Clear Mission: 6-3-5	Hypno Crown, Hero Drink (R) = Mythril x3	2x Pachyornis 2x Boundfat

Missions 6-4-x: Zack, the Clean-Up Guy

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 6-4-1	Clear Mission: 6-2-6 AND Mission: 6-3-6	Sprint Shoes, Hero Drink (R) = Mythril x3	2x Mover RE

Mission 6-4-2	Clear Mission: 6-4-1	Hell Blizzaga (M), Rune Bangle, (R) = Lunar Harp x2	2x Sahagin Chief 1x Mover RE
Mission 6-4-3	Clear Mission: 6-4-2	Power Attack (M), Triple Tri-Fire (M), Hero Drink (R) = Fat Chocobo Feather x3	4x Sahagin Chief
Mission 6-4-4	Clear Mission: 6-4-3	Nibel Accessories, Silver Armlet (R) = Mythril x3	1x Hippogriff 1x Sahagin Chief
Mission 6-4-5	Clear Mission: 6-4-4	No Chests (R) = Shining Bracer	2x Scissor Chitin
Mission 6-4-6	Clear Mission: 6-4-5	Mythril Armlet, Dark Matter x2, Bolt Armlet, Adamantite (R) = Fat Chocobo Feather x3	3x Scissor Chitin

Missions 6-5-x: Zack, the Corporation Crusher

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 6-5-1	Clear Mission: 6-4-6	Hero Drink, Energy (M) (R) = Hero Drink x3	1x S Mine 3x Scissor Chitin
Mission 6-5-2	Clear Mission: 6-5-1	Fat Chocobo Feather, Silver Armlet, Gysahl Greens, Crystal Orb, Mythril, Gold Armlet, Smart Consumer (R) = Fat Chocobo Feather x3	2x Death Gaze
Mission 6-5-3	Clear Mission: 6-5-2	Royal Crown, Blaze Armlet (R) = Mythril x3	2x Death Gaze 1x Scissor Chitin
Mission 6-5-4	Clear Mission: 6-5-3	Royal Crown, Dispel Blade, Adamantite, Mountain Chocobo Armlet (R) = Mythril x3	1x Grand Horn 1x Death Gaze

Hint: For the Grand Horn enemy, use Magical/Hammer/Costly Punch.

Mission 6-5-5	Clear Mission: 6-5-4	Fat Chocobo Feather, Magical Punch (M), Gysahl Greens (R) = Drainga (M) (with +500% HP)	1x Mover EX
Mission 6-5-6	Clear Mission: 6-5-5	Gysahl Green, X-Potion, Mythril, Hyper Wrist, SP Turbo Magic (M), Lunar Harp	1x Mover EX 1x Iron Claw

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| (R) = High Jump (M) |
| (with +40 Strength) |
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Missions 6-6-x: Counter-Mafia Project
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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 6-6-1	Clear Mission: 6-5-6	Dark Matter, Element Blade, Vital Slash (M) (R) = Fat Chocobo Feather x4	1x Mover EX 1x Jack o' Lantern
Mission 6-6-2	Clear Mission: 6-6-1	Status Ward, Graviga (M) (R) = Mythril x5	2x Lesser Worm 1x Mover EX
Mission 6-6-3	Clear Mission: 6-6-2	Dark Matter, Crystal Orb, Fat Chocobo Feather, Sky Chocobo Armlet, Ultima (M) (R) = Adamantite x5	6x Lesser Worm
Mission 6-6-4	Clear Mission: 6-6-3	No Chests (R) = Gold Rolling Pin	2x Giant Hornets 2x Gremlin
Mission 6-6-5	Clear Mission: 6-6-4	Adamantite, Electrocute (M), Ultima (M), Curaga (M), High Jump (M) Firaga Blade (R) = Dark Matter x10	1x Gaea Malboro
Mission 6-6-6	Clear Mission: 6-6-5	Gysahl Greens, Power Suit, Mythril, Adamantite (R) = Hero Drink x10	1x Humbaba

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Missions 7-x-x: Seeking Priceless Items

OO*=-*-OO

Missions 7-1-x: Recall Missions
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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 7-1-1	In Chapter 4: Talk to the SOLDIER 3rd class in the Shinra HQ Briefing Room.	X-Potion, Ether (R) = Headband	2x Heli Gunner
Mission 7-1-2	Clear Mission: 7-1-1	Soma, Elixir, Hi-Potion (R) = Star Pendant	1x Sweeper 2x Small Droid
Mission 7-1-3	Clear Mission: 7-1-2	Sprint Shoes, Power Wrist (R) = Diamond Gloves	1x Heli Gunner 3x Small Droid
Mission 7-1-4	Clear Mission: 7-1-3	Ice Armlet, X-Potion	2x Genesis Assassin

		(R) = Pearl Necklace	2x Small Droid
Mission 7-1-5	Clear Mission: 7-1-4	Blizzara (M), Elixir, X-Potion, Mythril Gloves	1x Super Sweeper 1x Guard Hound
		(R) = Frost Armlet	
Mission 7-1-6	Clear Mission: 7-1-5	Mystile, X-Potion, Hi-Potion, Blizzara	1x Cutter Machine 1x Shot Machine
		Materia	
		(R) = Sprint Shoes	

NOTE: Mission (7-1-6): Talk to the SOLDIER 3rd Class in the Briefing Room and he'll give you the Premium Tires (used for the 2nd Flower Wagon).

Missions 7-2-x: Precious Things

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 7-2-1	Game Progress: Chapter 5	Blizzard Materia, Soma, Remedy, Hi-Potion, Hi-Potion	1x G Eraser 1x Sweeper
		(R) = Item Fusion Tome	
Mission 7-2-2	Clear Mission: 7-2-1	MAG Up (M), Elixir, Gris-Gris Bag, X-Potion, Hi-Potion, Mythril Gloves	1x Arachno
		(R) = Keychain	
Mission 7-2-3	Clear Mission: 7-2-2	Thundara Materia, Elixir, Hi-Potion, Four Slots	5x Small Bug
		(R) = Thunder Armlet	
Mission 7-2-4	Clear Mission: 7-2-3	AP Stone x8, MP Stone x8, Magic Stone x8, Mind Stone x8	2x Flying Demon 1x Death Claw
		(R) = Dragon Armlet	
Mission 7-2-5	Clear Mission: 7-2-4	Luck Stone x8, Guard Stone x8, Mythril Gloves, HP Stone x8	2x Flying Demon 1x Lightgreen Allemagne
		(R) = Backpack	
Mission 7-2-6	Clear Mission: 7-2-5	Champion Belt, Ice Ring, Elixir	1x Griffon 2x Small Bug
		(R) = Paralyzing Shock	

Missions 7-3-x: ESP Development Project

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 7-3-1	Clear Mission: 7-2-6	Force Bracelet, X-Potion	2x Evilgoyle
		(R) = Black Cowl	1x Ahriman
Mission 7-3-2	Clear Mission: 7-3-1	Elixir, Champion Belt, X-Potion	2x Demon 2x Red Cap
		(R) = Snow Armlet	

Mission 7-3-3	Clear Mission: 7-3-2	Iron Bangle, X-Potion (R) = Sea Chocobo Armlet	1x Hornets 2x Demon
Mission 7-3-4	Clear Mission: 7-3-3	Mythril, Champion Belt (R) = Gold Hairpin	1x G Devastator
Mission 7-3-5	Clear Mission: 7-3-4	Tarot Cards, Hypno Crown, Shinra Beta (R) = Snow Armlet	1x G Paladin
Mission 7-3-6	Clear Mission: 7-3-5	Graviga (M), Champion Belt (R) = Adaman Bangle	1x G Paladin 2x Belzecue

Missions 7-4-x: Contacts From P

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 7-4-1	Clear Mission: 7-3-6	Steal (M), Mystile, Death (M) (R) = Twisted Headband	2x Balloon 1x Sahagin Chief
Mission 7-4-2	Clear Mission: 7-4-1	Gris-Gris Bag, Hi-Potion, MP Up++ (M) (R) = Brigand's Gloves	2x G Devastator 1x Crazy Dagger
Mission 7-4-3	Clear Mission: 7-4-2	No Chests (R) = Headband	3x Titanis 1x Green Grass
Mission 7-4-4	Clear Mission: 7-4-3	Sea Chocobo Armlet, Hell Thundaga (M), Thunder Armlet (R) = Mythril Armlet	1x Martial Tank
Mission 7-4-5	Clear Mission: 7-4-4	Poison Blade (M), Vital Slash (M), Hi-Potion (R) = Blaze Armlet	1x G Dominator
Mission 7-4-6	Clear Mission: 7-4-5	X-Potion, Tri-Fire (M), Gil Toss (M) (R) = Brutal	1x Wyerd 2x Sahagin Chief

Missions 7-5-x: Orphans Escaping

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 7-5-1	Clear Mission: 7-4-6	X-Potion, Diamond Bracelet, Iron Fist (M), Sprint Shoes, (R) = Sky Chocobo Armlet	1x Hippogriff 2x Garnet Mole
Mission 7-5-2	Clear Mission: 7-5-1	X-Potion, Protect Ring, 10000 Gil (R) = Gold Armlet	1x Hell Slasher 1x Spitfire 1x Metal Saucer III

Mission 7-5-3	Clear Mission: 7-5-2	Champion Belt, Hi-Potion, Bone Village Commerce (Shop) (R) = Sky Chocobo Armlet	1x Tarantula
Mission 7-5-4	Clear Mission: 7-5-3	Headband, Hero Drink (R) = Power Suit	1x Genesis Guardian 2x Sweeper Plus 3
Mission 7-5-5	Clear Mission: 7-5-4	Elixir, Magical Punch, Blast Wave (M) (R) = Energy Suit	3x Scissor Claw
Mission 7-5-6	Clear Mission: 7-5-5	Shining Bracer, Elixir (R) = Wizard Bracelet	1x Guardian Eyes

Missions 7-6-x: The Accessory Craftsman

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 7-6-1	Clear Mission: 7-5-6	Adamantite, X-Potion, Elixir, Bolt Armlet, Death Twister (M), Fat Chocobo Feather (R) = Good-Luck Charm	1x Wutai Imperial Guard 3x Lature Dano
Mission 7-6-2	Clear Mission: 7-6-1	Sky Chocobo Armlet, Energy Materia, Mythril, Fat Chocobo Feather, Elixir (R) = Faerie Ring	3x Sahagin Prince
Mission 7-6-3	Clear Mission: 7-6-2	Electrocute (M), Power Suit, Moon Bracer, Fat Chocobo Feather (R) = Protect Ring	2x Wutai Imperial Guard 2x Lature Dano
Mission 7-6-4	Clear Mission: 7-6-3	Mythril, Mythril Armlet, Elixir, Blast Wave (M), Fat Chocobo Feather x2 (R) = Mog's Amulet	1x Crazy Sword 2x G Hoplite
Mission 7-6-5	Clear Mission: 7-6-4	Shining Bracer, Mythril Armlet, Elixir, Shinra Beta Plus, Mythril (R) = Twisted Headband	1x Angra Mainyu 1x Mover EX 1x Destroyer
Mission 7-6-6	Clear Mission: 7-6-5	Graviga (M), Fat Chocobo Feather x3, Assault Twister+ (M) (R) = Energy Suit	3x Dinornis

NOTE: Mission (7-6-6): Magic Pot will ask you to use 4 attacks when it asks you to: Gil Toss, Costly Punch, 99999 Damage, Octaslash. For the 1st time you'll get Magic Pot Tricks (DMW) unless you have that already. For the 2nd time you'll get Genji Shield. If you have Genji Shield equipped, you can get a second one. For the 3rd time and onward, you get Impervious or Full Cure.

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|| Missions 8-x-x: Zack, the Materia Hunter ||
Oo*=-oO

Missions 8-1-x: Starting Out

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 8-1-1	Game Progress: Chapter 3	No Chests (R) = Ifrit Materia (DMW)	1x Ifrit
Mission 8-1-2	Clear Mission: 8-1-1	Hi-Potion (R) = Thunder (M)	3x Raijincho
Mission 8-1-3	Game Progress: Chapter 4	Ether (R) = HP Up (M)	2x G Avenger 2x Blood Taste
Mission 8-1-4	Clear Mission: 8-1-3	No Chests (R) = Bahamut Materia (DMW)	1x Bahamut
Mission 8-1-5	Clear Mission: 8-1-4	No Chests (R) = Regen (M)	1x Replicon 1x Epiornis
Mission 8-1-6	Clear Mission: 8-1-5	Fire Armlet, Hi-Potion (R) = Odin Materia (DMW)	1x Hungry

Missions 8-2-x: Mako Stones

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 8-2-1	Chapter 3: Talk to the researcher in the Materia Room on floor 49 (Shinra HQ)	Potion (R) = Spirit Mako Stone	1x Spriggan 2x Fly Eye
Mission 8-2-2	Clear Mission: 8-2-1	Potion, Soma (R) = Vitality Mako Stone	3x Grashstrike
Mission 8-2-3	Clear Mission: 8-2-2	Hi-Potion (R) = Magic Mako Stone	2x Grashstrike 1x Raijincho
Mission 8-2-4	Clear Mission: 8-2-3	Magic Up (M), Hi-Potion X-Potion, Ether (R) = HP Mako Stone	2x Bat Eye
Mission 8-2-5	Clear Mission: 8-2-4	X-Potion, Phoenix Down (R) = Strength Mako Stone	1x Slaps
Mission 8-2-6	Clear Mission: 8-2-5	Fira (M), Esuna (M) (R) = Luck Mako Stone	2x Death Claw 1x Slaps

Missions 8-3-x: To Hell and Back

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
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Mission 8-3-1	Clear Mission: 8-1-6	Dispel (M) (R) = Stop Blade	1x Chain Machine 2x Bee Saucer II
Mission 8-3-2	Clear Mission: 8-3-1	Hi-Potion, Gravity (M) Diamond Gloves (R) = Status Ward	2x Sky Gunner 2x Bee Saucer II
Mission 8-3-3	Clear Mission: 8-3-2	X-Potion, Elixir (R)=Elemental Strike (M)	1x Nightmare 2x Dorky Face
Mission 8-3-4	Clear Mission: 8-3-3	Diamond Gloves, Gravity (M), Shinra Beta, Twisted Headband (R) = Magic Up++ (M)	1x Evilgoyle 1x Demon
Mission 8-3-5	Clear Mission: 8-3-4	Iron Bangle, Dash (M) AP Up++ (M), X-Potion (R) = Status Strike	2x Pachyornis 2x Razor Weed
Mission 8-3-6	Clear Mission: 8-3-5	Steal (M), Dark Matter VIT Up++ (M) (R) = Hell Thundaga (M)	3x Thunderbird 2x Boundfat

Missions 8-4-x: From a Hot Treasure Hunter

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 8-4-1	Chapter 4: After the mail you get from a Hot Treasure Hunter (5th Reactor)	Potion, Hi-Potion, Soma, Chocobo Feather (DMW) (R) = MBarrier (M)	3x Hedgehog Pie
Mission 8-4-2	Clear Mission: 8-4-1	Jump (M), HP Up (M), Circlet (R) = Barrier (M)	3x Bat Eye
Mission 8-4-3	Clear Mission: 8-4-2	Stop (M), Ether, Osmose (M), Cait Sith's Megaphone (DMW) (R) = HP Up+ (M)	1x Bat Eye 2x Trap
Mission 8-4-4	Clear Mission: 8-4-3	Elixir, Drainra (M), Moogles' Amulet (DMW) (R) = Vital Slash (M)	1x Crazy Saw 1x G Diver
Mission 8-4-5	Clear Mission: 8-4-4	Silver Armlet, Elixir, Firaga (M), Mountain Chocobo Armlet (R) = MAG Up+ (M)	3x Dorky Face
Mission 8-4-6	Clear Mission: 8-4-5	VIT Up+ (M), X-Potion, Diamond Bracelet (R) = Darkness (M)	1x Dual Horn

Missions 8-5-x: Anonymous Hints

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 8-5-1	Clear Mission: 8-4-6	Hyper Wrist, Curaga (M) Ice Armlet, Hi-Potion (R)=Assault Twister+ (M)	2x Evil Eye 1x Ahriman
Mission 8-5-2	Clear Mission: 8-5-1	Blizzaga (M), Hi-Potion Death Blade (M) (R) = VIT Up++ (M)	2x Mover
Mission 8-5-3	Clear Mission: 8-5-2	Gold Armlet, Drainga (M) Diamond Bracelet (R) = SPR Up++ (M)	6x Hornets
Mission 8-5-4	Clear Mission: 8-5-3	River Chocobo Armlet, Bolt Armlet, X-Potion (R) = Exploder Blade (M)	2x Balloon 2x Razor Weed
Mission 8-5-5	Clear Mission: 8-5-4	X-Potion, Elixir, ATK Up++ (M), Force Bracelet (R) = Hell Firaga (M)	3x Thunderbird
Mission 8-5-6	Clear Mission: 8-5-5	Hell Firaga (M), Silver Armlet, Carbon Bangle Graviga (M), Firaga Blade (M) (R) = Bahamut Fury Materia (DMW)	1x Bahamut Fury

NOTE: Mission 8-5-6: Open the chest that looks different than the rest to initiate the fight with Bahamut Fury.

Missions 8-6-x: Yuffie's Notices

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 8-6-1	Clear Mission: 8-5-6	Gold Rolling Pin, Status Strike (M), Power Attack, Elixir (R)= Tri-Fire (M)	2x Mover RE
Mission 8-6-2	Clear Mission: 8-6-1	Sea Chocobo Armlet, Dash (M), Silence Blade (M) (R) = Death Jump	1x Wyerd 1x Pumpkin
Mission 8-6-3	Clear Mission: 8-6-2	Flame Armlet, X-Potion, Hyper Wrist, Gil Toss (M), Wall (M), Fat Chocobo Feather (R) = Electrocute (M)	4x Pumpkin
Mission 8-6-4	Clear Mission: 8-6-3	Quake (M), Tarot Cards Blaze Armlet, Sky Chocobo Armlet (R) = Flare (M)	2x S Mine 2x Scissor Chitin
Mission 8-6-5	Clear Mission: 8-6-4	Hero Drink, Elixir,	2x Worm Elite

		(R) = Poison Twister	Kumbhira
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Mission 9-2-2	Clear Mission:	Phoenix Down, X-Potion,	2x Power Head
	9-2-1	Elixir, Hypno Crown, River	3x Gun Bull Head
		Chocobo Armllet	
		(R) = Hero Drink x2	
-----	-----	-----	-----
Mission 9-2-3	Clear Mission:	Phoenix Down, X-Potion,	1x G Equites
	9-2-2	Snow Armllet, Fat Chocobo	
		Feather, River Chocobo Armllet	
		(R) = Element Blade	
-----	-----	-----	-----
Mission 9-2-4	Clear Mission:	Lunar Harp, Gysahl Greens,	1x Killer Bee
	9-2-3	Adaman Bangle, X-Potion,	2x Scissor Chitin
		Crystal Bracelet	
		(R) = Energy (M)	
-----	-----	-----	-----
Mission 9-2-5	Clear Mission:	X-Potion, Death Jump (M),	1x Worm Elite
	9-2-4	Death Twister (M), Snow	2x Killer Bee
		Armllet, 100000 Gil, Gold	1x S Mine
		Hairpin	
		(R) = Iron Fist (M)	
-----	-----	-----	-----
Mission 9-2-6	Clear Mission:	Zeio Nut, Fat Chocobo Feather,	1x Jabberwock
	9-2-5	Hero Drink, Gysash Greens,	
		Diamond Gloves	
		(R) = SP Turbo (M)	
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Missions 9-3-x: In Search of What?

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
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Mission 9-3-1	Clear Mission:	Adamantite, Aegis Armllet,	2x Mandrake
	9-2-6	Mythril, X-Potion, Lunar Harp	2x Sahagin Prince
		(R) = Hammer Punch (M)	
-----	-----	-----	-----
Mission 9-3-2	Clear Mission:	Fat Chocobo Feather, Crystal	1x Death Machine BIS
	9-3-1	Orb, Poison Blade (M), Elixir,	2x Missile Machine
		Phoenix Down	
		(R) = Protect Ring	
-----	-----	-----	-----
Mission 9-3-3	Clear Mission:	Adamantite, Crystal Bracelet,	1x Grandpanzer
	9-3-2	Energy (M), Fat Chocobo	5x Panzer Jr. +
		Feather, Network Shop Duo,	
		Black Cowl	
		(R) = Gravity (M)	
		(with +38 Magic)	
-----	-----	-----	-----
Mission 9-3-4	Clear Mission:	Fire (M), Mythril, Gysahl	1x Scarlet Pick
	9-3-3	Greens, Blizzara (M),	
		Crystal Orb, Fat Chocobo	
		Feather	
		(R) = Magical Punch (M)	
-----	-----	-----	-----
Mission 9-3-5	Clear Mission:	Brigand's Gloves, X-Potion,	1x Vajradhara Asura
	9-3-4	Mythril, Status Ward (M),	1x Crescent Unit
		Phoenix Down, Fat Chocobo	Celsus
		Feather, Shining Bracer,	
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		(R) = Escort Guard	
Mission 9-3-6	Clear Mission:	Silver Armlet, Mythril, Elixir,	1x Horned Devil
	9-3-5	Lunar Harp, Rune Armlet	1x Mover EX
		(R) = Flare (M)	1x Jack o' Lantern
		(with +30 Magic)	

Missions 9-4-x: Realm of Demons

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 9-4-1	Clear Mission:	Gysahl Greens, High Jump (M),	1x G Renegade
	9-3-6	Platinum Bangle, Tarot Cards,	
		Phoenix Down, Dualcast (M),	
		Assault Twister+ (M),	
		Hero Drink	
		(R) = 4x Kaiser Knuckles	
Mission 9-4-2	Clear Mission:	Crystal Gloves, Dark Matter,	2x G Fine
	9-4-1	Wall (M), Mythril Armlet,	
		Sky Chocobo Armlet, Rune	
		Bangle, Headband, Gravity (M)	
		(R) = Fat Chocobo Feather	
Mission 9-4-3	Clear Mission:	SP Barrier (M), Kaiser	3x Dinornis
	9-4-2	Knuckles, Moon Bracer, Assault	1x Cactuar
		Twister+(M), Sea Chocobo Armlet	
		(R) = 1000 Needles (M)	
Mission 9-4-4	Clear Mission:	Soul of Thamasa, Wall (M),	1x Black Widow
	9-4-3	Royal Crown, Kaiser Knuckles,	
		Flare (M), Dark Agent	
		(R) = Precious Watch	
Mission 9-4-5	Clear Mission:	Curaga (M), Flare (M),	2x Tonberry King
	9-4-4	Adamantite, Magic Master,	
		SP Turbo Attack (M),	
		Fat Chocobo Feather	
		(R) = Murderous Thrust (M)	
Mission 9-4-6	Clear Mission:	Flare (M), Electrocute (M),	1x Grannygalan
	9-4-5	Drainga (M), Hero Drink,	
		Shining Bracer	
		(R) = Sniper Eye	

Missions 9-5-x: Unknown Energy

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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 9-5-1	Clear Mission:	Phoenix Down, Flare (M),	1x Mako Ifrit
	9-4-6	Wall (M), Gysahl Greens,	2x Cannon Head
		Fat Chocobo Feather x10,	
		Mountain Chocobo Armlet	
		(R) = Brutal	
Mission 9-5-2	Clear Mission:	Mythril, Doc's Code,	2x Three Stars

	9-5-1	Elemental Ward, Hero Drink, Silver Armlet, Aegis Armlet, Flare (M) (R) = SP Barrier (M)	2x Very Hungry
Mission 9-5-3	Clear Mission: 9-5-2	Rune Armlet, Gil Toss (M), Dark Matter, Tri-Thundaga (M) Escort Guard, Elemental Strike (M), Chocobo Armlet (R) = Protect Ring	1x Tycoon 1x Three Stars
Mission 9-5-4	Clear Mission: 9-5-3	Royal Crown, Platinum Bangle, Dark Matter, Phoenix Down, Costly Punch (M), Jeweled Ring, Osmoga (M), Net Shop Shade, Adaman Bangle (R) = Laurel Crown	3x Imp 2x King Sahagin
Mission 9-5-5	Clear Mission: 9-5-4	Hero Drink, Tri-Fire (M) Elixir, Fat Chocobo Feather (R) = Hellfire (M) (with +40 Magic)	2x Imp 3x Cerberus
Mission 9-5-6	Clear Mission: 9-5-5	Zeio Nut, Sky Chocobo Armlet, Electrocute (M), Good-Luck Charm, Mythril Armlet, Curaga (M), Ziedrich (R) = Megaflare (M) (with +50 Magic)	5x Chive

Missions 9-6-x: Doors to the Unknown
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Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 9-6-1	Clear Mission: 9-5-6	Elixir, Flare (M), Hero Drink, Elixir, Wall (M), Osmoga (M), Mythril, Curaga (M), Status Strike (M) (R) = Zantetsuken (M) (with +60 Magic)	3x Cactuar
Mission 9-6-2	Clear Mission: 9-6-1	Fat Chocobo Feather, Phoenix Down, Energy (M), Laurel Crown, Phoenix Down, Elixir, Ultima (M) (R) = Super Ribbon	1x Holy Tonberry
Mission 9-6-3	Clear Mission: 9-6-2	Dark Matter, Brutal, Phoenix Down, Gysahl Greens, Adamantite, Silver Armlet, Elixir, Energy (M), Hero Drink (R) = Rebirth Flame (M) (with +80 Magic)	2x Master Blade
Mission 9-6-4	Clear Mission: 9-6-3	Flare (M), Genji Glove, Fat Chocobo Feather, Kaiser	1x Malboro Great

	Knuckles, Gysahl Greens, Gold
	Hairpin
	(R) = Exaflare (M)
	(with +100 Magic)

Mission 9-6-5	Clear Mission: Rune Armlet, Phoenix Down, 1x Goliath
9-6-4	Energy Suit, Soul of Thamasa, 2x Mock Trooper A
	Ultima (M), Platinum Bangle 2x Mock Trooper B
	(R) = SP Master (M) 2x Mock Trooper C

Mission 9-6-6	Clear Mission: No Chests 1x Minerva
9-6-5	(R) = Divine Slayer

Oo*--oO
 || Missions 10-x-x: Mysteries of the World ||
 Oo*--oO

Missions 10-1-x: Cactoid Secrets
 =====

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 10-1-1	Defeat Cactuar in Mission 3-1-3	Potion, Elixir (R) = Muscle Belt	1x Kactuar
Mission 10-1-2	Clear Mission:10-1-1	Remedy, AP Up (M), Cursed Ring (R) = Champion Belt	3x Kactuar
Mission 10-1-3	Clear Mission:10-1-2	Safety Bit, White Cape, X-Potion (R) = Cactus Thorn (DMW)	1x Kactuar

Missions 10-2-x: Tonberry Quests
 =====

Mission #:	How to unlock:	Chests + Reward (R):	Defeat (Goal):
Mission 10-2-1	Defeat Tonberry in Mission 6-1-5	Blizzard (M) (R) = Silver Armlet	1x Tonberry
Mission 10-2-2	Clear Mission:10-2-1	X-Potion (R) = Gysahl Green	4x Tonberry
Mission 10-2-3	Clear Mission:10-2-2	Phoenix Down, X-Potion, X-Potion, Mystile (R) = Tonberry's Knife (DMW)	1x Master Tonberry

NOTE: The creature Magic Pot can be encountered in this mission (10-2-3). It will ask that you use specific attacks on it: Jump, Fira, Gravity, Assault Twister.

Use the corresponding attack only when Magic Pot asks for it. For the 1st time you complete this task, you'll get Magic Pot Tricks (DMW). The 2nd time and onward you do this, you'll get either: Feather Cap or Doc's Code.

and keep in the back of your head that your stats should be at max, or at the very least have 65000+ HP. Minerva's Ultima cannot exceed 64583 damage if you have 255 Spirit, Magic Barrier, and if you also Block.

In short, equip the following accessories:

- Genji Shield OR Protect Ring
- Genji Armor
- Genji Glove
- Genji Helm OR Ziedrich

As for Materia, you'll definitely want to be able to heal yourself, so have a Curaga Materia equipped. If you have Genji Helm equipped you don't need to worry about MP and AP, but if you don't, you should also have a healthy stock of Elixirs.

Equip the Costly Punch Materia, as this is the key attack for winning the battle. Costly Punch has a very high attack power (38 base), plus it does more damage the higher your current HP is (unless you go over your own Max HP by 1.11, then it does 0 damage). It also ignores the enemy's Vitality. Therefore, Costly Punch can easily inflict 99999 damage versus Minerva. It's not the quickest attack, but it's still quick enough to be of extremely good use.

Also equip a Steal or Mug Materia. You can steal 99 Phoenix Downs from Minerva, something that'll do you good in this battle. This way you can maintain the ReRaise status throughout the whole battle, should anything go wrong. You'll need many Phoenix Downs, since Minerva's strongest attack, Judgement Arrow, negates all status effects (except Invincibility), so it also negates ReRaise. Then again, 99 should be enough, don't you think? Have ReRaise when you enter the battle.

Also, if you have some time to prepare, get an SP Master Materia and save up on a LOT of SP before going into the battle. If your SP Master Materia is mastered you will take a full 100% reduction of all damage as long as you have SP. Since your SP gets drained VERY FAST, be sure to have over 10 million SP to at least last a decent while. You can get this much SP by doing the Gil trick by selling the 99 Phoenix Downs from Minerva, getting killed, buy/convert Dualcast Materia and .. profit!

One last note: It may also be useful to increase your Luck stat to 155+. If you do this, some of Minerva's attacks cannot do double damage to you anymore. This isn't essential, but it can certainly help. Materia Fusion can help you accomplish this.

So once again, in short, here are the best Materia to equip:

- Costly Punch
- Curaga
- Steal OR Mug
- SP Master

With the proper preparation, half the battle is already fought. If you've got max stats and the above equipment, the battle isn't all that hard. It'll be long, but not extremely hard. Let's go over to the battle specifics.

o Note: Hard Mode gives Minerva 20 million HP instead of 10 million.

.=====.
|Name: Minerva |

.=====.
| Class: Minerva |

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=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 100 | 10000000 | 999999 | 255 | 201 | 255 | 255 | 255 |
|-----o-----o-----o-----o-----o-----o-----o-----
| EXP: 0 | SP: 40000 | Gil: 0 | Auto-Status: ---
|-----o-----o-----o-----o-----o-----o-----o-----
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [HALVE] | [HALVE] | [HALVE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|-----o-----o-----o-----o-----o-----o-----o-----
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [IMMUNE] | 2 sec. | 5 | [IMMUNE] | [YES] |
|-----
| DROPS: --- | Common: --- | Rare: ---
|-----o-----o-----o-----o-----o-----o-----o-----
| STEAL: 25% | Common: Phoenix Down x99 | Rare: Phoenix Down x99
|-----o-----o-----o-----o-----o-----o-----o-----
| LOCATION(S): | 1. [BOSS] Mission 9-6-6.
|-----
| ATTACKS: | ZACK's VIT & SPR: 255 & 255 + BARRIER + MBARRIER
| =====
| Moment Slash [Physical Attack, 1st Hit: Max 4520 Damage, 2nd Hit: Max 5725
| Damage. Double Damage if your Luck is below 155]
| Photon Feather [Physical Attack, Max 2712 Damage*x]
| Crimson Flare [Magical Attack, Max 30148 Damage] BLOCK THIS for ~3k DMG.
| Cocytus [Magical Attack, Max 14322 Damage]
| Thor Hammer [Magical Attack, Max 21534 Damage]
| Ultima [Magical Attack, casting time is only 2 secs, BLOCK AGAINST
| THIS or it does 99999 Damage, With Block: Max 64583 Damage]
| Anti Material [Physical Guard for 20 seconds, Casts in 1 sec]
| Anti Magic [Magical Guard for 20 seconds, Casts in 1 sec]
| Absolute Barrier [Invincibility for 20 seconds, Casts in 2 sec]
| Blessing Light [Recovers some HP, Casts in 1.3 sec]
| Judgement Arrow [Physical Attack, Reduces HP/MP/AP, Scene, No Block,
| Max 33150 Damage, Ignores all status effects except
| Invincibility]
|-----
| Strategy: Come equipped with the Genji Shield (or Protect Ring), Genji Armor,
| ----- Genji Glove, Genji Helm (or Ziedrich) as explained above. While
| Minerva has a ton of attacks (only 11 actually, but I like to exxagerate),
| there are only two attacks that you should REALLY watch out for, which are
| Ultima and Judgement Arrow. You know how to recognize Ultima, and when you
| suspect it's coming, be sure to BLOCK. If you don't block, Ultima *will* do
| 99999 damage and it'll either kill you or use up your ReRaise status, if you
| still have it. Judgement Arrow is the sequence which looks admittedly awesome
| and does not only deal a fair amount of damage, but also negates all your
| status effects, more specifically ReRaise! (It doesn't negate the Auto status
| effects, which is why we have our precious Genji equipped). But the negation
| of ReRaise is troublesome. Right after this attack, quickly dive into your
| items and use a Phoenix Down. This counters the attack. Also heal immediately
| after.
| Keep the above in mind, and you can start the battle. When the battle begins,
| be sure to kick in a bunch of Costly Punches (of which you need to deliver
| at the very least 101, but most likely more because of Minerva's healing
| abilities). You should steal the 99 Phoenix Downs somewhere at the start of
| the fight, if not right away, so you're sure you have a healthy supply of
| those. Be sure to keep your HP above 65000+. If you keep it above that figure
| you're essentially fine if you block her Ultima. Keep attacking, dodge her
| attacks as much as you can (or maybe better, block them), and keep delivering
| your Costly Punches. After some time, she'll do her thing and Judgement
| Arrow'll negate ReRaise. You know what to do, just use another Phoenix Down.

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|When she casts Ultima, block block! (If you're REALLY precise, dodge it..) |
|The fight will certainly last a while, but literally don't let your guard|
|down and you will come out victorious. |

Your reward for clearing Mission 9-6-6 is a Divine Slayer. This accessory will increase your HP, MP and AP by +100%, increase all your stats +50, break the HP, MP, AP limits, and gives Auto-Libra.

In addition, if you cleared all Missions (and 9-6-6 is the hardest), you'll receive the Heike Soul accessory. This accessory grants a huge amount of great bonuses:

Heike Soul:

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- o Break HP, MP, AP, and Damage Limit
- o Add Sudden Death, Poison, Silence, Stop and Stun to 'Fight' command (and adds them to some other physical techniques as well)
- o Absorbs All Elements
- o Auto-Potion
- o Increases Drop Rates for enemies
- o 100% successful steal
- o Stolen and Dropped items are 100% rare
- o Doubles Gil, Item/Materia from enemies
- o Smart Consumer Level 1 (increases item effects)
- o Double Magic
- o Auto-Libra
- o SP Master Level 1 (spend SP to increase damage done and reduce damage taken)

Combine that with Genji Helm and Genji Shield, plus one other thing of your choice, and you're a god yourself. The fun thing is, you can re-do any Mission you like as often as you want! I'm not sure if you'd actually want to, though..

Images of Minerva:

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<http://www.shillatime.org/finalfantasy7/crisiscore/images/>

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Oo*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*--oO
||                               III) General Useful Information {GEN}                               ||
Oo*-*-*-*-*-*-*--Oo-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*--oO-*-*-*-*-*-*-*--oO
|| {GEN-1.1} DMW (Digital Mind Wave) Info ||
Oo*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*--oO
```

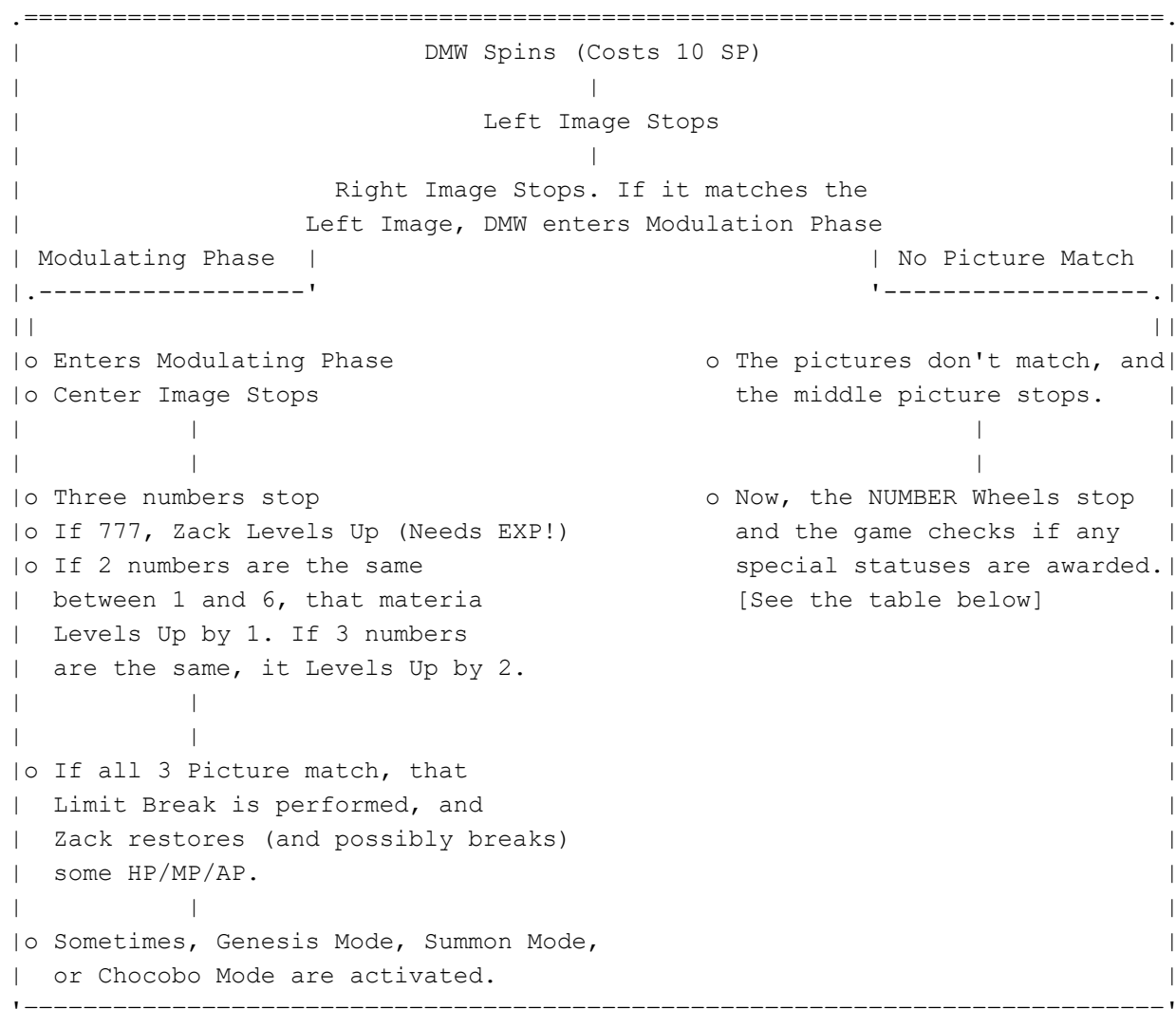
DMW General Info:

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Digital Mind Waves or DMW is the Limit Break system in Crisis Core. During the progress of the game, more people will be added to the DMW. It is also possible to unlock summon DMW's or gain Chocobo Mode, with other creatures' DMW. These are all unlocked throughout the course of Missions. Below is a listing of what each DMW does, and when they are unlocked.

- o The DMW spins during battle in the upper left corner. One spin costs you 10 SP, which is deducted automatically. 9 SP or less means no DMW.
- o As beautiful as the Summon FMV's are, you can skip them with circle if you are getting bored of the long sequence.
- o When under the Curse status, the DMW reels stop working. Cursed Ring and Heike Soul grant Auto-Curse. This also means no Levels Up.

o Below is a flow-chart on how the DMW works. Basically it splits up into a YES/NO: It either goes in Modulating Phase, or it doesn't.



There are pictures on the reels, and there are numbers. These are completely independent from each other, and do completely different things. The pictures are for the DMW attack that can be performed, and a DMW attack will only be performed if all three pictures end up being the same.

The numbers are for levelling up (both Zack or Materia), or a neat effect:

NO Modulating Phase:	
Numbers:	Effect:
777	Invincibility (15 Sec)
666	All Critical Hits (20 Sec)
555	Physical Guard (15 Sec)
444	0 AP Consumption
333	Magic Guard (15 Sec)
222	0 MP Consumption
111	Invincibility (15 Sec)
77*	0 MP Consumption (15 Sec)
7*7	Physical Guard (15 Sec)
*77	Magical Guard (15 Sec)
7**	0 AP Consumption (12 Sec)
7	0 MP Consumption (12 Sec)
**7	Endurance (20 Sec)

Modulating Phase:

```

      .-----|-----|-----|-----|-----|-----|
      |Numbers:      |Effect:                |
      |=====|=====|
      |777          |Zack Levels Up (with enough EXP) |
      |2 the same # |1 Level up for equipped # Materia|
      |3 the same # |2 Levels up for equipped # Materia|
      '-----|-----|-----|-----|-----|-----'
  
```

Example:

If you get the numbers 6+6+3 while in Modulating Phase, Materia number 6 will level up. If you get 7+2+7 while NOT in Modulating Phase, you'll gain Physical Immunity for 15 seconds.

DMW Menu:
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- o There are 2 Screens here, the Progress and the Limit Breaks/Verges Screens.
- o Limit Breaks = # times the Limit Break has been performed.
- o Limit Verges = # times there have been 2 pictures and the DMW went into the Modulating Phase, but did NOT get the Limit Break.
- o Note: Breaks/Verges have NOTHING to do with the Progress Screen. The Progress Screen involves seeing DMW memory scenes with Zack. More info below.

Progress Screen:
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      .-----|-----|-----|-----|-----|-----|
      |Sephiroth: 4x 10%, 2x 25% |||Ifrit:         1x 100% |||Chocobo:   1x 100% |
      |-----|-----|-----|-----|-----|-----|
      |Angeal:      4x 10%, 2x 25% |||Bahamut:     1x 100% |||Cactuar:   1x 100% |
      |-----|-----|-----|-----|-----|-----|
      |Tseng:       4x 10%, 2x 25% |||Bahamut Fury: 1x 100% |||Tonberry:  1x 100% |
      |-----|-----|-----|-----|-----|-----|
      |Cloud:       4x 10%, 2x 25% |||Odin:        1x 100% |||Cait Sith: 1x 100% |
      |-----|-----|-----|-----|-----|-----|
      |Aerith:      4x 10%, 2x 25% |||Phoenix:     1x 100% |||Moogles:   1x 100% |
      |-----|-----|-----|-----|-----|-----|
      |Cissnei:     4x 10%, 2x 25% |||Genesis:     2x 45%  |||Magic Pot: 1x 100% |
      '-----|-----|-----|-----|-----|-----'
      |NOTE: Persons start at 10%, so the % always ends up at 100% completion.|
      '-----|-----|-----|-----|-----|-----'
  
```

The percentages you see here are an indication of how many memories you have seen so far. For the main 6 characters (Sephiroth, Angeal, Tseng, Cloud, Aerith and Cissnei) you need to have seen 6 memories in total to get 100%. 4 of those memories count for 10%, and 2 count for 25%. Whenever you unlock one of these characters, they start at 10% already, which makes for 100% total.

For Genesis you only need to see 2 memories, which both count for 45%. Again, simply unlocking Genesis will also net you 10%.

For Summons and Chocobo Mode, you only need to have seen their animation once and you'll get 100%.

To increase the chances of getting certain DMW Limit Breaks, and thus a higher

chance that you'll see the corresponding memories, equip the DMW Materia of your choice. DMW Materia can be bought from various shops, most notably from Research Dept. QMC + (Found in chest in Gongaga Village, Chapter 10).

If you unlock all DMW's, enter the DMW Menu to receive a Fury Ring. You only need to unlock all pictures, and % doesn't matter here.

When you complete all DMW with 100% you'll get the Genji Armor, just go into the DMW menu to check if you're close or not, and equip DMW boosting Materia for the ones you only need a little more % on.

DMW Characters:

=====

Note: ALL DMW ATTACKS ARE *NON-ELEMENTAL*.

DMW Name: (3x Silhouette)
Attack Name: Chain Slash
Unlocked: Start of the game
Stagger: 3
Can Critical: Yes
Attack effect: Physical attack versus one enemy.

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.-----.-.-.-.-.-.-.-.-.-.
|Level:          | 1 | 2 | 3 | 4 | 5 |
|=====|===|===|===|===|===|
|Base Strength:| 48| 54| 60| 66| 76|
'-----'-----'-----'-----'
```

DMW Name: Sephiroth
Attack Name: Octaslash
Unlocked: Start of the game
Stagger: 4
Can Critical: Yes
Attack effect: 8 physical hits with Base Strength depending on the DMW Level:

```
.-----.-.-.-.-.-.-.-.-.-.
|Level:          | 1 | 2 | 3 | 4 | 5 |
|=====|===|===|===|===|===|
|Base Strength:| 9 | 11| 15| 18| 22|
'-----'-----'-----'-----'
```

DMW Name: Angeal
Attack Name: Rush Assault
Unlocked: Start of the game
Stagger: 4, 3, 4
Can Critical: Yes
Attack effect: 15 physical hits total, split up in 7 hits, 7 hits, and 1 hit.
All hits ignore the enemy's Vitality. The Strength of the hits:

```
.-----.-.-.-.-.-.-.-.-.-.
|Level:          | 1 | 2 | 3 | 4 | 5 |
|=====|===|===|===|===|===|
|Base Strength (first 7): | 6 | 7 | 8 | 9 | 10|
|-----|---|---|---|---|---|
|Base Strength (next 7): | 7 | 8 | 9 | 10| 11|
|-----|---|---|---|---|---| (Last hit can
|Base Strength (last hit): | 12| 18| 20| 24| 32| inflict:
'-----'-----'-----'-----' [Stun: Inf-10])
```

DMW Name: Tseng
Attack Name: Air Strike
Unlocked: Start of Chapter 3

Stagger: 4
Can Critical: Yes
Attack effect: Physical Attack versus all enemies. Strength is listed below:

```
-----  
|Level:          | 1 | 2 | 3 | 4 | 5 |  
|=====|===|===|===|===|===|  
|Base Strength:| 40| 44| 48| 64| 72|  
|-----|-----|-----|-----|-----|
```

DMW Name: Cloud
Attack Name: Meteor Shots
Unlocked: Halfway Chapter 6
Stagger: 4
Can Critical: Yes
Attack effect: Magical Attack versus all enemies. Strength is listed below:

```
-----  
|Level:          | 1 | 2 | 3 | 4 | 5 |  
|=====|===|===|===|===|===|  
|Base Strength:| 44| 48| 64| 72| 80|  
|-----|-----|-----|-----|-----|
```

DMW Name: Aeris
Attack Name: Healing Wave
Unlocked: Start of Chapter 5
Attack effect: Healing spell: Heals HP, MP and AP fully (and allows to exceed the maximum up to twice the max), and inflicts Invincibility (which lasts randomly somewhere between 3 and 20 seconds).

DMW Name: Cissnei
Attack Name: Lucky Stars
Unlocked: Halfway Chapter 4
Attack effect: All attacks are critical hits for a duration of 10 - 80 seconds. The limit gauge goes up by 1 - 5 stages, depending on the level of the DMW. Lvl 1 is one stage up, Lvl 5 is five stages up.

DMW Name: Genesis
Attack Name: Apocalypse
Unlocked: Late Chapter 6
Stagger: 4
Can Critical: No
Attack effect: Magical Attack versus all enemies. Strength is listed below:

```
-----  
|Level:          | 1 | 2 | 3 | 4 | 5 |  
|=====|===|===|===|===|===|  
|Base Strength:| 66| 76| 86| 96|120|  
|-----|-----|-----|-----|-----|
```

DMW Summons:
=====

DMW Name: Ifrit
Attack Name: Hellfire
Unlocked: Clear Mission 8-1-1
Stagger: 4
Can Critical: No
Attack effect: Magical Attack versus all enemies that ignores enemy's Spirit.

```
-----  
|Level:          | 1 | 2 | 3 | 4 | 5 |  
|=====|===|===|===|===|===|  
|Base Strength:| 52| 56| 60| 64| 77|
```

DMW Name: Bahamut
Attack Name: Mega Flare
Unlocked: Clear Mission 8-1-4
Stagger: 4
Can Critical: No
Attack effect: Magical Attack versus all enemies that ignores enemy's Spirit.

```
.----- .--- .--- .--- .--- .--- .  
|Level:          | 1 | 2 | 3 | 4 | 5 |  
|=====|===|===|===|===|===|  
|Base Strength:| 58| 62| 66| 70| 84|  
'-----'-----'-----'-----'-----'
```

DMW Name: Bahamut Fury
Attack Name: Exa Flare
Unlocked: Buy at Bone Village Commerce (unlock at Mission 7-5-3)
Stagger: 4
Can Critical: No
Attack effect: Magical Attack versus all enemies that ignores enemy's Spirit.

```
.----- .--- .--- .--- .--- .--- .  
|Level:          | 1 | 2 | 3 | 4 | 5 |  
|=====|===|===|===|===|===|  
|Base Strength:| 70| 74| 78| 82| 96|  
'-----'-----'-----'-----'-----'
```

DMW Name: Odin
Attack Name: Zantetsuken
Unlocked: Clear Mission 8-1-6
Stagger: 4
Attack effect: Cuts enemies in half. (Inflicts Sudden Death to all enemies.)

DMW Name: Phoenix
Attack Name: Rebirth Flame
Unlocked: Chapter 9, Nibelheim Mystery #1. Check the Water Tower.
Stagger: 4
Can Critical: No
Attack effect: Magical Attack versus all enemies that ignores enemy's Spirit.
Casts ReRaise on Zack. Strength is listed below:

```
.----- .--- .--- .--- .--- .--- .  
|Level:          | 1 | 2 | 3 | 4 | 5 |  
|=====|===|===|===|===|===|  
|Base Strength:| 48| 52| 56| 60| 78|  
'-----'-----'-----'-----'-----'
```

Chocobo Mode DMW:
=====

DMW Name: Chocobo
Attack Name: Chocobo Stomp
Unlocked: Treasure in Mission 8-4-1
Stagger: 3
Can Critical: Yes
Attack effect: Physical Attack versus all enemies that ignores Vitality.

```
.----- .--- .--- .--- .--- .--- .  
|Level:          | 1 | 2 | 3 | 4 | 5 |  
|=====|===|===|===|===|===|  
|Base Strength:| 48| 54| 58| 64| 72|  
'-----'-----'-----'-----'-----'
```

DMW Name: Cactuar
 Attack Name: 1000 Needles
 Unlocked: Clear Mission 10-1-3
 Stagger: 3
 Can Critical: No
 Attack effect: 18 hits with fixed damage depending on the DMW level:

```

.----- .----- .----- .----- .----- .-----
|Level:      | 1   | 2   | 3   | 4   | 5   |
|=====|=====|=====|=====|=====|=====|
|Base Strength:|18x 300|18x 500|18x 1000|18x 1500|18x 2000|
'-----'-----'-----'-----'-----'-----

```

DMW Name: Tonberry
 Attack Name: Murderous Thrust
 Unlocked: Clear Mission 10-2-3
 Stagger: 3
 Can Critical: Yes
 Attack effect: Physical Attack that ignores Vitality versus one enemy.

```

.----- .----- .----- .----- .-----
|Level:      | 1 | 2 | 3 | 4 | 5 |
|=====|===|===|===|===|===|
|Base Strength:| 52| 60| 64| 68| 78|
'-----'-----'-----'-----'-----'-----

```

DMW Name: Cait Sith
 Attack Name: Courage Boost!
 Unlocked: Treasure in Mission 8-4-3
 Stagger: 3
 Attack effect: Cures: Poison, Silence, Stop, and Stun.
 Inflicts: Endurance, Barrier, Magic Barrier, 0 MP Consumption,
 0 AP Consumption, Physical Guard, and Magical Guard.

DMW Name: Moogles
 Attack Name: Moogles Power
 Unlocked: Treasure in Mission 8-4-4
 Attack effect: Inflicts Regen (duration is 40+ seconds).
 Levels up all equipped materia. If DMW Lvl is 1, then all
 materia goes up 1 level, if DMW Lvl is 5, they all go up by 5.

DMW Name: Magic Pot
 Attack Name: Item Muggin'
 Unlocked: Encounter Magic Pot in certain Missions. Earliest possible is
 Mission 10-2-3. Use Jump, Fira, Gravity, Assault Twister on it
 when it asks for those specific attacks, and you'll get the DMW.
 Attack effect: Magic Pot will give you a certain item, depending on the level:

```

.----- .----- .----- .----- .-----
|Level:| Obtainable Items: |
|=====|=====|
|Lvl 1:| Curaga Materia, Drain Materia, Graviga Materia, Libra Materia |
|Lvl 2:| Iron Bangle, Titanium Bangle, Carbon Bangle, Platinum Bangle |
|Lvl 3:| Kaiser Knuckles, Shinra Beta Plus, Royal Crown, Crystal Orb |
|Lvl 4:| Elixir x5, Elixir x10, Phoenix Down x1, Phoenix Down x3 |
|Lvl 5:| Ribbon, Gold Rolling Pin x1, Gold Rolling Pin x3, Gold Rolling Pin x5|
'-----'-----'-----'-----'-----'-----

```

DMW Name: Miss
 Attack Name: Dud
 Unlocked:
 Stagger: 3-6
 Note: 12.5% chance of "Miss" appearing when all reels line up with

Chocobo pictures.

Attack effect: Damages Zack and inflicts [Stun: 100].

```

-----
|Level:           | 1 | 2 | 3 | 4 | 5 |
|=====|===|===|===|===|====|
|Damage to Zack:| 1 | 1 | 10|100|1000|
|-----|---|---|---|---|----|
|Stagger:        | 3 | 3 | 4 | 5 | 6 |
|-----|---|---|---|---|----|

```

DMW Status Effect Durations (in seconds):

=====

```

-----
|Name:           |Status Effect(s):           |Lvl 1:|Lvl 2:|Lvl 3:|Lvl 4:|Lvl 5:|
|=====|=====|=====|=====|=====|=====|=====|
|Healing Wave   |Invincible                   | 3    | 5    | 8    | 10   | 20   |
|-----|-----|-----|-----|-----|-----|-----|
|Lucky Star     |Critical Hits                 | 10   | 15   | 20   | 40   | 80   |
|-----|-----|-----|-----|-----|-----|-----|
|Courage Boost!|Endure, Barrier, MBarrier    | 30   | 40   | 50   | 100  | (*)  |
|             |MP Cost 0, AP Cost 0        | 20   | 30   | 60   | 120  | (*)  |
|             |Physical Null, Magic Null   | 5    | 8    | 10   | 15   | 30   |
|-----|-----|-----|-----|-----|-----|-----|
|Moogles Power  |Regen                        | 40   | 60   | 80   | 100  | (*)  |
|-----|-----|-----|-----|-----|-----|-----|
|Dud            |Stun                          | 2    | 3    | 4    | 5    | 6    |
|-----|-----|-----|-----|-----|-----|-----|

```

(*) = Lasts until end of battle, or certain dispels.

```

Oo*=-*-=-*-=-*-=-*Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*oO=-*-=-*-=-*-=-*-=-*oO
  ||           {GEN-1.2} DMW Mechanics           ||
Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*oO

```

This section is intended to uncover the mysteries that are folded around what we know as the DMW wheels and all it's effects. It's a challenging progress, and it's not required to play the game properly. Purely educational, this section will leap into the depths of the mechanics. Up for a challenge?

DMW State Mechanics

=====

Your "DMW State" knows five phases, through which it can switch. These phases are: LOW, NORMAL, HIGH, SKY HIGH, and HEAVENLY. As described below in Step 1, these phases are of great importance to getting a Limit Break at all. There are various things that affect your DMW State. The table below goes over all of the possibilities:

```

-----
|DMW State Event:           |Change in State:           |
|=====|=====|
|Performing a Limit Break   |-2 to +3 (see Step 8)     |
|-----|-----|
|Lucky Star                 |+1 to +4 (see DMW Characters)|
|-----|-----|
|Certain enemy attacks      |-1 to -4                   |
|-----|-----|
|Proceed through the story (certain events)|Sets to NORMAL             |
|-----|-----|
|Special Campaign Potion in Shinra Building|Sets to NORMAL             |
|-----|-----|

```

Step 1: DMW Activation Chance

=====

As you may know from the previous section, you can either get a Modulating Phase from the DMW or.. not. What deals with this, exactly? The answer is quite simple. Depending on your current DMW state, you have a certain chance to enter the Modulating Phase. The chances are laid out in the table below, have a look:

```
.-----.-----.  
|State: |Activation Chance:|  
|=====|=====| For those wondering why these %'s don't add up to  
|LOW    |    2.3%    | 100%, the answer is simple. These are individual  
|NORMAL |    4.7%    | chances. Simply said, if you're in SKY HIGH state  
|HIGH   |    6.3%    | then you have a 7.8% chance of activating a  
|SKY HIGH|    7.8%    | Modulating Phase, whenever the DMW is spinning.  
|HEAVENLY|   18.8%    |  
'-----'-----' After Step 1, head to Step 2.
```

Step 2: Summon Mode Activation Chance

=====

This covers the chances of activating Summon Mode. The pre-requisite is that, of course, you have obtained at least one Summon picture. The chances for entering Summon Mode are in the table below:

```
.-----.  
|Base Activation Rate = 12.5% | Over the initial chance at Step 1 comes now a  
|-----| different chance. If you have a Summon Materia  
|Materia Level:|(+3.1% per Lvl)| equipped, this chance may be upped. Please do  
|=====|=====| note, that this is the chance of entering the  
|    1    |    15.6%   | Summon Mode. It's not yet certain if you get  
|    2    |    18.7%   | a Summon Limit Break or not.  
|    3    |    21.8%   |  
|    4    |    24.9%   | Success: Go to Step 5.  
|    5    |    28.0%   | Failure: Go to Step 3.  
'-----'-----'
```

Step 3: Chocobo Mode Activation Chance

=====

This covers the chances of activating Chocobo Mode. The pre-requisite is that, of course, you have obtained at least one Chocobo picture. The chances for entering Chocobo Mode are in the table below:

NOTE: In certain special battles (Sephiroth/Genesis for example), you can not trigger Chocobo Mode.

```
.-----.  
|Base Activation Rate = 9.4% | If Step 2 fails, the game checks the chances  
|-----| to enter Chocobo Mode. Equipping a relevant  
|Materia Level:|(+3.1% per Lvl)| Materia will increase your chances, where  
|=====|=====| relevant Materia relates to Chocobo Materia,  
|    1    |    12.5%   | and possibly regular Summon Materia as well.  
|    2    |    15.6%   |  
|    3    |    18.7%   | Success: Go to Step 5, AND see NOTE below.  
|    4    |    21.8%   | Failure: Go to Step 4.  
|    5    |    24.9%   |  
'-----'-----' NOTE: There is a 12.5% chance that "Miss" will  
                        be activated as Limit Break.
```

Step 4: Genesis Mode Activation Chance

=====
 This covers the chances of activating Genesis Mode. The pre-requisite is that, of course, you have obtained Genesis' picture. The chances for entering Genesis Mode are in the table below:

```

.-----
|Base Activation Rate = 12.5% | If Step 3 (and thus also Step 2) fails, the
|-----| game will perform a check to see if it can
|Materia Level:|(+3.1% per Lvl)| enter Genesis Mode. This check is based off
|=====|=====| %'s as usual,
|      1      |      9.4%   |
|      2      |     12.5%   |
|      3      |     15.6%   | Go to Step 5.
|      4      |     18.7%   |
|      5      |     21.8%   |
'-----'-----'

```

Step 5: Limit Break Selection Process

=====
 This step is more of a "hub". Depending on Steps 2-5, the next step varies. If you don't go into Summon, Chocobo or Genesis Mode, you go into Normal Mode, which includes all regular Limit Breaks, excluding of course Genesis.

- Normal Mode = Step 6a
- Genesis Mode = Step 6b
- Summon Mode = Step 7b
- Chocobo Mode = Step 7c

Now is a good time to include a note about the Limit Break appearance modifier. This modifier is shown when you open the menu, and looks like [x1], [x6], and it will appear under the specific Limit Breaks. By standard, all Limit Breaks have an equal chance of appearing - when you get a Limit Break at all. You can increase your chances for a certain Limit Break by equipping DMW Materia. If one of your Limits gets a modifier of [x4], this means it is 4 times more likely to show up than a Limit Break with a [x1] modifier. If you also have an other Limit Break with a [x2] modifier, then the [x4] modifier will generally only appear 2 times more often than *that* Limit Break.

In other words, these modifiers do not increase your chance to get *a* Limit Break, but the increase the chance that you get a *specific* Limit Break of your choice. It is therefore useless to boost all these modifiers, as you'll end up with the exact same chances (if you would have them all at [x5], the effect would be the same as if they were all [x1], just so you know).

NOTE: Summon and Chocobo DMW Materia, as can be seen under Step 2+3, increase not only their own Limit Break (Magic Pot, for example), but they also increase the chances of activating their mode.

DMW Rate Modifiers:

```

-----
.-----
|Cause of State Change: |Modified Limit Break:|Modifier Change(*) :|
|=====|=====|=====|
|Equipping a DMW Materia |Limit that is boosted|+ [Summed Levels   |
|      |by the Materia      |  of Materia +4]   |
|-----|-----|-----|
|"Heightened emotions have|Event Specific      |      +4          |
| affected the DMW"      |(see the table below)|                  |
|-----|-----|-----|
|Triggering the affected |The Triggered Limit |50% chance being  |

```


Limit Break	Break	set to default	
-----	-----	-----	
Proceed with story (at certain events)	All Limit Breaks	Sets to default	
-----	-----	-----	
Shinra Campaign Potion from the Shinra Lady	All Limit Breaks	Sets to default	
-----	-----	-----	

(*)NOTE: Summed Levels = All *specific* DMW Materia Levels added up.
(Lucky Star Lvl 1 + Lucky Star MASTER = Lvl 6)

Example #1: Your Cissnei's default is [x1], and you equip a Lucky Star Materia, which is Level 1. Since the Level is 1, you fill this in to the formula: + [1 + 4] = +5. You get an increase of +5, and you were by default at [x1]. so that gets you to [x6] now.

Example #2: You do everything in Example #1, but you decide to equip another Lucky Star Materia, also Level 1. This makes the formula:
+ [2 + 4] = +6. This gives you a [x7], since your default was [x1]. As you can see, the boost is much smaller than the initial boost, because of the four free points you get.

Event Specific:

.-----.	
Emotional DMW Affecting Event (chronological order):	Affected DMW (+4):
=====	=====
Entering Tamblin Fort	Angeal
Leaving Tamblin Fort	Sephiroth
First Meeting with Cissnei	Cissnei
Hearing Sephiroth's Past at Mako Reactor No.5	Angeal
Visiting the highway at Street 0	Aeris
Before fighting Bahamut Fury	Aeris
First meeting with Cloud	Cloud
Second Floor of the Modeoheim Bathhouse	Tseng & Cloud
Selling Flowers with Aeris at the park in the slums	Aeris
After phonecall from Aeris in Nibelheim	Aeris
Before fighting Sephiroth	Sephiroth
After escaping from the Shinra Mansion Sample Pods	Angeal
After parting with Cissnei on the Nibel Plains	Cissnei
Seeing an Angeal-like person at Gongaga	Angeal
-----	-----

Step 6a: Limit Break Memory Activation (Normal Mode)

=====

Sometimes during the DMW, you will see scenes that represent Zack's memories. This section covers the chances that a memory activates. A "Character Unique" memory is a scene that looks like an in-game scene. Generic memories are the pictures that will often pop up during the DMW.

There are two types of Character Unique memories, which are distinguished by 10% and 25%. This relates to how much these memories fill your DMW statistic.

There are three types of Generic memories, distinguished simply by amount.

.-----.						
DMW State:	No Memories:	Character Unique:		Generic:		
		(10%-type)	(25%-type)	1 Scene	3 Scene	5 Scene
=====	=====	=====	=====	=====	=====	=====
LOW	69.9%	5.6%	3.9%	9.8%	7.1%	3.7%

NORMAL	56.9%	11.0%	5.9%	12.1%	9.2%	4.9%
HIGH	40.3%	20.7%	11.7%	12.3%	9.7%	5.3%
SKY HIGH	13.0%	38.3%	23.4%	12.9%	7.9%	4.5%
HEAVENLY	3.1%	25.0%	50.0%	3.1%	6.3%	12.5%

Go to Step 7a.

Step 6b: Limit Break Memory Activation (Genesis Mode)

This step is essentially the same as Step 6a, except for Genesis Mode.

Limit State:	No Memories:	Character Unique (25%)	Generic: 1 Scene	3 Scene	5 Scene
LOW	72.1%	7.8%	9.6%	6.9%	3.6%
NORMAL	60.5%	11.7%	12.9%	9.7%	5.2%
HIGH	49.1%	17.6%	15.0%	11.9%	6.4%
SKY HIGH	24.6%	27.3%	24.6%	15.0%	8.5%
HEAVENLY	6.3%	50.0%	6.3%	12.5%	25.0%

Go to Step 7a.

Step 7a: Limit Break Activation (Normal & Genesis Mode)

After the previous Step (either 6a or 6b), it's finally time to select the Limit Break that's going to be performed. See the table below for chances.

Again, these %'s don't add up to 100% because they don't have to. They're only indicating the individual chance of getting a certain Limit Break under certain circumstances. As you can see, the higher your DMW State, the better chances.

DMW State:	No Memories:	Character Unique: (10%-type)	Generic(*): (25%-type)	1 Scene	3 Scenes	5 Scenes
LOW	31.3%	78.1%	100.0%	78.1%	85.9%	100.0%
NORMAL	50.0%	70.3%	100.0%	78.1%	85.9%	100.0%
HIGH	70.3%	78.1%	100.0%	78.1%	85.9%	100.0%
SKY HIGH	85.9%	93.8%	100.0%	78.1%	85.9%	100.0%
HEAVENLY	93.8%	100.0%	100.0%	78.1%	85.9%	100.0%

(*)NOTE: There exists a 6.3% chance under Generic that the Reel Movement will follow the movements of (C), see the "Odds and Ends" section. This will guarantee success.

Go to Step 8.

Step 7b + 7c: Limit Break Activation (Summon OR Chocobo Mode)

Same basics as Step 7a, except for Summons/Chocobo's and memories don't apply.

Step 7b: Summons			Step 7c: Chocobo's		
DMW State:	Chance:		DMW State:	Chance:	
LOW	50.0%		LOW	31.3%	
NORMAL	70.3%		NORMAL	50.0%	
HIGH	56.9%		HIGH	70.3%	
SKY HIGH	93.8%		SKY HIGH	85.9%	

HEAVENLY	100.0%	HEAVENLY	93.8%
----------	--------	----------	-------

NOTE: There exists a 6.3% chance that the Reel Movement will follow the movements of (C), see the "Odds and Ends" section. This will guarantee success.

Go to Step 8.

Step 8: Limit Break Activation (Normal & Genesis Mode)

This is a juicy part. By this time, a Limit Break has already been selected, and all other processes have been covered. But what about the Limit Break Lvl? That is what's covered in this section. The higher the Level, the better.

- o Pattern in the table below distinguishes between the type of memory, or modes that don't even have memories such as Summon Mode.
- o Depending on memories, you can gain various amounts of SP.
- o Under a certain condition (see C under Odds and Ends), this amount can double.
- o Gauge Modification indicates what happens with your DMW State after you've performed the Limit Break. Zero indicates no change, but -1 could for example drop your DMW State from HIGH to NORMAL.
- o Additionally, the DMW State (LOW) always has a 50% chance of giving a +1, and the DMW States (SKY HIGH) and (HEAVENLY) always have a 50% chance of -1.
- o There is one other factor regarding Limit Break Level, for which the formula is used. However, when all numbers are 7's, the Modification is random.

For every number 7: $[\text{Sum of Numbers}/10] + 1$

Example #1: You attain the numbers 456. Nothing changes in Modification terms.

Example #2: You attain the numbers 473. You have *one* number 7, so you use the formula: $[(4+7+3)/10] = [1.4] = 1$ (always round down). $1 + 1 = 2$, so the Modification gets a total of +2.

Example #3: You attain the numbers 767. You have *two* number 7's, so you use the formula..twice. $[(7+6+7)/10] = 2$. $2 + 1 = 3$. You should use the formula again, which makes for a total of $3 + 3 = 6$. This will then obviously give you a Level 5 Limit Break, the highest.

Example #4: You get the numbers 777. Modification is completely random.

- o Recovery indicates how big of a boost you get to your HP/MP/AP. The %'s are based on your Max HP/MP/AP, and they cannot normally exceed 2x your Max stat.

Pattern:	DMW State:	SP:	Level:	Gauge Mod.:	Recovery:
No Memories	LOW or NORMAL	300	1	0	10%
	HIGH or higher	300	1	-1	10%
Character Unique (10%)	LOW	500	3	+1	20%
	NORMAL or higher	500	3	0	20%
Character Unique (25%)	LOW	1000	4	+2	50%
	NORMAL	1000	4	+1	60%
	HIGH	1000	4	+1	80%

	SKY HIGH	1000	4		+1		100%	
	HEAVENLY	1000	4		0		150%	
Generic (1 Scene)	All	500	2		0		15%	
Generic (3 Scenes)	All	1000	3		0		25%	
Generic (5 Scenes)	LOW	2000	5		0		50%	
	NORMAL	2000	5		0		60%	
	HIGH	2000	5		0		80%	
	SKY HIGH	2000	5		0		100%	
	HEAVENLY	2000	5		0		150%	
Summon Mode	LOW	3000	1		0		60%	
	NORMAL or higher	3000	1		0		70%	
Chocobo Mode	LOW	1000	3		+2		30%	
	NORMAL	1000	3		+1		30%	
	HIGH or higher	1000	3		0		30%	

Odds and Ends:

=====

A few closing notes about how the DMW works, which really doesn't fit anywhere else. Oh yes, the DMW is quite the system with all it's tweaks.

- o There are 3 different "Reel Movements" besides the regular spin. These are about the Middle Reel, and can be described as:
 - (A): Reel slips one frame forward.
 - (B): Reel stops for a moment, then shakes left and right, and slides very slowly down one more frame.
 - (C): Reel stops for a moment, then starts up again spinning at a high speed. Afterwards, proceeds to Summon or Chocobo Mode, or Memory Activation. With this movement, activation is 100% guaranteed. Furthermore, the amount of SP gained in the table above will double if (C) occurs. Good stuff.
- o Each Limit Break has 5 levels in growing strength
- o Target enemy for Limit Breaks is randomly chosen
- o Limit Breaks have no element (not even summons)
- o Distant enemies can be hit
- o Limits can activate when Zack is Stopped or Stunned
- o Good status altering Limit Breaks will activate even when the battle is already over and no enemies are left (so you gain the good status/lvl up, etc)
- o The DMW slot reels do not act independently. There is only ONE generator, which is controlled by the entire above process. The numbers that you can get, however, are chosen completely random, with the exception of 777 (Lvl Up).

And.. that's pretty much the mechanics behind the DMW. There may be one small thing about Chocobo Mode that I couldn't quite figure out, but that is something of lesser importance. If you can help (Japanese readers, I could really use a lending hand), feel free to email me and I'll be sure to respond.

```
Oo*=-*-=-*-=-*-Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-Oo*=-*-=-*-=-*-=-Oo
  || {GEN-1.3} DMW Genji Shield/Magic Pot ||
Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-Oo
```

A very frequently asked question is.. How do I get a Genji Shield. Or: How to encounter a Magic Pot. This section will answer both these questions, and hopes to make your experience as easy as possible. Among my thanks is the user Arag0rn, who provided an excellent Board FAQ solely dealing with this.

General Information:

=====

- o First of all, you need to be able to do Mission 7-6-6. Refer to the mission section to see the other missions you need to beat to get here.
- o In order for the/any Magic Pot, to drop the Genji Shield, you MUST have already gotten the Magic Pot DMW. Because of this, I highly suggest you get this DMW from a different Magic Pot enemy than the one in Mission 7-6-6. The other Magic Pots are easier, as they require different, easier, attack combinations. For example:
 - o The Magic Pot in Mission 2-2-6 asks for Blizzaga, Firaga, Thundaga, and Gravity.

Prepare Yourself:

=====

Heavenly DMW:

- o Now you'll need to boost your DMW to it's highest potential, "Heavenly". So.. how the heck do we do that? Don't fret, I'm about to tell you.
- o Go buy a few Lucky Stars DMW Materia from Research Dept QMC+ Shop. This shop can be found in Gongaga's outskirts. Go do a few easy missions and let the DMW Spin. When you get Cissnei's Lucky Stars, check if your DMW status is Heavenly afterwards. If it is, end the battle and mission.
- o Now you'll want to permanently fix that Heavenly status. The best way to do this is to get yourself cursed. Equipping a Cursed Ring does the trick the easy way. It may take a little more effort if you don't have it, because you will need an enemy to cast Curse on you.

An enemy in Mission 2-2-5, the Ahriman, will cast it frequently. Start the mission, hug the left wall and follow it around to the boss. Kill the Griffon and let the Ahriman have a good time with you.

- o Oh, and in case you were wondering, UNEQUIP the Curse Ring after equipping.

All the rest:

- o The Magic Pot in Mission 7-6-6 will ask for the following four attacks: Gil Toss, Costly Punch, 99999 damage, and Octaslash.

People often ask what the 99999 damage materia/attack is.. Well, it's simple. You just need to deal that specific 99999 damage, with any attack allowed. Therefore, your best and most logical bet is probably to just use Costly Punch another time to hit it for 99999 damage. Gil Toss is simple as well. This leaves us with the Octaslash attack, which is.. completely random. Ouch.

- o Buy 4 Octaslash Materia from the Research Dept QMC+ Shop. That shop can be accessed after you've it in a chest in the Gongaga Outskirts near endgame.
- o Also buy the Dash Materia if you don't have it. This will help you escape from battles easier.
- o Naturally, equip Gil Toss and Costly Punch in any case. This leaves 4 slots, so you'll have to choose between Dash and a potential fourth Octaslash. You may Master the Octaslash Materia to raise your success rate, but you won't

Level you have reached enough EXP for (see table below). The Current Level is the Level you are currently at. The higher the difference between these two, the higher your chance for Levelling Up.

Level Up Chance Formula:

=====

- o Your chance of Levelling Up is determined by the formula below. The Available Level stands for the Level you can theoretically achieve, which you can also check in the table below. You need EXP to increase your Available Level. Your Current Level is the Level you're currently at.

AVLevel = Available Level
 CurLevel = Current Level
 [] = Round down

=====
 Probability = [20 * (AVLevel - CurLevel) * [AVLevel*100/CurLevel]/100]/2.56
 =====

Example:

=====

You have gained 10011 Exp so far. Your Available Level is 15 (see table). Your Current Level is 10, for example. Fill them in at the formula.

[20 * (15-10) * [15*100/10]/100]/2.56 = 58.59%

So you have nearly 60% chance of levelling up.

Now say you Level Up 3 times, and your Current Level becomes 13. Assume your Available Level stays 15. What is the chance you Level Up now?

[20 * (15-13) * [15*100/13]/100]/2.56 = 17.96%

Since your Current Level is closer to your Available Level, you now notice a significant drop in chance. Your chance to Level Up is now only 18%.

The Level Up Chart:

=====

- o The chart below shows the EXP needed to Level Up for each Available Level.
- o You can find enemy EXP Values in the Enemy Encyclopedia.
- o Early levels are the most important, as stats will start to stall at higher Levels. They are raised much slower in the high Level ranges.

Lvl:	Exp:	Max HP:	Max MP:	Max AP:	Str:	Vit:	Mag:	Spr:	Luck:
6	---	582	87	95	19	18	17	16	8
7	815	658	93	102	20	19	18	17	9
8	1264	732	99	108	21	20	19	18	10
9	1862	805	104	114	22	21	20	19	11
10	2631	877	109	119	23	22	21	20	12
11	3598	949	114	124	25	23	22	21	13
12	4790	1022	119	129	26	24	23	23	14
13	6237	1090	123	134	27	25	25	24	15
14	7966	1160	127	134	27	25	25	24	15

15	10011	1230	131	143	28	27	26	25	16
16	12403	1299	135	147	29	28	27	26	17
17	15176	1368	139	151	30	29	28	27	18
18	18365	1437	143	155	31	30	29	28	19
19	22006	1506	147	159	31	30	29	28	19
20	26138	1574	151	163	32	31	30	29	20
21	30800	1642	155	167	33	32	31	30	21
22	36031	1710	159	171	35	33	32	31	22
23	41873	1778	163	175	35	33	32	31	22
24	48370	1846	167	179	36	34	33	33	23
25	55566	1914	171	183	37	35	34	34	24
26	63505	1981	174	187	38	36	36	35	25
27	72236	2048	177	191	38	36	36	35	25
28	81807	2115	180	195	39	37	37	36	26
29	92267	2182	183	199	40	38	38	37	27
30	103666	2249	186	202	40	39	38	37	27
31	116057	2316	189	205	41	40	39	38	28
32	129494	2383	192	208	42	41	40	39	29
33	144032	2450	195	211	43	41	40	39	29
34	159725	2517	198	214	44	42	41	40	30
35	176633	2584	201	217	45	43	42	41	31
36	194813	2651	204	220	45	43	42	42	31
37	214326	2718	207	223	46	44	43	43	32
38	235232	2785	210	226	46	44	43	43	32
39	257596	2851	213	229	47	45	45	44	33
40	281480	2917	216	232	47	45	45	44	33
41	306950	2983	219	235	48	46	46	45	34
42	334072	3049	222	238	48	46	46	45	34
43	362915	3115	225	241	49	47	47	46	35
44	393548	3181	228	244	50	47	47	46	35
45	426041	3247	231	247	51	49	48	47	36
46	460466	3313	234	250	51	49	48	47	36
47	496896	3379	237	253	52	50	49	48	37
48	535406	3445	240	256	52	50	49	49	37
49	576072	3511	243	259	53	51	50	50	38
50	618970	3577	246	262	53	51	50	50	38
51	664179	3643	249	265	54	52	51	51	39
52	711779	3709	252	268	54	52	52	51	39
53	761852	3775	255	271	55	53	53	52	40
54	814478	3841	258	274	55	53	53	52	40
55	869742	3907	261	277	56	53	53	52	40
56	927729	3973	264	280	57	54	54	53	41
57	988526	4039	267	283	57	54	54	53	41
58	1052219	4105	270	286	57	54	54	53	41
59	1118897	4171	273	289	58	55	55	54	42
60	1188652	4237	276	292	58	56	55	55	42
61	1261575	4303	279	295	58	56	55	55	42
62	1337757	4369	282	298	59	57	56	56	43
63	1417294	4435	285	301	59	57	56	56	43
64	1500282	4501	288	304	59	57	56	56	43
65	1586816	4567	291	307	59	57	57	56	43
66	1676994	4633	294	310	61	58	58	57	44
67	1770918	4699	297	313	61	58	58	57	44
68	1868686	4765	300	316	61	58	58	57	44
69	1970402	4831	303	319	61	58	58	57	44
70	2076167	4897	306	322	62	59	59	58	45
71	2186089	4963	309	325	62	59	59	58	45
72	2300271	5029	312	328	62	59	59	59	45
73	2418822	5095	315	331	62	59	59	45	45
74	2541849	5161	318	334	62	59	59	59	45

in the end they're not all that much worth it.

Quick SP

=====

- o Mover enemies (three little bouncing balls) give a lot of SP. They appear in various Missions. The best would be Three Stars, which appear in Missions 9-5-2 and 9-5-3, and give 20000 SP a piece.

Quick Gil

=====

- o Tonberry enemies drop quite alot of Gil. The best would be the Holy Tonberry, which drops 20000 Gil. Unfortunately, this is in one of the later Missions, 9-6-2. Also try Mission 9-4-5 for Tonberry enemies.

```
Oo*-*-*-*-*-*=Oo=-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-oO*-*-*-*-*-*-*-*-oO
      ||      {GEN-4}  Maxing Stats with Materia      ||
      Oo*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-oO
```

After receiving various emails on how to do this, I just went and expanded the previous section with this section. Using the Minerva trick will make this process a breeze for you.

1. Make a few million SP with the trick in {GEN-3}.
2. Get 99 Phoenix Downs.
3. Buy or get the Materia you want to be in the final result. If you want the Materia to be an Ultima Materia, get it one way or another (Flare + DMW).
4. Buy three new, fresh DMW Materia (Research Dept. QMC+).
5. Fuse the Ultima Materia with a DMW Materia, and use ONE Fat Chocobo Feather so you get an Ultima Materia with a HP+% as result.
6. Fuse your Ultima Materia with an other DMW Materia, and throw in the 99 Phoenix Downs. This will surely give you a HP +999% Ultima.
7. This is already a great result. If you want a different stat instead of HP, simply fuse the Ultima Materia with the last DMW Materia, and throw in ONE Hero Drink OR Adamantite OR Dark Matter OR Mythril OR Gysahl Greens.

Note: If you need Fat Chocobo Feathers, you can get them from Humbaba in Mission 6-6-6. For a list on the other items, look at {LIS-2}.

Now take your powerful materia and use them to beat the hell out of Minerva!

```
Oo*-*-*-*-*-*=Oo=-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-oO*-*-*-*-*-*-*-*-oO
      ||      {GEN-5}  Battle Mechanics      ||
      Oo*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-oO
```

This sections covers the formulas for determining damage in Crisis Core. Please note that something between brackets like these [] means to ROUND DOWN. If it concerns a decimal number, round down two decimals after the comma: (0.92).

```
Oo*-*-*-*-*-*=Oo=-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-oO*-*-*-*-*-*-*-*-oO
      ||      {GEN-5.1}  Damage Formulas      ||
      Oo*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-oO
```

MAIN FORMULA:

=====

This is the main formula for determining how much damage or healing will be done in the end result. To get the values in this formula, look below for the additional formulas. Put them together in the Main Formula to get the result.

Damage or Healing = (Damage #1 or Damage #2 or Healing) * Materia Growth Power

PHYSICAL DAMAGE, SKILLS, LIMIT BREAKS, SUMMONS:
=====

Note: Use the Attacker's ATK, and the Defender's VIT.

A = [ATK * 1.25]
B = [(Attacker's LVL * 2) * 0.625]
S = [(260 - VIT) / 255]
(Random 240~271) = A round number from 240 to 271.

Damage #1 = [[[A*B/4+ATK] * Base Ability Power/16] * (Random 240~271)/256] * S

MAGICAL PUNCH:
=====

Damage = [[[A*B/4+ATK] * Base Ability Power * CurMP/MaxMP * (Random 240~271)/256]

COSTLY PUNCH:
=====

Damage = [[A*B/4+ATK] * Base Ability Power] * [110-(CurHP*100/MaxHP)]/10 + 1

OFFENSIVE MAGIC ATTACKS:
=====

Note: Use the Attacker's MAG, and the Defender's SPR.

S = [(260 - SPR) / 255]

Damage #2 = [(Base Spell Power + Attacker's LVL) * Base Spell Power/24] *
(MAG + 20) * (Random 240~271) / 256] * S

HEALING MAGIC ATTACKS:
=====

Healing = [(LVL + MAG) * (Base Spell Power * 1.5)] * [(Random 240~271)/256]

MATERIA GROWTH POWER:
=====

Note: Get the "Level Growth" from the Materia Section.

Materia Growth Power = (Level Growth * Materia Level + 128) / 128

Oo*=-*-=-*-=-*-=-*Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*oO=-*-=-*-=-*-=-*-=-*oO
|| {GEN-5.2} Status Effects Formulas ||
Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*oO

Enemies can either be immune to a status, or have a status rating. In the case of a rating, a formula determines the chance for the status effect to work.

MAIN FORMULA:

=====
Note: You get the Base Power from the Materia Section.

Note: Some Materia have 100% chance to inflict the status, as long as the enemy isn't immune to the status. Examples are Stop, Silence, Poison.

Chance = Base Power + Attacker's LVL*2 - (Defender's Resis. + Defender's LVL*2)

EXAMPLE:

Zack's at Level 30, and is fighting a G Warrior. and uses Blizzard. Since this can inflict Stun, we will now check what chance this has to inflict G Warrior.

- G Warrior's Stun Rating = 100
- Blizzard Base Stun Power = 30, and Growth = 14
- Blizzard is Master Level (LVL = 5)
- Base Power = 30 + 5*14 = 100

Chance = 100 + 30*2 - (100 + 15*2) = 160 - 130 = 30% Chance.

ZANTETSUKEN FORMULA:
=====

To make matters more difficult, there's a formula for Zantetsuken's Base Power.

Chance = [(Zack's LVL - Enemy's LVL) / 10] + (255 - Enemy's VIT) / 2.55

Oo*=-*-*-*-*-*oO=-*-oO*-*-*-*-*-*-*-*-oO
|| {GEN-6} Missable Things ||
Oo*=-*-oO

Missable Missions:
=====

Missable Items:
=====

Mission:	Can Unlock When:
1-2-1	Chapter 3
2-1-1	Chapter 4
2-1-2	Chapter 4
2-1-3	Chapter 5
2-1-4	Chapter 5
2-1-5	Chapter 6
2-1-6	Chapter 6
4-3-1	Chapter 6
4-3-2	Chapter 6
4-3-3	Chapter 6
4-3-4	Chapter 6
4-3-5	Chapter 6
4-3-6	Chapter 6
6-2-1	Chapter 6
7-1-1	Chapter 5
8-2-1	Chapter 4

- o Curse Ring at the start of the game.
 Check the locker 20 times.
- o Phoenix Materia (1st Secret in Nibelheim)
- o Genji Armor (If you miss Phoenix, you can not get the DMW to 100% completion)
- o Research Dept. QMC+ (Shop List, found in a treasure chest in the Gongaga outskirts in Chapter 10)
- o Many items are "missable" if you don't pick them up, but they aren't unique and thus much less important to mention.

Oo*=-*-=-*-=-*-=-*Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*oO
 || {LIS-1} Battle Items ||
 Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*oO

NOTE: This is the order in which the battle items appear in your battle menu.

Item Name:	Effects/Uses:	Location(s):	Materia Fusion:
Potion	Restores 31.25% of Max HP	Shinra HQ Shop	20 = HP+10%
Hi-Potion	Restores 62.5% of Max HP	Various, Shop	10 = HP+10%
X-Potion	Restores HP to Max	Sector 7 Shop	5 = HP+10%
Ether	Restores 50% of Max MP	Shinra HQ Shop	10 = MP+10%
Soma	Restores 50% of Max AP	Shinra HQ Shop	10 = AP+10%
Remedy	Cures all Bad Status	Shinra HQ Shop	10 = Spirit +1
Elixir	Recovers HP, MP, AP to Max & cures all Bad Status	Various; Treasure	1 = HP+10%
Phoenix Down	Grants Raise Status	Various; Treasure	1 = HP+10%

Oo*=-*-=-*-=-*-=-*Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*oO
 || {LIS-2} Fusion Items ||
 Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*oO

Item Name:	Materia Fusion:	Location(s):
Strength Mako Stone	5 = Strength + 1	Various
Vitality Mako Stone	5 = Vitality + 1	Various
Magic Mako Stone	5 = Magic + 1	Various
Spirit Mako Stone	5 = Spirit + 1	Various
Luck Mako Stone	5 = Luck + 1	Various
HP Mako Stone	5 = HP+10%	Various
MP Mako Stone	5 = MP+10%	Various
AP Mako Stone	5 = AP+10%	Various
Strength Stone	3 = Strength + 1	Various
Guard Stone	3 = Vitality + 1	Various
Magic Stone	3 = Magic + 1	Various
Mind Stone	3 = Spirit + 1	Various
Luck Stone	3 = Luck + 1	Various
HP Stone	3 = HP+10%	Various

MP Stone	3 = MP+10%	Various
AP Stone	3 = AP+10%	Various

Hero Drink	1 = Strength + 1	Drop(Rare) or Steal Master Blade (9-6-3) Steal(Rare) from Iron Claw (2-5-1) Mission 1-1-2, 4-4-1, 6-1-6. 6-3-6, 8-6-5
Adamantite	1 = Vitality + 1	Drop(Rare) from Crazy Sword (3-5-6/7-6-4) Drop from Scarlet Pick (9-3-4) Drop or Steal(Normal) from Goliath(9-6-5) Mission 4-4-3, 5-1-6, 6-2-2
Dark Matter	1 = Magic + 1	Steal(Rare) from Death Gaze (6-5-2/6-5-3) Drop(Rare) from Lesser Worm (6-6-2/6-6-3) Drop from Angra Mainyu (7-6-5) Drop(Normal) from Shadow Monk (9-6-2) Steal from Genesis End (9-4-2) Mission 6-1-4, 6-6-5, 6-4-6
Mythril	1 = Spirit + 1	Steal from Mover EX (2-5-2/2-5-3 ..) Mission 3-4-3, 6-6-2, 7-3-4
Gysahl Greens	1 = Luck + 1	Drop(Rare) or Steal from Cactuar (9-4-3) Drop(Rare) from Cactuar (9-6-1) Mission 2-4-1, 10-2-2, 3-3-4, 6-5-2
Fat Chocobo Feather	1 = HP+10%	Drop(Rare) or Steal from Jabberwock, Drop or Steal from Humbaba, Mission 1-2-6, 2-4-4, 6-3-5, 9-5-1
Lunar Harp	1 = MP+10%	Various
Zeio Nut	1 = AP+10%	Various

Oo*=-*-=-*-=-*-=-*Oo=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*oO=-*-=-*-=-*-=-*-=-*-=-*oO

|| {LIS-3} Key Items ||
Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*oO

Key Item Name:	Effects/Uses:	Location(s):	Materia Fusion:
Coffin Keys	Opens up the coffin at the Shinra Mansion	Drop from Sahagin	1 = Strength + 1
Tissue		Guessing Game Sector 5	99 = HP+10%
Gold Rolling Pin	Worth 50000 Gil	Item Mugger(Lv 5) Steal(Rare) from Tonberry God	1 = Luck + 1
NOTE: No Materia Fusion for the below items.			
Ifrit Materia	Adds Ifrit's DMW	Clear Mission 8-1-1	

Bahamut Materia	Adds Bahamut's DMW	Clear Mission 8-1-4
Bahamut Fury Materia	Adds Bahamut Fury's DMW	Clear Mission 8-5-6
Odin Materia	Adds Odin's DMW	Clear Mission 8-1-6
Phoenix Materia	Adds Phoenix' DMW	Nibelheim Mystery 1
Chocobo Feather	Adds Chocobo's DMW	Treasure in Mission 8-4-1
Cactus Thorn	Adds Cactuar's DMW	Clear Mission 10-1-3
Tonberry's Knife	Adds Tonberry's DMW	Clear Mission 10-2-3
Cait Sith's Megaphone	Adds Cait Sith's DMW	Treasure in Mission 8-4-3
Moogles' Amulet	Adds Moogles' DMW	Treasure in Mission 8-4-4
Magic Pot Tricks	Adds Magic Pot's DMW	Use 4 special moves on a Magic Pot
Sector 8 - Materia Shop	Adds this Shop to the Menu	Clear Mission 6-2-1
Sector 5 - Materia Shop	Adds this Shop to the Menu	Clear Mission 6-2-3
Sector 6 - Accessory Shop	Adds this Shop to the Menu	Clear Mission 6-2-6
Sector 7 - Shop	Adds this Shop to the Menu	Treasure in Mission 4-4-3
Research Dept. QMC	Adds this Shop to the Menu	Unlocked after the fight with G Eraser in Chapter 4
Research Dept. QMC +	Adds this Shop to the Menu	Treasure in the outskirts of Gongaga in Chapter 10
The Happy Turtle	Adds this Shop to the Menu	Clear Mission 4-3-6
Wutai Secret Shop	Adds this Shop to the Menu	Clear Mission 4-2-6
Gongaga Trading	Adds this Shop to the Menu	Clear Mission 2-3-1
Nibel Accessories	Adds this Shop to the Menu	Treasure in Mission 6-4-4
Junon Souvenirs	Adds this Shop to the Menu	Treasure in Mission 2-4-1
Bone Village Commerce	Adds this Shop to the Menu	Treasure in Mission 7-5-3

Mythril Mine Traders	Adds this Shop to the Menu	Clear Mission 2-4-5
-----	-----	-----
Network Shop Duo	Adds this Shop to the Menu	Treasure in Mission 9-3-3
-----	-----	-----
Net Shop Shade	Adds this Shop to the Menu	Treasure in Mission 9-5-4
-----	-----	-----
Keychain	Adds 1 Accessory Slot	Clear Mission 7-2-2
-----	-----	-----
Backpack	Adds 1 Accessory Slot	Clear Mission 7-2-5
-----	-----	-----
Item Fusion Tome	Adds option to fuse items during materia fusion	Clear Mission 7-2-1
-----	-----	-----
Craftsman Monthly	For the 2nd Flower Wagon	Clear Mission 1-2-6 Captain in Loveless Street gives it
-----	-----	-----
Walnut Wood	For the 2nd Flower Wagon	Catch all 6 Wutai Spies in Chapter 6
-----	-----	-----
Premium Tire	For the 2nd Flower Wagon	Clear Mission 7-1-6 SOLDIER 3rd Class in Briefing Room gives it to you
-----	-----	-----
Mythril Tool	For the 2nd Flower Wagon	Clear Mission 2-1-6
-----	-----	-----
Shinra Lunch Cart Specs	For the 3rd Flower Wagon	Training Room Squat Game (Chapter 6)
-----	-----	-----
Shinra Ceramic	For the 3rd Flower Wagon	Training Room Squat Game (Chapter 6)
-----	-----	-----
Shinra Treads	For the 3rd Flower Wagon	Training Room Squat Game (Chapter 6)
-----	-----	-----
Shinra Solder	For the 3rd Flower Wagon	Training Room Squat Game (Chapter 6)
-----	-----	-----
How to Build a Wagon	For the 1st Flower Wagon	In the area before Sector 8's Church
-----	-----	-----
Old Lumber	For the 1st Flower Wagon	Near Accessory Shop at Slum Market
-----	-----	-----
Worn Tire	For the 1st Flower Wagon	Given by a man in Loveless Street
-----	-----	-----
Used Tools	For the 1st Flower Wagon	In the area before Sector 8's Church
-----	-----	-----
Jail Cell Key	Opens one cell on Floor 67 at Shinra Building	Steal from Experiment 97
-----	-----	-----
Boiler Handle	Stops the steam coming out a crack in Modeoheim	Found near rubble in a empty house
-----	-----	-----
Gold Shard	Solves the 3rd Nibelheim Mystery	Defeat Gray, Touchy and Remedy Bomb
-----	-----	-----
Dresser Key	Opens the cabinet in the southwest room	Grab from the KO'd Researcher
-----	-----	-----

SOLDIER Outfit	Key item, these are for Cloud to cover up	Cabinet in Shinra Mansion
-----	-----	-----
Goddess Base Key	Opens a Godess Gate in the Final Dungeon	Defeat Nightmare
-----	-----	-----
Goddess Sacral Key	Opens a Godess Gate in the Final Dungeon	Defeat Nightmare
-----	-----	-----
Goddess Solar Key	Opens a Godess Gate in the Final Dungeon	Defeat Mover
-----	-----	-----
Goddess Heart Key	Opens a Godess Gate in the Final Dungeon	Defeat Mover
-----	-----	-----
Goddess Throat Key	Opens a Godess Gate in the Final Dungeon	Defeat Death Machine
-----	-----	-----
Goddess Third Eye Key	Opens a Godess Gate in the Final Dungeon	Defeat Evil Eye
-----	-----	-----
Goddess Crown Key	Opens a Godess Gate in the Final Dungeon	Defeat Gross Panzer
-----	-----	-----
Goddess Wing Key	Opens a Godess Gate in the Final Dungeon	Defeat King Behemoth
-----	-----	-----
Laboratory Key	Opens a Gate in the Final Dungeon	Found in Prison #16
-----	-----	-----
Iron Bars Key	Opens the Gate to King Behemoth in Final Dungeon	Found in Prison #31
-----	-----	-----
Light Materia	Used to open the gate to the final showdown	Chest at the Abyss of Judgement
-----	-----	-----
Heaven Materia	Used to open the gate to the final showdown	Chest at the Abyss of Judgement
-----	-----	-----
Grand Materia	Used to open the gate to the final showdown	Chest at the Abyss of Judgement
-----	-----	-----
Star Materia	Used to open the gate to the final showdown	Chest at the Abyss of Judgement
-----	-----	-----
Life Materia	Used to open the gate to the final showdown	Chest at Oblivion Lake
-----	-----	-----
Being Materia	Used to open the gate to the final showdown	Chest at Oblivion Lake
-----	-----	-----
Sabbath Materia	Used to open the gate to the final showdown	Chest at Oblivion Lake
-----	-----	-----

Accessory Name:	Effects/Uses:	(Common) Location(s):	Materia Fusion:
Bronze Bangle	HP +10%	Buy at Sector 6 Accessory Shop	10 = HP +10%
Iron Bangle	HP +20%	Drop (Rare)/Steal (Normal) from Man of The Sea	8 = HP +10%
Titanium Bangle	HP +30%	Drop (Rare)/Steal (Normal) from Experiment 110	5 = HP +10%
Carbon Bangle	HP +40%	Buy at Gongaga Commerce	4 = HP +10%
Platinum Bangle	HP +50%	Drop (Rare) from Vajradhara Asura	2 = HP +10%
Bronze Armlet	MP +20%	Buy at Sector 6 Accessory Shop	10 = MP +10%
Silver Armlet	MP +40% + Guard Silence	Steal (Rare) from Cactuar (in Mission 3-1-3 or 10-1-1)	5 = MP +10%
Gold Armlet	MP +60% + Guard Silence	Steal (Rare) from Cactuar (in Mission 10-1-3)	3 = MP +10%
Rune Armlet	MP +80% + Guard Silence	Buy at Gongaga Trading	2 = MP +10%
Mythril Armlet	MP +100% + Guard Silence	Drop from Three Stars Missions 2-5-6, 6-4-6, 7-4-4, 7-6-4, 9-4-2, 9-5-5	1 = MP +10%
Chocobo Armlet	AP +20% +	Buy at Sector 6 Accessory Shop	10 = AP +10%
Mountain Chocobo Armlet	AP +40% + Guard Stun	Steal (Normal) from Genesis Eliminator	5 = AP +10%
River Chocobo Armlet	AP +60% + Guard Stun	Drop (Rare) from Experiment 117	3 = AP +10%
Sea Chocobo Armlet	AP +80% + Guard Stun	Buy at Gongaga Trading	2 = AP +10%
Sky Chocobo Armlet	AP +100% + Guard Stun	Drop (Normal) from Dinornis	1 = AP +10%
Wrist Band	Strength +5	Buy at Sector 6 Accessory Shop	10 = Strength +1
Power Wrist	Strength +10	Drop (Rare) from Tonberry	5 = Strength +1
Hyper Wrist	Strength +20	Buyable at Gongaga Trading	3 = Strength +1
Kaiser Knuckles	Strength +30	Drop from Genesis Guardian	2 = Strength +1
Bulletproof Vest	Vitality +30	Buy at Sector 6 Accessory Shop	10 = Vitality +1
Shinra Alpha	Vitality +40	Drop from Cutter Machine	5 = Vitality +1
Shinra Beta	Vitality +60	Buy at Gongaga Trading	3 = Vitality +1

Shinra Beta+	Vitality +80	Drop(Rare)/Steal from Tarantula	2 = Vitality +1
-----	-----	-----	-----
Earrings	Magic +5	Buy at Sector 6 Accessory Shop	10 = Magic +1
-----	-----	-----	-----
Circlet	Magic +10	Drop(Rare) from Master Tonberry	5 = Magic +1
-----	-----	-----	-----
Hypno Crown	Magic +20	Buy at Gongaga Trading	3 = Magic +1
-----	-----	-----	-----
Royal Crown	Magic +30	Drop(Normal)/Steal(Rare) from Horned Devil	2 = Magic +1
-----	-----	-----	-----
Amulet	Spirit +30	Buy at Sector 6 Accessory Shop	10 = Spirit +1
-----	-----	-----	-----
Talisman	Spirit +40	Drop(Normal) from Malboro	5 = Spirit +1
-----	-----	-----	-----
Tarot Cards	Spirit +60	Buy at Gongaga Trading	3 = Spirit +1
-----	-----	-----	-----
Crystal Orb	Spirit +80	Drop(Rare) from Malboro Great	2 = Spirit +1
-----	-----	-----	-----
Muscle Belt	Strength +5 Vitality +5	Drop(Rare) from Vajradhara Yaksha	5 = Strength +1
-----	-----	-----	-----
Champion Belt	Strength +10 Vitality +10 Guard Poison	Drop(Rare) from Vajradhara Cala	3 = Strength +1
-----	-----	-----	-----
Black Belt	Strength +20 Vitality +20 Guard Poison Guard Curse	Drop(Rare) from Vajradhara Kumbhira or Vajra Kihmnara Mission 1-1-4, 2-5-3, 9-2-1	2 = Strength +1
-----	-----	-----	-----
Mythril Gloves	Strength +5 Magic +5	Drop(Rare)/Steal(Rare) from Genesis Trooper	5 = Magic +1
-----	-----	-----	-----
Diamond Gloves	Strength +10 Vitality +10 Guard Silence	Drop(Rare)/Steal(Normal) from Experiment 116	3 = Magic +1
-----	-----	-----	-----
Crystal Gloves	Strength +20 Magic +20 Guard Poison Guard Silence	Drop(Rare)/Steal(Normal) from Scissor Chitin Mission 1-4-5, 1-5-4, 3-2-6, 6-3-4, 9-4-2	2 = Magic +1
-----	-----	-----	-----
Force Bracelet	Spirit +5 Magic +5	Drop(Rare) from Genesis Legion Steal(Rare) from Hedgehog Pie	5 = Spirit +1
-----	-----	-----	-----
Diamond Bracelet	Spirit +10 Magic +10 Guard Poison	Steal(Rare) from Red Cap Steal(Normal) from Boundfat	3 = Spirit +1
-----	-----	-----	-----
Crystal Bracelet	Spirit +20 Magic +20 Guard Poison Guard Curse	Steal(Rare) from Boundfat Steal(Normal) from Gremlin Steal from Imp	1 = Spirit +1
-----	-----	-----	-----
Four Slots	Vitality +5 Spirit +5	Drop(Normal) from Dual Horn	5 = Vitality +1
-----	-----	-----	-----

Mystile	Vitality +10 Spirit +10	Drop(Normal) from Dual Horn Drop(Normal) from Diceratops	3 = Vitality +1
-----	-----	-----	-----
Aegis Armlet	Vitality +20 Spirit +20	Drop(Rare) from Diceratops Drop from Wyerd	1 = Vitality +1
-----	-----	-----	-----
Good-Luck Charm	Luck +100	Steal from Tonberry King	1 = Luck +1
-----	-----	-----	-----
-----	-----	-----	-----
Fire Ring	MP +10%, Strength +5, Magic +5, Fire Element is added to Weapon	Buy at Sector 7 Shop	3 = Strength +1
-----	-----	-----	-----
Fire Armlet	MP +10%, Vitality +5, Spirit +5, Half Fire Damage	Buy at Sector 7 Shop	5 = Spirit +1
-----	-----	-----	-----
Flame Armlet	MP +20%, Block Fire Damage	Steal(Rare) from Brahala Steal(Rare) from Nishumbha	3 = Spirit +1
-----	-----	-----	-----
Blaze Armlet	MP +30%, Absorbs Fire Damage	Buy at Network Shop Duo	1 = Spirit +1
-----	-----	-----	-----
Ice Ring	MP +10%, Strength +5, Magic +5, Ice Element added to Weapon	Buy at Sector 7 Shop	3 = Strength +1
-----	-----	-----	-----
Ice Armlet	MP +10%, Vitality +5 Spirit +5, Half Ice Damage	Buy at Sector 7 Shop	5 = Spirit +1
-----	-----	-----	-----
Frost Armlet	MP +20%, Block Ice Damage	Drop(Rare) from Sahagin Chief Steal(Rare) from Experiment 112	3 = Spirit +1
-----	-----	-----	-----
Snow Armlet	MP +30%, Absorbs Ice Damage	Buy at Network Shop Duo	1 = Spirit +1
-----	-----	-----	-----
Lightning Ring	MP +10%, Strength +5, Magic +5, Thunder Element added to Weapon.	Buy at Sector 7 Shop	3 = Strength +1
-----	-----	-----	-----
Lightning Armlet	MP +10%, Vitality +5, Spirit +5, Half Thunder Damage	Buy at Sector 7 Shop	5 = Spirit +1
-----	-----	-----	-----
Thunder Armlet	MP +20%, Block Thunder Damage	Drop(Normal)/Steal from Jatayu Mission 7-2-3, 7-4-4	3 = Spirit +1
-----	-----	-----	-----
Bolt Armlet	MP +30%, Absorbs Thunder Damage	Buy at Network Shop Duo	1 = Spirit +1
-----	-----	-----	-----
Dragon Armlet	MP +40%, Half Fire, Ice, Thunder Damage	Buy at Network Shop Duo, Buy at Sector 7 Shop	1 = Spirit +1

Escort Guard	MP +50%, Blocks Fire, Ice, Thunder Damage	Buy at Network Shop Duo,	1 = Spirit +1
Wizard Bracelet	MP +60%, Absorb Fire, Ice, Thunder Damage	Buy at Network Shop Duo Buy at Sector 7 Shop	1 = Spirit +1
Element Blade	MP +50%, Strength +5, Magic +5, Adds Fire, Ice, and Thunder to Weapon	Buy at Network Shop Duo, Buy at Sector 7 Shop	1 = Magic +1
Force of Nature	MP +100%, Strength +10, Magic +10, Vitality +10 Spirit +10, Adds Fire, Ice, and Thunder to Weapon. Absorbs Fire, Ice, Thunder	Steal(Rare) from Genesis Enforcer	1 = Magic +1
Mortal Shock	Strength +5, Magic +10 Adds Sudden Death to Attack and some commands	Buy at Nibel Accessories	3 = Magic +1
Venom Shock	Strength +3, Magic +8 Adds Poison to Attack and some commands	Buy at Nibel Accessories	3 = Magic +1
Mute Shock	Strength +3, Magic +8 Adds Silence to Attack and some commands	Buy at Nibel Accessories	3 = Magic +1
System Shock	Strength +5, Magic +10 Adds Stop to Attack and and some commands	Buy at Nibel Accessories	3 = Magic +1
Paralyzing Shock	Strength +5, Magic +10 Adds Shock to Attack and and some commands	Buy at Nibel Accessories	3 = Magic +1
Safety Bit	Spirit +30 Defends vs Sudden Death	Buy at Nibel Accessories	2 = Spirit +1
Star Pendant	Spirit +30 Defends vs Poison	Buy at Research Dept. QMC	2 = Spirit +1
White Cape	Spirit +20 Defends vs Silence	Buy at Research Dept. QMC	3 = Spirit +1
Gris-Gris Bag	Spirit +20 Defends vs Curse	Buy at Nibel Accessories	3 = Spirit +1
Headband	Spirit +20 Defends vs Stun	Buy at Research Dept. QMC	3 = Spirit +1
Sprint Shoes	Spirit +20 Defends vs Stop	Buy at Nibel Accessories	3 = Spirit +1
Pearl Necklace	Spirit +20 Defends vs Poison, Silence	Buy at Nibel Accessories	2 = Spirit +1

Ribbon	Defends vs All Status Effects except Death 	Steal from Gaea Malboro Item Mugger Level 4 Mission 5-4-6 	1 = Spirit +1
-----	-----	-----	-----
Super Ribbon	Defends vs All Status 	Steal from Malboro Great Mission 9-6-2 	1 = Spirit +1
-----	-----	-----	-----
Cursed Ring	HP, MP, AP +10%, All Stats +10 Auto-Curse 	Mission 2-4-4, 10-1-2 Locker #6 in Briefing Room (check 20 times) Magic Pot (2-2-6) 	1 = HP +10%
-----	-----	-----	-----
Moon Bracer	Spirit +10, Auto-Barrier 	Buy at Mythril Mine Traders 	1 = Vitality +1
-----	-----	-----	-----
Shining Bracer	Spirit +10, Auto-Magic Barrier 	Buy at Mythril Mine Traders 	1 = Spirit +1
-----	-----	-----	-----
Protect Ring	Spirit +20, Auto-Barrier, Auto-Magic Barrier 	Buy at Mythril Mine Traders 	1 = Vitality +1
-----	-----	-----	-----
Faerie Ring	Spirit +20, Auto-Regen, 	Buy at Mythril Mine Traders 	1 = HP +10%
-----	-----	-----	-----
Twisted Headband	HP +10%, Auto-Endurance, 	Buy at Mythril Mine Traders 	1 = Vitality +1
-----	-----	-----	-----
Sniper Eye	100% Critical Hits Auto-Magic Barrier 	Buy at Network Shop Duo 	1 = Strength +1
-----	-----	-----	-----
Precious Watch	Luck +10, Doubles dropped Gil from enemies 	Buy at Net Shop Shade 	1 = AP +10%
-----	-----	-----	-----
Jeweled Ring	Luck +20, Doubles dropped Item/Materia from enemies 	Buy at Net Shop Shade 	1 = AP +10%
-----	-----	-----	-----
Mog's Amulet	Luck +5, Dropped/Stolen Items are always Rare 	Buy at Sector 7 Shop 	1 = Luck +1
-----	-----	-----	-----
Brigand's Gloves	Always steal successfully 	Buy at Sector 7 Shop 	1 = AP +10%
-----	-----	-----	-----
Doc's Code	Auto-Potion when HP falls below 25% of Max HP 	Steal from Cactuar Mission 6-2-5, 9-5-1 Magic Pot (10-2-3) 	1 = AP +10%
-----	-----	-----	-----
Feather Cap	Allows Triple HP, MP, AP when they're in Break 	Mission 4-3-2 Magic Pot (10-2-3) 	1 = HP +10%
-----	-----	-----	-----
Fury Ring	Allows Counterattack 	Obtain all DMW Steal(Rare) from Tonberry Guard 	1 = HP +10%
-----	-----	-----	-----
Power Suit	HP +100%, Strength +100, Vitality +100, MP -50%, AP -50%, Magic - 50, Spirit -50 	Steal from Vajradhara Asura Mission 7-5-4, 6-6-6, 7-6-3 	1 = Strength +1
-----	-----	-----	-----

Energy Suit	HP -50%, Strength -50, Vitality -50, MP +100%, Magic +100, Spirit +100	Steal from Grangalan Mission 7-5-5, 7-6-6, 9-6-5	1 = Magic +1
-----	-----	-----	-----
Assault Targe	Strength +50, Vitality +50, Magic -80, Spirit -80	Magic Pot (2-5-4, 2-5-5, 2-5-6)	1 = Strength +1
-----	-----	-----	-----
Impervious	HP, MP, AP +10%, Magic +120, Spirit +120, Strength -50,Vitality -50	Magic Pot (7-6-6)	1 = Vitality +1
-----	-----	-----	-----
Gold Hairpin	Breaks MP limit to 9999	Steal(Normal) from Belial Mission 2-5-6, 7-3-4, 9-2-5, 9-6-4	1 = MP +10%
-----	-----	-----	-----
Black Cowl	Breaks AP limit to 9999	Steal(Rare) from Diamytra Mission 7-3-1, 2-5-5 9-3-3	1 = AP +10%
-----	-----	-----	-----
Soul of Thamasa	0 MP Consumption	Drop(Rare) from Shadow Monk Mission 9-4-4, 9-6-5	1 = MP +10%
-----	-----	-----	-----
Laurel Crown	0 AP Consumption	Drop(Rare) from Diamytra Mission 9-5-4, 9-6-2	1 = AP +10%
-----	-----	-----	-----
Magic Master	Magic +100, Spirit +100, Strength -100, Vitality -100, 0 MP Consumption	Drop(Rare) from Mock Soldier C Mission 9-4-5	1 = MP +10%
-----	-----	-----	-----
Dark Agent	Magic -100, Spirit -100, Strength +100, Vitality +100, 0 AP Consumption	Drop(Rare) from Mock Soldier A Mission 9-6-5	1 = AP +10%
-----	-----	-----	-----
Adaman Bangle	Breaks HP limit to 99999	Steal(Rare) from Grand Panzer Mission 7-3-6, 9-2-4, 9-5-4	1 = HP +10%
-----	-----	-----	-----
Brutal	Breaks Damage limit to 99999	Steal(Rare) from Crazy Sword Mission 7-4-6, 9-5-1, 9-6-3	1 = Strength +1
-----	-----	-----	-----
Ziedrich	Strength +100,Magic +100, Vitality +100, Spirit +100, Halves all Elements	Mission 9-5-6	1 = HP +10%
-----	-----	-----	-----
Genji Helm	Auto-Libra, 0 MP & AP Consumption	Buy at Net Shop Shade	---
-----	-----	-----	-----
Genji Armor	Breaks HP limit to 99999, Auto-Endure, Auto-Regen	Complete all DMW's with 100%	---
-----	-----	-----	-----
Genji Shield	Auto-Barrier, Auto-Magic	Magic Pot (7-6-6)	---

	Barrier, Absorbs all Elements, Defends vs all Status Effects		
-----	-----	-----	-----
Genji Glove	Breaks Damage limit to 99999, 100% Critical Hits	Mission 9-6-4	---
-----	-----	-----	-----
Divine Slayer	HP, MP, AP +100%, All Stats +50. Breaks Damage, HP, MP, AP limits, Auto-Libra	Mission 9-6-6 (You 'only' need to defeat Minerva)	---
-----	-----	-----	-----

Heike Soul: (Clear ALL Missions)

=====

- o Break HP, MP, AP, and Damage Limit
- o Add Sudden Death, Poison, Silence, Stop and Stun to 'Fight' command
(and adds them to some other physical techniques as well)
- o Absorbs All Elements
- o Auto-Potion
- o Increases Drop Rates for enemies
- o 100% successful steal
- o Stolen and Dropped items are 100% rare
- o Doubles Gil, Item/Materia from enemies
- o Smart Consumer Level 1 (increases item effects)
- o Double Magic
- o Auto-Libra
- o SP Master Level 1 (spend SP to increase damage done and reduce damage taken)
- o Auto-Curse

```

Oo*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*--oO
||                                     V)   Materia {MAT}                               ||
Oo*-*-*-*-*-*-*--oO=*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*--oO=*-*-*-*-*-*-*--oO
||                                     {MAT-1} Materia Fusion                         ||
Oo*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*--oO

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In this section you'll find all the information regarding Materia Fusion. There will be various lists in this section, all with a different purpose. Be sure to read the basics first, which are provided below. The terminology may also help.

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Oo*-*-*-*-*-*--oO=*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*--oO=*-*-*-*-*-*-*--oO
||                                     {MAT-1.1} Basics                             ||
Oo*-*-*-*-*-*--oO

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Materia Fusion Requirements:
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- o To get the Materia Fusion Option in the Menu available, you must proceed the story until Chapter 4. Early on in this chapter, Zack gets a promotion and receives the ability for Materia Fusion.
- o You also gain the ability to convert Materia into SP. This option is under the section of Materia.
- o You gain access to the Item Fusion Tome by doing Mission 7-2-1 (available at the start of Chapter 5 and onwards). This allows you to fuse items in the Materia Fusion process, which will add a stat bonus to the final result.
- o Put two Materia together, and if you want to, an item. Select Fuse and you will get an incredibly useful preview. If you agree with what you will get,

|1. The placement order of the Materia's has no effect on the result, EXCEPT |
| if the Materia are both of the same Grade and same Level. |
'-----'

|2. The Materia with the highest Grade serves as the base in the process, and |
| will determine the final result. If the Materia are the same Grade, then |
| the Materia with the highest Level will be the base. |
'-----'

EXAMPLE:

=====

Grade 2 + 5 = Grade 5. And: Grade 3 + 8 = Grade 8.

|3. If a Materia is at MASTER Level, it will add +1 Grade to the final product |
| and +2 Grade if both Materia are MASTER Level. |
'-----'

EXAMPLE:

=====

MASTER Grade 2 + Grade 4 = 5. (Normally, it would be Grade 4)

| 4. Items can also have Grades, and can determine the maximum grade of the |
| product, but ONLY if the Item Grade is higher than either of the Materia |
| Grades of the Materia that are being fused. |
'-----'

EXAMPLE:

=====

Grade 1 Thunder + Grade 2 Fire = Grade 2 Ice (Blizzard).

But a Grade 1 Thunder + Grade 2 Fire + Phoenix Down (Grade 4) = Grade 4 Ice.
And Grade 4 Ice = Blizzara.

| 5. Some Materia, regardless of Grade, will NEVER return to their original |
| form. These are: Full Cure, Doublecast, Dash, and all DMW Materia. |
'-----'

EXAMPLE:

=====

No matter what you fuse a Full Cure with, the outcome will never be Full Cure.
This is the reason why people stick with Curaga, so they can attach a Stat
Bonus to it (HP +999%).

Oo*=-*-=-*-=-*oO=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO=-*-=-*-=-*-=-*-=-oO
|| {MAT-1.4} Fusion Combination List ||
Oo*=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-*-=-oO

LEGEND:

- | F = Fire |
| I = Ice |
| L = Lightning |
| Rest = Restorative |
| Def = Defensive |
| StDef = Status Defense |

```

|AbMg = Absorb Magic           |
|StMg = Status Magic           |
|StF = Fire & Status           |
|StI = Ice & Status            |
|StL = Lightning & Status      |
|G = Gravity                    |
|U = Ultimate                   |
|QkSAtk = Quick Attack         |
|StQkAtk = Quick Attack & Status |
|BLArt = Blade Arts            |
|StBLArt = Blade Art & Status  |
|FSword = Fire Sword           |
|ISword = Ice Sword            |
|LSword = Lightning Sword      |
|AbBLArt = Absorbition Blade Arts |
|Item = Item                    |
|Punch = Punch                  |
|HP = HP Up                     |
|MP = MP Up                     |
|AP = AP Up                     |
|Str = ATK Up                   |
|Vit = VIT Up                   |
|MgPw = MAG Up                  |
|Sp = SPR Up                    |
|SPTb = SP Turbo                |
|Other = Other                  |
'-----'

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Note: This list was adapted from nunuu's Materia Fusion Guide. All credits go to her for this magnificent list. In turn, additional credits go out to the Ultimania Guide, from which the list originally comes.

Fire:

```

=====
F + F = F
F + I = L
F + L = I
F + Rest = F
F + Def = F
F + StDef = StF
F + AbMg = AbMg
F + StMg = StF
F + StF = StF
F + StI = StLg
F + StL = StI
F + G = F
F + U = F
F + QkAtk = FSword
F + StQkAtk = StF
F + BLArt = FSword
F + StBLArt = StFire
F + FSword = FSword
F + ISword = LSword
F + LSword = ISword
F + AbBLArt = AbMg
F + Item = F
F + Punch = F
F + HP = Def
F + MP = F

```

Ice:

```

=====
I + F = L
I + I = I
I + L = F
I + Rest = I
I + Def = I
I + StDef = StI
I + AbMg = AbMg
I + StMg = StI
I + StF = StL
I + StI = StI
I + StL = StF
I + G = I
I + U = I
I + QkAtk = ISword
I + StQkAtk = StI
I + BLArt = ISword
I + StBLArt = StI
I + FSword = LSword
I + ISword = ISword
I + LSword = FSword
I + AbBLArt = AbMg
I + Item = I
I + Punch = I
I + HP = Def
I + MP = I

```

Lightning:

```

=====
L + F = I
L + I = F
L + L = L
L + Rest = L
L + Def = L
L + StDef = StL
L + AbMg = AbMg
L + StMg = StL
L + StF = StI
L + StI = StF
L + StL = StL
L + G = L
L + U = L
L + QkAtk = LSword
L + StQkAtk = StL
L + BLArt = LSword
L + StBLArt = StL
L + FSword = ISword
L + ISword = FSword
L + LSword = LSword
L + AbBLArt = AbMg
L + Item = L
L + Punch = L
L + HP = Def
L + MP = L

```

F + AP = F
F + Str = F Sword
F + Vit = Def
F + MgPw = F
F + Sp = Def
F + SPTb = F
F + Other = Fire

I + AP = I
I + Str = I Sword
I + Vit = Def
I + MgPw = I
I + Sp = Def
I + SPTb = I
I + Other = I

L + AP = L
L + Str = L Sword
L + Vit = Def
L + MgPw = L
L + Sp = Def
L + SPTb = L
L + Other = L

Restorative:

=====

Rest + F = Rest
Rest + I = Rest
Rest + L = Rest
Rest + Rest = Rest
Rest + Def = Rest
Rest + StDef = Rest
Rest + AbMg = Rest
Rest + StMg = Rest
Rest + StF = Rest
Rest + StI = Rest
Rest + StL = Rest
Rest + G = Rest
Rest + U = Rest
Rest + QkAtk = Rest
Rest + StQkAtk = Rest
Rest + BLArt = Rest
Rest + StBLArt = Rest
Rest + F Sword = Rest
Rest + I Sword = Rest
Rest + L Sword = Rest
Rest + AbBLArt = Rest
Rest + Item = Rest
Rest + Punch = Rest
Rest + HP = Rest
Rest + MP = Rest
Rest + AP = Rest
Rest + Str = Rest
Rest + Vit = Rest
Rest + MgPw = Rest
Rest + Sp = Rest
Rest + SPTb = Rest
Rest + Other = Rest

Defensive:

=====

Def + F = Def
Def + I = Def
Def + L = Def
Def + Rest = Def
Def + Def = Def
Def + StDef = Def
Def + AbMg = Def
Def + StMg = StDef
Def + StF = StDef
Def + StI = StDef
Def + StL = StDef
Def + G = Def
Def + U = Def
Def + QkAtk = Def
Def + StQkAtk = StDef
Def + BLArt = Def
Def + StBLArt = StDef
Def + F Sword = Def
Def + I Sword = Def
Def + L Sword = Def
Def + AbBLArt = Def
Def + Item = Def
Def + Punch = Def
Def + HP = Def
Def + MP = Def
Def + AP = Def
Def + Str = Def
Def + Vit = Def
Def + MgPw = Def
Def + Sp = Def
Def + SPTb = Def
Def + Other = Def

Status Defense:

=====

StDef + F = StDef
StDef + I = StDef
StDef + L = StDef
StDef + Rest = StDef
StDef + Def = Def
StDef + StDef = StDef
StDef + AbMg = StDef
StDef + StMg = StDef
StDef + StF = StDef
StDef + StI = StDef
StDef + StL = StDef
StDef + G = StDef
StDef + U = StDef
StDef + QkAtk = Def
StDef + StQkAtk = StDef
StDef + BLArt = Def
StDef + StBLArt = StDef
StDef + F Sword = Def
StDef + I Sword = Def
StDef + L Sword = Def
StDef + AbBLArt = StDef
StDef + Item = StDef
StDef + Punch = StDef
StDef + HP = StDef
StDef + MP = StDef
StDef + AP = StDef
StDef + Str = StDef
StDef + Vit = StDef
StDef + MgPw = StDef
StDef + Sp = StDef
StDef + SPTb = StDef
StDef + Other = StDef

Absorb Magic:

=====

AbMg + F = AbMg
AbMg + I = AbMg
AbMg + L = AbMg
AbMg + Rest = AbMg
AbMg + Def = AbMg
AbMg + StDef = AbMg
AbMg + AbMg = AbMg
AbMg + StMg = AbMg
AbMg + StF = AbMg
AbMg + StI = AbMg
AbMg + StL = AbMg
AbMg + G = AbMg
AbMg + U = AbMg

Magic & Status:

=====

StMg + F = StF
StMg + I = StI
StMg + L = StL
StMg + Rest = Rest
StMg + Def = StMg
StMg + StDef = StMg
StMg + AbMg = AbMg
StMg + StMg = StMg
StMg + StF = StF
StMg + StI = StI
StMg + StL = StL
StMg + G = StMg
StMg + U = StMg

Fire & Status:

=====

StF + F = StF
StF + I = StL
StF + L = StI
StF + Rest = F
StF + Def = StF
StF + StDef = F
StF + AbMg = AbMg
StF + StMg = StF
StF + StF = StF
StF + StI = StL
StF + StL = StI
StF + G = StF
StF + U = StF

AbMg + QkAtk = AbMg
 AbMg + StQkAtk = AbMg
 AbMg + BLArt = AbMg
 AbMg + StBLArt = AbMg
 AbMg + F Sword = AbMg
 AbMg + ISword = AbMg
 AbMg + LSword = AbMg
 AbMg + AbBLArt = AbMg
 AbMg + Item = AbMg
 AbMg + Punch = AbMg
 AbMg + HP = AbMg
 AbMg + MP = AbMg
 AbMg + AP = AbMg
 AbMg + Str = AbBLArt
 AbMg + Vit = AbBLArt
 AbMg + MgPw = AbMg
 AbMg + Sp = AbMg
 AbMg + SPTb = AbMg
 AbMg + Other = AbMg

StMg + QkAtk = StBLArt
 StMg + StQkAtk = StMg
 StMg + BLArt = StBLArt
 StMg + StBLArt = StMg
 StMg + F Sword = StBLArt
 StMg + ISword = StBLArt
 StMg + LSword = StBLArt
 StMg + AbBLArt = AbMg
 StMg + Item = StMg
 StMg + Punch = StMg
 StMg + HP = StDef
 StMg + MP = StMg
 StMg + AP = StMg
 StMg + Str = StDef
 StMg + Vit = StDef
 StMg + MgPw = StMg
 StMg + Sp = StDef
 StMg + SPTb = StMg
 StMg + Other = StMg

StF + QkAtk = F Sword
 StF + StQkAtk = StF
 StF + BLArt = F Sword
 StF + StBLArt = StF
 StF + F Sword = StF
 StF + ISword = StL
 StF + LSword = StI
 StF + AbBLArt = AbMg
 StF + Item = StF
 StF + Punch = StF
 StF + HP = StDef
 StF + MP = StF
 StF + AP = StF
 StF + Str = F Sword
 StF + Vit = StDef
 StF + MgPw = StF
 StF + Sp = StDef
 StF + SPTb = StF
 StF + Other = StF

Ice & Status:

=====

StI + F = StL
 StI + I = StI
 StI + L = StF
 StI + Rest = I
 StI + Def = StI
 StI + StDef = I
 StI + AbMg = AbMg
 StI + StMg = StI
 StI + StF = StL
 StI + StI = StI
 StI + StL = StF
 StI + G = StI
 StI + U = StI
 StI + QkAtk = ISword
 StI + StQkAtk = StI
 StI + BLArt = ISword
 StI + StBLArt = StI
 StI + F Sword = StL
 StI + ISword = StI
 StI + LSword = StF
 StI + AbBLArt = AbBLArt
 StI + Item = StI
 StI + Punch = StI
 StI + HP = StDef
 StI + MP = StI
 StI + AP = StI
 StI + Str = ISword
 StI + Vit = StDef
 StI + MgPw = StI
 StI + Sp = StDef
 StI + SPTb = StI
 StI + Other = StI

Lightning & Status:

=====

StL + F = StI
 StL + I = StF
 StL + L = StL
 StL + Rest = L
 StL + Def = StL
 StL + StDef = L
 StL + AbMg = AbMg
 StL + StMg = StL
 StL + StF = StI
 StL + StI = StF
 StL + StL = StL
 StL + G = StL
 StL + U = StL
 StL + QkAtk = LSword
 StL + StQkAtk = StL
 StL + BLArt = LSword
 StL + StBLArt = StL
 StL + F Sword = StI
 StL + ISword = StF
 StL + LSword = StL
 StL + AbBLArt = AbMg
 StL + Item = StL
 StL + Punch = StL
 StL + HP = StDef
 StL + MP = StL
 StL + AP = StL
 StL + Str = LSword
 StL + Vit = StDef
 StL + MgPw = StL
 StL + Sp = StDef
 StL + SPTb = StL
 StL + Other = StL

Gravity:

=====

G + F = G
 G + I = G
 G + L = G
 G + Rest = G
 G + Def = G
 G + StDef = G
 G + AbMg = AbMg
 G + StMg = StMag
 G + StF = G
 G + StI = G
 G + StL = G
 G + G = G
 G + U = G
 G + QkAtk = BLArt
 G + StQkAtk = G
 G + BLArt = BLArt
 G + StBLArt = G
 G + F Sword = BLArt
 G + ISword = BLArt
 G + LSword = BLArt
 G + AbBLArt = AbMg
 G + Item = G
 G + Punch = G
 G + HP = Def
 G + MP = G
 G + AP = QkAtk
 G + Str = BLArt
 G + Vit = Def
 G + MgPw = G
 G + Sp = Def
 G + SPTb = G
 G + Other = G

Ultimate:

=====

U + F = F

Quick Attack:

=====

QkAtk + F = F Sword

Quick Attack & Status:

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StQkAtk + F = StQkAtk

U + I = I	QkAtk + I = ISword	StQkAtk + I = StQkAtk
U + L = L	QkAtk + L = LSword	StQkAtk + L = StQkAtk
U + Rest = Rest	QkAtk + Rest = QkAtk	StQkAtk + Rest = StQkAtk
U + Def = Def	QkAtk + Def = QkAtk	StQkAtk + Def = StQkAtk
U + StDef = StDef	QkAtk + StDef = QkAtk	StQkAtk + StDef = StQkAtk
U + AbMg = AbMg	QkAtk + AbMg = AbBLArt	StQkAtk + AbMg = AbBLArt
U + StMg = StMg	QkAtk + StMg = StBLArt	StQkAtk + StMg = StQkAtk
U + StF = StF	QkAtk + StF = FSword	StQkAtk + StF = StQkAtk
U + StI = StI	QkAtk + StI = ISword	StQkAtk + StI = StQkAtk
U + StL = StL	QkAtk + StL = LSword	StQkAtk + StL = StQkAtk
U + G = G	QkAtk + G = QkAtk	StQkAtk + G = StQkAtk
U + U = U	QkAtk + U = QkAtk	StQkAtk + U = StQkAtk
U + QkAtk = QkAtk	QkAtk + QkAtk = QkAtk	StQkAtk + QkAtk = StQkAtk
U + StQkAtk = StQkAtk	QkAtk + StQkAtk = StQkAtk	StQkAtk + StQkAtk = StQkAtk
U + BLArt = BLArt	QkAtk + BLArt = QkAtk	StQkAtk + BLArt = StQkAtk
U + StBLArt = StBLArt	QkAtk + StBLArt = StBLArt	StQkAtk + StBLArt = StQkAtk
U + FSword = FSword	QkAtk + FSword = FSword	StQkAtk + FSword = StQkAtk
U + ISword = ISword	QkAtk + ISword = ISword	StQkAtk + ISword = StQkAtk
U + LSword = LSword	QkAtk + LSword = LSword	StQkAtk + LSword = StQkAtk
U + AbBLArt = AbBLArt	QkAtk + AbBLArt = AbBLArt	StQkAtk + AbBLArt = AbBLArt
U + Item = Item	QkAtk + Item = QkAtk	StQkAtk + Item = StQkAtk
U + Punch = U	QkAtk + Punch = QkAtk	StQkAtk + Punch = StQkAtk
U + HP = HP	QkAtk + HP = QkAtk	StQkAtk + HP = StDef
U + MP = MP	QkAtk + MP = QkAtk	StQkAtk + MP = StMg
U + AP = AP	QkAtk + AP = QkAtk	StQkAtk + AP = QkAtk
U + Str = Str	QkAtk + Str = QkAtk	StQkAtk + Str = StQkAtk
U + Vit = Vit	QkAtk + Vit = QkAtk	StQkAtk + Vit = StDef
U + MgPw = MgPw	QkAtk + MgPw = QkAtk	StQkAtk + MgPw = StMg
U + Sp = Sp	QkAtk + Sp = QkAtk	StQkAtk + Sp = StDef
U + SPTb = SPTb	QkAtk + SPTb = QkAtk	StQkAtk + SPTb = StQkAtk
U + Other = U	QkAtk + Other = QkAtk	StQkAtk + Other = StQkAtk

Blade Arts:

=====

BLArt + F = FSword
 BLArt + I = ISword
 BLArt + L = LSword
 BLArt + Rest = BLArt
 BLArt + Def = BLArt
 BLArt + StDef = BLArt
 BLArt + AbMg = AbBLArt
 BLArt + StMg = StBLArt
 BLArt + StF = FSword
 BLArt + StI = ISword
 BLArt + StL = LSword
 BLArt + G = BLArt
 BLArt + U = BLArt
 BLArt + QkAtk = BLArt
 BLArt + StQkAtk = BLArt
 BLArt + BLArt = BLArt
 BLArt + StBLArt = StBLArt
 BLArt + FSword = FSword
 BLArt + ISword = ISword
 BLArt + LSword = LSword
 BLArt + AbBLArt = AbBLArt
 BLArt + Item = BLArt
 BLArt + Punch = BLArt
 BLArt + HP = BLArt
 BLArt + MP = BLArt

Blade Arts & Status:

=====

StBLArt + F = StBLArt
 StBLArt + I = StBLArt
 StBLArt + L = StBLArt
 StBLArt + Rest = StBLArt
 StBLArt + Def = StBLArt
 StBLArt + StDef = StBLArt
 StBLArt + AbMg = AbBLArt
 StBLArt + StMg = StBLArt
 StBLArt + StF = StBLArt
 StBLArt + StI = StBLArt
 StBLArt + StL = StBLArt
 StBLArt + G = StBLArt
 StBLArt + U = StBLArt
 StBLArt + QkAtk = StBLArt
 StBLArt + StQkAtk = StBLArt
 StBLArt + BLArt = StBLArt
 StBLArt + StBLArt = StBLArt
 StBLArt + FSword = StBLArt
 StBLArt + ISword = StBLArt
 StBLArt + LSword = StBLArt
 StBLArt + AbBLArt = AbBLArt
 StBLArt + Item = StBLArt
 StBLArt + Punch = StBLArt
 StBLArt + HP = StDef
 StBLArt + MP = StMg

BLArt + AP = QkAtk
BLArt + Str = BLArt
BLArt + Vit = BLArt
BLArt + MgPw = BLArt
BLArt + Sp = BLArt
BLArt + SPTb = BLArt
BLArt + Other = BLArt

StBLArt + AP = QkAtk
StBLArt + Str = StBLArt
StBLArt + Vit = StDef
StBLArt + MgPw = StMg
StBLArt + Sp = StDef
StBLArt + SPTb = StBLArt
StBLArt + Other = StBLArt

Fire Sword:

=====

FSword + F = FSword
FSword + I = LSword
FSword + L = ISword
FSword + Rest = FSword
FSword + Def = FSword
FSword + StDef = FSword
FSword + AbMg = FSword
FSword + StMg = FSword
FSword + StF = StF
FSword + StI = StI
FSword + StL = StL
FSword + G = QkAtk
FSword + U = FSword
FSword + QkAtk = FSword
FSword + StQkAtk = FSword
FSword + BLArt = FSword
FSword + StBLArt = FSword
FSword + FSword = FSword
FSword + ISword = LSword
FSword + LSword = ISword
FSword + AbBLArt = FSword
FSword + Item = FSword
FSword + Punch = FSword
FSword + HP = StDef
FSword + MP = StF
FSword + AP = QkAtk
FSword + Str = FSword
FSword + Vit = StDef
FSword + MgPw = StF
FSword + Sp = StDef
FSword + SPTb = FSword
FSword + Other = FSword

Ice Sword:

=====

ISword + F = LSword
ISword + I = ISword
ISword + L = FSword
ISword + Rest = ISword
ISword + Def = ISword
ISword + StDef = ISword
ISword + AbMg = ISword
ISword + StMg = LSword
ISword + StF = StF
ISword + StI = StL
ISword + StL = StI
ISword + G = QkAtk
ISword + U = ISword
ISword + QkAtk = ISword
ISword + StQkAtk = ISword
ISword + BLArt = ISword
ISword + StBLArt = ISword
ISword + FSword = LSword
ISword + ISword = ISword
ISword + LSword = FSword
ISword + AbBLArt = ISword
ISword + Item = ISword
ISword + Punch = ISword
ISword + HP = StDef
ISword + MP = StI
ISword + AP = QkAtk
ISword + Str = ISword
ISword + Vit = StDef
ISword + MgPw = StI
ISword + Sp = StDef
ISword + SPTb = ISword
ISword + Other = ISword

Lightning Sword:

=====

LSword + F = ISword
LSword + I = FSword
LSword + L = LSword
LSword + Rest = LSword
LSword + Def = LSword
LSword + StDef = LSword
LSword + AbMg = LSword
LSword + StMg = ISword
LSword + StF = StL
LSword + StI = StI
LSword + StL = StF
LSword + G = QkAtk
LSword + U = LSword
LSword + QkAtk = LSword
LSword + StQkAtk = LSword
LSword + BLArt = LSword
LSword + StBLArt = LSword
LSword + FSword = ISword
LSword + ISword = FSword
LSword + LSword = LSword
LSword + AbBLArt = LSword
LSword + Item = LSword
LSword + Punch = LSword
LSword + HP = StDef
LSword + MP = StL
LSword + AP = QkAtk
LSword + Str = LSword
LSword + Vit = StDef
LSword + MgPw = StL
LSword + Sp = StDef
LSword + SPTb = LSword
LSword + Other = LSword

Absorbtion Blade Arts:

=====

AbBLArt + F = AbBLArt
AbBLArt + I = AbBLArt
AbBLArt + L = AbBLArt
AbBLArt + Rest = AbBLArt
AbBLArt + Def = AbBLArt
AbBLArt + StDef = AbBLArt
AbBLArt + AbMg = AbBLArt
AbBLArt + StMg = AbBLArt
AbBLArt + StF = AbBLArt
AbBLArt + StI = AbBLArt
AbBLArt + StL = AbBLArt
AbBLArt + G = AbBLArt
AbBLArt + U = AbBLArt

Item:

=====

Item + F = Item
Item + I = Item
Item + L = Item
Item + Rest = Item
Item + Def = Item
Item + StDef = Item
Item + AbMg = Item
Item + StMg = Item
Item + StF = Item
Item + StI = Item
Item + StL = Item
Item + G = Item
Item + U = Item

Punch:

=====

Punch + F = F
Punch + I = I
Punch + L = L
Punch + Rest = Rest
Punch + Def = Def
Punch + StDef = StDef
Punch + AbMg = AbMg
Punch + StMg = StMg
Punch + StF = StF
Punch + StI = StI
Punch + StL = StL
Punch + G = G
Punch + U = Punch

AbBLArt + QkAtk = AbBLArt	Item + QkAtk = Item	Punch + QkAtk = QkAtk
AbBLArt + StQkAtk = AbBLArt	Item + StQkAtk = Item	Punch + StQkAtk = StQkAtk
AbBLArt + BLArt = AbBLArt	Item + BLArt = Item	Punch + BLArt = BLArt
AbBLArt + StBLArt = AbBLArt	Item + StBLArt = Item	Punch + StBLArt = StQkAtk
AbBLArt + FSword = AbBLArt	Item + FSword = Item	Punch + FSword = FSword
AbBLArt + ISword = AbBLArt	Item + ISword = Item	Punch + ISword = ISword
AbBLArt + LSword = AbBLArt	Item + LSword = Item	Punch + LSword = LSword
AbBLArt + AbBLArt = AbBLArt	Item + AbBLArt = Item	Punch + AbBLArt = AbBLArt
AbBLArt + Item = AbBLArt	Item + Item = Item	Punch + Item = Item
AbBLArt + Punch = AbBLArt	Item + Punch = Item	Punch + Punch = Punch
AbBLArt + HP = AbBLArt	Item + HP = Item	Punch + HP = HP
AbBLArt + MP = AbBLArt	Item + MP = Item	Punch + MP = MP
AbBLArt + AP = AbBLArt	Item + AP = Item	Punch + AP = AP
AbBLArt + Str = AbBLArt	Item + Str = Item	Punch + Str = Str
AbBLArt + Vit = AbBLArt	Item + Vit = Item	Punch + Vit = Vit
AbBLArt + MgPw = AbMg	Item + MgPw = Item	Punch + MgPw = MgPw
AbBLArt + Sp = AbMg	Item + Sp = Item	Punch + Sp = Sp
AbBLArt + SPTb = AbBLArt	Item + SPTb = Item	Punch + SPTb = SPTb
AbBLArt + Other = AbBLArt	Item + Other = Item	Punch + Other = Punch

HP Up:

=====

HP + F = HP
 HP + I = HP
 HP + L = HP
 HP + Rest = HP
 HP + Def = HP
 HP + StDef = HP
 HP + AbMg = HP
 HP + StMg = HP
 HP + StF = HP
 HP + StI = HP
 HP + StL = HP
 HP + G = HP
 HP + U = HP
 HP + QkAtk = HP
 HP + StQkAtk = HP
 HP + BLArt = HP
 HP + StBLArt = HP
 HP + FSword = HP
 HP + ISword = HP
 HP + LSword = HP
 HP + AbBLArt = HP
 HP + Item = HP
 HP + Punch = HP
 HP + HP = HP
 HP + MP = HP
 HP + AP = HP
 HP + Str = HP
 HP + Vit = HP
 HP + MgPw = HP
 HP + Sp = HP
 HP + SPTb = HP
 HP + Other = HP

MP Up:

=====

MP + F = MP
 MP + I = MP
 MP + L = MP
 MP + Rest = MP
 MP + Def = MP
 MP + StDef = MP
 MP + AbMg = MP
 MP + StMg = MP
 MP + StF = MP
 MP + StI = MP
 MP + StL = MP
 MP + G = MP
 MP + U = MP
 MP + QkAtk = MP
 MP + StQkAtk = MP
 MP + BLArt = MP
 MP + StBLArt = MP
 MP + FSword = MP
 MP + ISword = MP
 MP + LSword = MP
 MP + AbBLArt = MP
 MP + Item = MP
 MP + Punch = MP
 MP + HP = MP
 MP + MP = MP
 MP + AP = MP
 MP + Str = MP
 MP + Vit = MP
 MP + MgPw = MP
 MP + Sp = MP
 MP + SPTb = MP
 MP + Other = MP

AP Up:

=====

AP + F = AP
 AP + I = AP
 AP + L = AP
 AP + Rest = AP
 AP + Def = AP
 AP + StDef = AP
 AP + AbMg = AP
 AP + StMg = AP
 AP + StF = AP
 AP + StI = AP
 AP + StL = AP
 AP + G = AP
 AP + U = AP
 AP + QkAtk = AP
 AP + StQkAtk = AP
 AP + BLArt = AP
 AP + StBLArt = AP
 AP + FSword = AP
 AP + ISword = AP
 AP + LSword = AP
 AP + AbBLArt = AP
 AP + Item = AP
 AP + Punch = AP
 AP + HP = AP
 AP + MP = AP
 AP + AP = AP
 AP + Str = AP
 AP + Vit = AP
 AP + MgPw = AP
 AP + Sp = AP
 AP + SPTb = AP
 AP + Other = AP

ATK Up:

=====

Str + F = Str

VIT Up:

=====

Vit + F = Vit

MAG Up:

=====

MgPw + F = MgPw

Str + I = Str	Vit + I = Vit	MgPw + I = MgPw
Str + L = Str	Vit + L = Vit	MgPw + L = MgPw
Str + Rest = Str	Vit + Rest = Vit	MgPw + Rest = MgPw
Str + Def = Str	Vit + Def = Vit	MgPw + Def = MgPw
Str + StDef = Str	Vit + StDef = Vit	MgPw + StDef = MgPw
Str + AbMg = Str	Vit + AbMg = Vit	MgPw + AbMg = MgPw
Str + StMg = Str	Vit + StMg = Vit	MgPw + StMg = MgPw
Str + StF = Str	Vit + StF = Vit	MgPw + StF = MgPw
Str + StI = Str	Vit + StI = Vit	MgPw + StI = MgPw
Str + StL = Str	Vit + StL = Vit	MgPw + StL = MgPw
Str + G = Str	Vit + G = Vit	MgPw + G = MgPw
Str + U = Str	Vit + U = Vit	MgPw + U = MgPw
Str + QkAtk = Str	Vit + QkAtk = Vit	MgPw + QkAtk = MgPw
Str + StQkAtk = Str	Vit + StQkAtk = Vit	MgPw + StQkAtk = MgPw
Str + BLArt = Str	Vit + BLArt = Vit	MgPw + BLArt = MgPw
Str + StBLArt = Str	Vit + StBLArt = Vit	MgPw + StBLArt = MgPw
Str + FSword = Str	Vit + FSword = Vit	MgPw + FSword = MgPw
Str + ISword = Str	Vit + ISword = Vit	MgPw + ISword = MgPw
Str + LSword = Str	Vit + LSword = Vit	MgPw + LSword = MgPw
Str + AbBLArt = Str	Vit + AbBLArt = Vit	MgPw + AbBLArt = MgPw
Str + Item = Str	Vit + Item = Vit	MgPw + Item = MgPw
Str + Punch = Str	Vit + Punch = Vit	MgPw + Punch = MgPw
Str + HP = Str	Vit + HP = Vit	MgPw + HP = MgPw
Str + MP = Str	Vit + MP = Vit	MgPw + MP = MgPw
Str + AP = Str	Vit + AP = Vit	MgPw + AP = MgPw
Str + Str = Str	Vit + Str = Vit	MgPw + Str = MgPw
Str + Vit = Str	Vit + Vit = Vit	MgPw + Vit = MgPw
Str + MgPw = Str	Vit + MgPw = Vit	MgPw + MgPw = MgPw
Str + Sp = Str	Vit + Sp = Vit	MgPw + Sp = MgPw
Str + SPTb = Str	Vit + SPTb = Vit	MgPw + SPTb = MgPw
Str + Other = Str	Vit + Other = Vit	MgPw + Other = MgPw

SPR Up:

=====

Sp + F = Sp
 Sp + I = Sp
 Sp + L = Sp
 Sp + Rest = Sp
 Sp + Def = Sp
 Sp + StDef = Sp
 Sp + AbMg = Sp
 Sp + StMg = Sp
 Sp + StF = Sp
 Sp + StI = Sp
 Sp + StL = Sp
 Sp + G = Sp
 Sp + U = Sp
 Sp + QkAtk = Sp
 Sp + StQkAtk = Sp
 Sp + BLArt = Sp
 Sp + StBLArt = Sp
 Sp + FSword = Sp
 Sp + ISword = Sp
 Sp + LSword = Sp
 Sp + AbBLArt = Sp
 Sp + Item = Sp
 Sp + Punch = Sp
 Sp + HP = Sp
 Sp + MP = Sp

SP Turbo:

=====

SPTb + F = SPTb
 SPTb + I = SPTb
 SPTb + L = SPTb
 SPTb + Rest = SPTb
 SPTb + Def = SPTb
 SPTb + StDef = SPTb
 SPTb + AbMg = SPTb
 SPTb + StMg = SPTb
 SPTb + StF = SPTb
 SPTb + StI = SPTb
 SPTb + StL = SPTb
 SPTb + G = SPTb
 SPTb + U = SPTb
 SPTb + QkAtk = SPTb
 SPTb + StQkAtk = SPTb
 SPTb + BLArt = SPTb
 SPTb + StBLArt = SPTb
 SPTb + FSword = SPTb
 SPTb + ISword = SPTb
 SPTb + LSword = SPTb
 SPTb + AbBLArt = SPTb
 SPTb + Item = SPTb
 SPTb + Punch = SPTb
 SPTb + HP = SPTb
 SPTb + MP = SPTb

Other:

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Other + F = F
 Other + I = I
 Other + L = L
 Other + Rest = Rest
 Other + Def = Def
 Other + StDef = StDef
 Other + AbMg = AbMg
 Other + StMg = StMg
 Other + StF = StF
 Other + StI = StI
 Other + StL = StL
 Other + G = G
 Other + U = U
 Other + QkAtk = QkAtk
 Other + StQkAtk = StQkAtk
 Other + BLArt = BLArt
 Other + StBLArt = StBLArt
 Other + FSword = FSword
 Other + ISword = ISword
 Other + LSword = LSword
 Other + AbBLArt = AbBLArt
 Other + Item = Item
 Other + Punch = Punch
 Other + HP = HP
 Other + MP = MP

(5)	Death Blade	Firaga Blade	Blizzaga Blade	Thundaga Blade
(6)	Death Blade	Firaga Blade	Blizzaga Blade	Thundaga Blade
(7)	Dispel Blade	Elemental Strike	Elemental Strike	Elemental Strike
(8)	Dispel Blade	Elemental Strike	Elemental Strike	Elemental Strike

Grade	Abs. Blade Arts:	Item:	Punch:	HP Up:	MP Up:	AP Up:
(1)	---	---	Goblin Punch	HP Up	MP Up	AP Up
(2)	Osmose Blade	Steal	Iron Punch	HP Up	MP Up	AP Up
(3)	Drain Blade	Smart Consumer	Iron Punch	HP Up+	MP Up+	AP Up+
(4)	Power Drain	Smart Consumer	Magical Punch	HP Up+	MP Up+	AP Up+
(5)	Power Osmose	Mug	Magical Punch	HP Up++	MP Up++	AP Up++
(6)	Power Drain	Mug	Hammer Punch	HP Up++	MP Up++	AP Up++
(7)	Aerial Drain	Gil Toss	Hammer Punch	HP Up++	MP Up++	AP Up++
(8)	Aerial Drain	Gil Toss	Costly Punch	HP Up++	MP Up++	AP Up++

Grade	ATK Up:	AP Up:	VIT Up:	MAG Up:	SPR Up:	SP Turbo:	Other:
(1)	ATK Up	AP Up	VIT Up	MAG Up	SPR Up	---	Libra
(2)	ATK Up	AP Up	VIT Up	MAG Up	SPR Up	---	Libra
(3)	ATK Up+	AP Up+	VIT Up+	MAG Up+	SPR Up+	---	Libra
(4)	ATK Up+	AP Up+	VIT Up+	MAG Up+	SPR Up+	SP Turbo Magic	Libra
(5)	ATK Up++	AP Up++	VIT Up++	MAG Up++	SPR Up++	SP Turbo Attack	Libra
(6)	ATK Up++	AP Up++	VIT Up++	MAG Up++	SPR Up++	SP Turbo	Libra
(7)	ATK Up++	AP Up++	VIT Up++	MAG Up++	SPR Up++	SP Barrier	Libra
(8)	ATK Up++	AP Up++	VIT Up++	MAG Up++	SPR Up++	SP Master	Libra

|| {MAT-1.6} Item Grades ||

Name (Grade):	Stat Bonus:	Name (Grade):	Stat Bonus:
Elixir (3)	1 = HP +10%	Ice Ring (3)	3 = Strength +1
Phoenix Down (4)	1 = HP +10%	Ice Armlet (3)	5 = Spirit +1
Bronze Bangle (1)	10 = HP +10%	Frost Armlet (4)	3 = Spirit +1
Iron Bangle (2)	8 = HP +10%	Snow Armlet (5)	1 = Spirit +1
Titanium Bangle (4)	5 = HP +10%	Lightning Ring (3)	3 = Strength +1
Carbon Bangle (6)	4 = HP +10%	Lightning Armlet (3)	5 = Spirit +1
Platinum Bangle (7)	2 = HP +10%	Thunder Armlet (4)	3 = Spirit +1
Bronze Armlet (1)	10 = MP +10%	Bolt Armlet (3)	1 = Spirit +1
Silver Armlet (2)	5 = MP +10%	Dragon Armlet (4)	1 = Spirit +1
Gold Armlet (4)	3 = MP +10%	Escort Guard (5)	1 = Spirit +1

Rune Armlet (6)	2 = MP +10%	Wizard Bracelet (6)	1 = Spirit +1
Mythril Armlet (7)	1 = MP +10%	Element Blade (7)	1 = Magic +1
Chocobo Armlet (1)	10 = AP +10%	Force of Nature (7)	1 = Magic +1
Mountain Chocobo Armlet (2)	5 = AP +10%	Mortal Shock (6)	3 = Magic +1
River Chocobo Armlet (4)	3 = AP +10%	Venom Shock (5)	3 = Magic +1
Sea Chocobo Armlet (6)	2 = AP +10%	Mute Shock (5)	3 = Magic +1
Sky Chocobo Armlet (7)	1 = AP +10%	System Shock (6)	3 = Magic +1
Wrist Band (1)	10 = Strength +1	Paralyzing Shock (6)	3 = Magic +1
Power Wrist (5)	5 = Strength +1	Safety Bit (6)	2 = Spirit +1
Hyper Wrist (7)	3 = Strength +1	Star Pendant (5)	2 = Spirit +1
Kaiser Knuckles (7)	2 = Strength +1	White Cape (5)	3 = Spirit +1
Bulletproof Vest (1)	10 = Vitality +1	Gris-Gris Bag (5)	3 = Spirit +1
Shinra Alpha (3)	5 = Vitality +1	Headband (5)	3 = Spirit +1
Shinra Beta (5)	3 = Vitality +1	Sprint Shoes (5)	3 = Spirit +1
Shinra Beta+ (7)	2 = Vitality +1	Pearl Necklace (6)	2 = Spirit +1
Earrings (1)	10 = Magic +1	Ribbon (7)	1 = Spirit +1
Circlet (3)	5 = Magic +1	Cursed Ring (1)	1 = HP +10%
Hypno Crown (5)	3 = Magic +1	Moon Bracer (7)	1 = Vitality +1
Royal Crown (7)	2 = Magic +1	Shining Bracer (7)	1 = Spirit +1
Amulet (1)	10 = Spirit +1	Protect Ring (7)	1 = Vitality +1
Talisman (3)	5 = Spirit +1	Faerie Ring (7)	1 = HP +10%
Tarot Cards (5)	3 = Spirit +1	Twisted Headband (7)	1 = Vitality +1
Crystal Orb (7)	2 = Spirit +1	Sniper Eye (7)	1 = Strength +1
Muscle Belt (2)	5 = Strength +1	Precious Watch (7)	1 = AP +10%
Champion Belt (4)	3 = Strength +1	Jeweled Ring (7)	1 = AP +10%
Black Belt (6)	2 = Strength +1	Mog's Amulet (7)	1 = Luck +1
Mythril Gloves (2)	5 = Magic +1	Brigand's Gloves (7)	1 = AP +10%
Diamond Gloves (4)	3 = Magic +1	Doc's Code (6)	1 = AP +10%
		Feather Cap (7)	1 = HP +10%
		Power Suit (7)	1 = Strength +1

Crystal Gloves (6)	2 = Magic +1	Energy Suit (2)	1 = Magic +1
Force Bracelet (2)	5 = Spirit +1	Assault Targe (2)	1 = Strength +1
Diamond Bracelet (4)	3 = Spirit +1	Impervious (2)	1 = Vitality +1
Crystal Bracelet (6)	1 = Spirit +1	Gold Hairpin (7)	1 = MP +10%
Four Slots (2)	5 = Vitality +1	Black Cowl (7)	1 = AP +10%
Mystile (4)	3 = Vitality +1	Soul of Thamasa (7)	1 = MP +10%
Aegis Armlet (6)	1 = Vitality +1	Laurel Crown (7)	1 = AP +10%
Good-Luck Charm (2)	1 = Luck +1	Magic Master (2)	1 = MP +10%
Fire Ring (3)	3 = Strength +1	Dark Agent (2)	1 = AP +10%
Fire Armlet (3)	5 = Spirit +1	Adaman Bangle (7)	1 = HP +10%
Flame Armlet (4)	3 = Spirit +1	Brutal (7)	1 = Strength +1
Blaze Armlet (5)	1 = Spirit +1	Ziedrich (7)	1 = HP +10%

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 || {MAT-1.7} Stat Boosts ||
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- o Throwing items in the fusion process can boost a Materia's Stats.
- o If both Materia you're fusing, have a stat boost, then the following formula is used to determine the outcome of the Stat Bonus:

Higher Stat Boost + [Lower Stat Boost/2] + Any Item Boosts = Result

- o Any decimals in the above process are always rounded down, as [] indicate.
- o Independent (Purple) Materia's default stat bonus can NOT be changed. In other words, if you have HP +% attached to an Independent Materia, it's not going to change into something else.
- o Percentages are divided by 10 to compare with other stats. +100% equals a stat boost of +10, and +850% equals a stat boost of +85.
- o Example: Libra(HP +400%) + Tri-Thundaga (Mag +70) = Tri-Thundaga (Mag +90)
 - Libra (Other) + Tri-Thundaga (Ultimate) = Ultimate.
 - HP +400% divided by 10 = 40%.
 - 40 is lower than 70, so 40 gets halved. 40/2 = 20.
 - Finally, 20 + 70 = 90.

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 || {MAT-1.8} Max Item Stat Boosts ||
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.-----.
 |Amount = Boost |Max Stat Increase:|

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99 = +1 or +10% 2 or 20%
20 = +1 or +10% 10 or 100%
10 = +1 or +10% 20 or 200%
8 = +1 or +10% 25 or 250%
5 = +1 or +10% 40 or 400%
3 = +1 or +10% 66 or 660%
2 = +1 or +10% 100 or 999%
1 = +1 or +10% 100 or 999%
'-----'

o Note: Percentages are multiplied by 10. A Max Stat increase of 20 = 200%.

o Example: If you put 80 Bronze Bangles (10 = HP +10%) in this Materia Fusion:

- Libra (HP +150%) + Tri-Fire (HP +100%) = Tri-Fire (HP +200%)
- Bronze Bangles could add +80%.
- Max Stat boost is 20 or 200%.
- Bronze Bangles add absolutely nothing in this fusion.

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|| {MAT-2} Magic Materia ||
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Name: Example
MP: MP Cost
Base Strength: Base Power
Hits, Elemental Info,
Status Effects Info
Location(s): Common Locations
'-----'

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Name: Fire	Name: Fira
MP: 6	MP: 14
Base Strength: 9	Base Strength: 10
1 Hit, Fire Elemental	2 Hits, Fire Elemental
Location(s): 1. Buy at	Location(s): 1. Buy at The Happy Turtle
Research Dept. QMC	
-----	-----
Name: Firaga	Name: Dark Fire
MP: 32	MP: 8
Base Strength: 11	Base Strength: 9
3 Hits, Fire Elemental	1 Hit, Fire Elemental, Inflict Poison
Location(s): 1. Buy at	and Silence
Research Dept. QMC +	Location(s): 1. Materia Fusion
-----	-----
Name: Dark Fira	Name: Dark Firaga
MP: 20	MP: 38
Base Strength: 10	Base Strength: 11
2 Hits, Fire Elemental, Inflict Poison	3 Hits, Fire Elemental, Inflict Poison
and Silence	and Silence
Location(s): 1. Materia Fusion	Location(s): 1. Materia Fusion
-----	-----
Name: Hell Firaga	Name: Triple Fire
MP: 52	MP: 68
Base Strength: 12	Base Strength: 18
3 Hits, Fire Elemental, Inflict Poison,	3 Hits, Fire Elemental

Silence, Stop and Sudden Death	Location(s): 1. Materia Fusion
Location(s): 1. Buy at Wutai Secret Shop	

Name: Blizzard	Name: Blizzara
MP: 6	MP: 14
Base Strength: 11	Base Strength: 17
1 Hit, Ice Elemental, Inflict Stun	1 Hit, Ice Elemental, Inflict Stun
Location(s): 1. Buy at	Location(s): 1. Buy at The Happy Turtle
Research Dept. QMC +	

Name: Blizzaga	Name: Dark Blizzard
MP: 32	MP: 8
Base Strength: 26	Base Strength: 11
1 Hit, Ice Elemental, Inflict Stun	1 Hit, Ice Elemental, Inflict Stun,
Location(s): 1. Buy at	Poison and Silence
Research Dept. QMC +	Location(s): 1. Materia Fusion

Name: Dark Blizzara	Name: Dark Blizzaga
MP: 20	MP: 20
Base Strength: 17	Base Strength: 17
1 Hit, Ice Elemental, Inflict Stun,	1 Hit, Ice Elemental, Inflict Stun,
Poison and Silence	Poison and Silence
Location(s): 1. Materia Fusion	Location(s): 1. Materia Fusion

Name: Hell Blizzaga	Name: Thunder
MP: 52	MP: 6
Base Strength: 27	Base Strength: 9
1 Hit, Ice Elemental, Inflict Stun,	1 Hit, Thunder Elemental
Poison, Silence, Stop and Sudden Death	Location(s): 1. Buy at
Location(s): 1. Buy at Wutai Secret Shop	Research Dept. QMC

Name: Thundara	Name: Thundaga
MP: 14	MP: 32
Base Strength: 14	Base Strength: 22
1 Hit, Thunder Elemental	1 Hit, Thunder Elemental
Location(s): 1. Buy at The Happy Turtle	Location(s): 1. Buy at
	Research Dept. QMC +

Name: Dark Thunder	Name: Dark Thundara
MP: 8	MP: 20
Base Strength: 9	Base Strength: 14
1 Hit, Thunder Elemental, Inflict	1 Hit, Thunder Elemental, Inflict
Poison and Silence	Poison and Silence
Location(s): 1. Materia Fusion	Location(s): 1. Materia Fusion

Name: Dark Thundaga	Name: Hell Thundaga
MP: 38	MP: 52
Base Strength: 22	Base Strength: 23
1 Hit, Thundaga Elemental, Inflict	1 Hit, Thunder Elemental, Inflict
Poison and Silence	Poison and Silence
Location(s): 1. Materia Fusion	Location(s): 1. Buy at Wutai Secret Shop

Name: Tri-Thundaga	Name: Drain
MP: 64	MP: 16
Base Strength: 20	Base Strength: 2
3 Hits, Thunder Elemental, Inflict	1 Hit, Absorbs enemy's HP
Poison, Silence, Stop and Sudden Death	Location(s): 1. Buy at Sector 8 -
Location(s): 1. Materia Fusion	Materia Shop

Name: Drainra	Name: Drainga

MP: 30	MP: 55
Base Strength: 4	Base Strength: 6
1 Hit, Absorbs enemy's HP	1 Hit, Drains enemy's HP
Location(s): 1. Drop/Steal(Normal) from Experiment 199	Location(s): 1. Buy at Gongaga Trading
2. Steal(Normal) from Genesis Blader	
3. Mission 5-1-6 or 8-4-4	
4. Materia Fusion	
-----	-----
Name: Osmose	Name: Osmoga
MP: ---	MP: ---
Base Strength: 1	Base Strength: 2
1 Hit, Absorbs enemy's MP	1 Hit, Absorbs enemy's MP
Location(s): 1. Buy at Sector 8 - Materia Shop	Location(s): 1. Steal(Rare) from Genesis Baldor
	2. Gongaga Reactor, defeat Griffon
	3. Mission 3-3-3, 9-1-5, 9-5-4, 9-6-1
	4. Materia Fusion
-----	-----
Name: Gravity	Name: Graviga
MP: 22	MP: 40
Base Strength: 25% of enemy's Max HP	Base Strength: 50% of enemy's Max HP
1 Hit	1 Hit
Location(s): 1. Drop from Genesis Deleter	Location(s): 1. Buy at Bone Village Commerce
2. Mission 9-3-3, 4-2-5	
3. Materia from Researcher in Chapter 3	
4. Sniper Mini Game Reward, Chapter 10	
-----	-----
Name: Quake	Name: Electrocute
MP: 58	MP: 72
Base Strength: 27	Base Strength: 40
~2 Hits, Misses Flying enemies	x Hits, Surrounding enemies
Location(s): 1. Buy at Wutai Secret Shop	Location(s): 1. Steal(Rare) from Garuda
	2. Mission 3-4-1, 8-6-3, 2-3-6, 4-5-5,
	6-6-5, 7-6-3, 9-4-6, 9-5-6
	3. Materia Fusion
-----	-----
Name: Flare	Name: Energy
MP: 77	MP: 33
Base Strength: 33	Base Strength: 19
All Enemies, NON-Elemental, Does not work with Double Magic	1 Hit, NON-Elemental, Good versus large creatures (Malboro, Tanks, Behemoths)
Location(s): 1. Materia Fusion	Location(s): 1. Steal(Rare) from Explosive
	2. Mission 1-5-3, 2-4-4, 9-2-4, 6-5-1,
	7-6-2, 9-3-3
	3. Materia Fusion
-----	-----
Name: Ultima	Name: Dispel
MP: 99	MP: 10
Base Strength: 48	Base Strength: ---
1 Hit, NON-Elemental, Does not work with Double Magic	Removes Endurance, Barrier, Magic Barrier, Regen, Critical, Physical
Location(s): 1. Steal(Rare) from Tycoon	Guard and Magical Guard
2. Mission 3-5-4, 2-5-2, 6-6-3, 6-6-5, 9-6-2, 9-6-5	Location(s): 1. Buy at The Happy Turtle
3. Materia Fusion	
-----	-----
Name: Poison	Name: Silence

MP: 2	MP: 2
Base Strength: ---	Base Strength: ---
Inflicts Poison	Inflicts Silence
Location(s): 1. Buy at Sector 5 Materia Shop	Location(s): 1. Buy at Sector 5 Materia Shop
-----	-----
Name: Stop	Name: Death
MP: 8	MP: 18
Base Strength: ---	Base Strength: ---
Inflicts Stop	Inflicts Sudden Death
Location(s): 1. Drop(Rare) from Jack 'o Lantern	Location(s): 1. Steal(Rare) from Pumpkin
2. Chest during sneaking at Chapter 6	2. Drop(Rare) from Experiment 118
3. Mission 3-2-6, 8-4-3	3. Chest during sneaking at Chapter 6
4. Materia Fusion	4. Mission 4-3-5, 7-4-1
	5. Materia Fusion
-----	-----
Name: Regen	Name: Esuna
MP: 7	MP: 12
Base Strength: ---	Base Strength: ---
Inflicts Regen	Cures any negative status effect
Location(s): 1. Buy at The Happy Turtle	Location(s): 1. Buy at The Happy Turtle
-----	-----
Name: Barrier	Name: Magic Barrier
MP: 16	MP: 16
Base Strength: ---	Base Strength: ---
Inflicts Barrier (halves Physical Dmg)	Inflicts MBarrier (halves Magic Dmg)
Location(s): 1. Buy at The Happy Turtle	Location(s): 1. Buy at The Happy Turtle
-----	-----
Name: Wall	Name: Cure
MP: 42	MP: 4
Base Strength: ---	Base Strength: 7
Inflicts Wall (halves Physical/Magical Damage)	Recovers HP
Location(s): 1. Steal(Rare) from Almighty Chive	Location(s): 1. Buy at Research Dept. QMC +
2. Clear Nibelheim Mystery #7 during Chapter 10	
3. Mission 3-5-3, 5-2-4, 1-4-5, 4-5-1, 8-6-3	
4. Materia Fusion	
-----	-----
Name: Cura	Name: Curaga
MP: 10	MP: 26
Base Strength: 16	Base Strength: 34
Recovers HP	Recovers HP
Location(s): 1. Buy at The Happy Turtle	Location(s): 1. Steal(Rare) from Razor Weed
	2. Drop(Rare) from Green Grass
	3. Steal from Angra Mainyu
	4. Drop(Rare) from Wutai Imperial Guard
	5. Magic Pot's Item Mugger (Level 1)
	6. Mission 1-3-6, 5-2-1, 6-6-5, 8-5-1, 9-4-5
	7. Materia Fusion
-----	-----
Name: Full Cure	
MP: 64	
Base Strength: ---	
Recovers HP completely (50% with Magic	

Barrier active) |
Location(s): 1. Magic Pot in Mission |
7-6-6 |
2. Steal(Rare) from Goliath in Mission |
9-6-5

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|| {MAT-3} Command Materia ||
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Name: Assault Twister |Name: Assault Twister Plus
AP: 8 |AP: 16
Base Strength: 8 |Base Strength: 12
Attacks Surrounding Enemies |Attacks Surrounding Enemies
Location(s): 1. Drop(Rare) Genesis |Location(s): 1. Drop(Rare) from Genesis
Baldor | Dominator
2. Mission 1-3-1, 2-2-1, 2-5-1, 3-2-2, |2. Mission 3-3-5, 8-5-1, 7-6-6, 9-4-1,
9-1-3 | 9-4-3
3. Materia Fusion	3. Materia Fusion

Name: Poison Turn |Name: Stop Turn
AP: 16 |AP: 16
Base Strength: 10 |Base Strength: 10
Attacks Surrounding Enemies + Poison |Attacks Surrounding Enemies + Stop
Location(s): 1. Mission 4-3-1, 9-2-1 |Location(s): 1. Mission 1-4-5, 4-5-4,
4-5-6
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Name: Death Twister |Name: Jump
AP: 20 |AP: 24
Base Strength: 12 |Base Strength: 12
Attacks Surrounding Enemies + |Attacks Enemies from above
Sudden Death |Location(s): 1. Steal(Normal) from
Location(s): 1. Mission 5-3-2, 7-6-1, | Sahagin Chief
9-2-5 |2. Mission 6-1-3, 3-2-2, 8-4-2
3. Materia Fusion	3. Materia Fusion

Name: High Jump |Name: Poison Aerial
AP: 38 |AP: 32
Base Strength: 16 |Base Strength: 13
Attacks Enemies from above |Attacks Enemies from above + Poison
Location(s): 1. Drop(Normal) from |Location(s): 1. Mission 5-3-1
Sahagin Prince |2. Materia Fusion
2. Mission 1-4-4, 6-5-6, 9-1-4, 2-5-5, |
6-6-5, 9-4-1 |
3. Materia Fusion |
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Name: Silence Aerial |Name: Death Jump
AP: 32 |AP: 48
Base Strength: 13 |Base Strength: 14
Attacks Enemies from Above + Silence |Attacks Enemies from above + Inflicts
Location(s): 1. Mission 2-3-3 |Sudden Death
Location(s): 1. Mission 3-4-2, 8-6-2,
9-2-5
2. Materia Fusion
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Name: Aerial Drain |Name: Power Attack
AP: 64 |AP: 4

Base Strength: 6	Base Strength: 14
Attacks Enemies from above + Drains HP	Attack + Inflict Stun
Location(s):1. Buy at Wutai Secret Shop	Location(s): 1. Steal(Rare) from Vajradhara Indra
	2. Steal(Rare) from General Tank
	3. Mission 6-4-3, 8-6-1
	4. Treasure during sneaking, Chapter 6
	5. Materia Fusion
-----	-----
Name: Vital Slash	Name: Exploder Blade
AP: 6	AP: 12
Base Strength: 24	Base Strength: 28
100% Critical Hit	Attacks with explosion
Location(s): 1. Steal(Rare) Gross Panzer	Location(s): 1. Steal(Rare) from Hippo Griff
2. Steal(Rare) from Vajradhara Carla	2. Steal(Rare) from Martial Tank
3. Complete Mystery #4 in Nibelheim	3. Mission 2-3-4, 8-5-4, 2-4-3, 3-5-4
4. Mission 8-4-4, 3-4-4	4. Materia Fusion
5. Materia Fusion	
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Name: Blast Wave	Name: Power Drain
AP: 12	AP: 16
Base Strength: 16	Base Strength: 6
Blows enemy out of the field; Works on most small enemies	Absorbs enemy's HP + Inflict Stun
Location(s): 1. Steal(Normal) from Martial Tank	Location(s): 1. Buy at Wutai Secret Shop
2. Mission 3-3-6, 7-5-5, 7-6-4	
3. Materia Fusion	
-----	-----
Name: Power Osmose	Name: Poison Sword
AP: 6	AP: 6
Base Strength: 6	Base Strength: 6
Absorbs enemy's MP + Inflict Stun	Attacks enemy + Inflicts Poison
Location(s): 1. Materia Fusion	Location(s): 1. Drop(Rare) or Steal (Normal) from Scissor Claw
	2. Mission 4-1-6, 7-4-5, 8-6-6, 9-3-2
	3. Materia Fusion
-----	-----
Name: Silence Blade	Name: Dispel Sword
AP: 6	AP: 8
Base Strength: 16	Base Strength: 16
Attacks enemy + Inflicts Silence	Attacks enemy + casts Dispel
Location(s): 1. Drop(Rare) or Steal (Normal) from Iron Claw	Location(s): 1. Steal(Rare) from Famous Moon
2. Steal(Rare) from Scissor Claw	2. Mission 4-5-3, 6-5-4, 8-6-6
3. Materia from researcher, Chapter 3	3. Cell #8 in optional part of the
4. Mission 1-5-2, 8-6-2	last area
5. Materia Fusion	4. Materia Fusion
-----	-----
Name: Drain Blade	Name: Osmose Blade
AP: 8	AP: 2
Base Strength: 4	Base Strength: 4
Attacks and absorbs enemy's HP	Attacks and absorbs enemy's MP
Location(s):1. Buy at Wutai Secret Shop	Location(s): 1. Mission 5-2-6
	2. Materia Fusion
-----	-----
Name: Stop Sword	Name: Death Sword
AP: 8	AP: 8
Base Strength: 16	Base Strength: 16

Attacks enemy + Inflict Stop	Attacks enemy + Inflicts Sudden Death
Location(s): 1. Drop(Rare) from Scissor Devil	Location(s): 1. Drop(Normal) from Scissor Devil
2. Mission 8-3-1, 8-6-6, 4-4-3, 9-1-6	2. Mission 4-4-5, 8-5-2
3. Materia Fusion	3. Materia Fusion
-----	-----
Name: Fire Blade	Name: Blizzard Blade
MP: 8	MP: 8
Base Strength: 18	Base Strength: 18
Fire Elemental attack	Ice Elemental attack
Location(s): 1. Steal(Rare) from New Moon	Location(s): 1. Steal(Rare) from Full Moon
2. Mission 3-2-2	2. Materia Fusion
3. Materia Fusion	
-----	-----
Name: Thunder Blade	Name: Fira Blade
MP: 8	MP: 16
Base Strength: 18	Base Strength: 24
Thunder Elemental attack	Fire Elemental attack
Location(s): 1. Steal(Rare) from Watery Moon	Location(s): 1. Steal(Rare) from Front Moon
2. Materia Fusion	2. Steal(Normal) from Back Moon
	3. Materia Fusion
-----	-----
Name: Blizzara Blade	Name: Thundara Blade
MP: 16	MP: 16
Base Strength: 24	Base Strength: 24
Ice Elemental attack	Thunder Elemental attack
Location(s): 1. Steal(Rare) from Autumn Moon	Location(s): 1. Steal(Rare) from Middle Moon
2. Steal(Rare) from Left Moon	2. Steal(Rare) from Right Moon
3. Materia Fusion	3. Mission 3-2-4
-----	-----
Name: Firaga Blade	Name: Blizzaga Blade
MP: 32	MP: 32
Base Strength: 32	Base Strength: 32
Fire Elemental attack	Ice Elemental attack
Location(s): 1. Buy at Wutai Secret Shop	Location(s): 1. Buy at Wutai Secret Shop
-----	-----
Name: Thundaga Blade	Name: Mug
MP: 32	AP:
Base Strength: 32	Base Strength: 24
Thunder Elemental	Attacks and steals from enemy
Location(s): 1. Buy at Wutai Secret Shop	Location(s): 1. Steal(Rare) from Lesser Demon
	2. Mission 1-1-6
	3. Treasure in Last Dungeon
	4. Materia Fusion
-----	-----
Name: Goblin Punch	Name: Iron Punch
AP: 10	AP: 10
Base Strength: 18	Base Strength: 18
Non-physical, Non-magical attack	Ignores enemy's Vitality
Location(s): 1. Steal(Rare) from Vajradhara Kumbhira	Location(s): 1. Steal(Normal) from Genesis General
2. Mission 4-5-4	2. Mission 5-3-3, 9-2-5, 3-5-2, 7-5-1
3. Prize at Waterfall Treasure game	3. Materia Fusion
-----	-----
Name: Magical Punch	Name: Hammer Punch
MP: 99	AP: 99

Base Strength: 18	Base Strength: 18
Ignores enemy's Vitality, The closer your current MP is to the max, the more damage you inflict	Ignores enemy's Vitality, The closer your current AP is to the max, the more damage you inflict
Location(s): 1. Steal(Rare) Genesis General	Location(s): 1. Steal from Vajradhara Kimnara
2. Mission 4-5-6, 5-4-2, 9-3-4, 1-5-4, 6-5-5, 7-5-5	2. Mission 9-3-1, 5-3-1
3. Materia Fusion	3. Materia Fusion

-----	-----
Name: Costly Punch	Name: Darkness
HP: 1/128 of your Max HP	HP: 1/8 of your Max HP
Base Strength: 32	Base Strength: 18
Non-physical, Non-magical attack, and ignores enemy's defense. Will do 0 damage if your HP breaks over 1.11 of the Max.	Non-physical, Non-magical attack, and ignores enemy's defense
Location(s): 1. Steal(Rare) from Mako Ifrit	Location(s): 1. Steal from Land Malboro
2. Mission 9-5-4	2. Drop(Rare) from Demon
3. Materia Fusion	3. Drop(Rare) from Horned Devil
-----	-----
4. Mission 4-4-2, 8-4-6	4. Mission 4-4-2, 8-4-6
	5. Materia Fusion

-----	-----
Name: Steal	Name: Gil Toss
Base Strength: ---	Base Strength: Damage * 5
Steals from enemy	(Materia Lvl * 150) + (Zack's Lvl * 30)
Location(s): 1. Mission 7-4-1, 8-3-6	+ (Gil / 1000)
2. Steal(Rare) from Gremlin	Location(s): 1. Steal(Rare) from Scissor Devil
3. Slum Market (Chapter 5)	2. Mission 4-4-4, 7-4-6, 8-6-3, 9-5-2, 9-5-3
-----	-----
	3. Materia Fusion

Oo*==*-==*-==*-==*Oo==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-Oo*==*-==*-==*-==*Oo

|| {MAT-4} Independent Materia ||

Oo*==*-==*-==*-==*Oo==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-==*-Oo

-----	-----
Name: HP Up	Name: HP Up+
Effect: +10% Max HP	Effect: +20% Max HP
Location(s): 1. Buy at Sector 8 - Materia Shop	Location(s): 1. Steal(Normal) from Vajradhara Indra
-----	-----
	2. Steal(Normal) from Vajradhara Carla
	3. Mission 8-4-3, 6-2-3
	4. Materia Fusion

-----	-----
Name: HP Up++	Name: MP Up
Effect: +30% Max HP	Effect: +10% Max HP
Location(s): 1. Mission 1-1-5, 2-3-2	Location(s): 1. Buy at Sector 8 - Materia Shop
2. Treasure in the Last Dungeon	
3. Materia Fusion	

-----	-----
Name: MP Up+	Name: MP Up++
Effect: +20% Max HP	Effect: +30% Max HP
Location(s): 1. Mission 6-2-6	Location(s): 1. Mission 3-2-2, 1-4-3, 7-4-2
2. Materia Fusion	2. Materia Fusion
-----	-----

Name: AP Up	Name: AP Up+
-------------	--------------

Effect: +10% Max AP	Effect: +20% Max AP
Location(s): 1. Buy at Sector 8 - Materia Shop	Location(s): 1. Drop(Rare) from Guard Fang 2. Mission 2-2-3, 4-2-2 3. Materia Fusion
-----	-----
Name: AP Up++	Name: ATK Up
Effect: +30% Max AP	Effect: Strength +1
Location(s): 1. Drop(Rare) from Bound Hunter	Location(s): 1. Buy at Sector 5 Materia Shop
2. Drop(Rare) from Dark Nation	
3. Drop(Rare) from Belzecue	
4. Mission 4-2-4, 4-5-2, 8-3-5	
5. Materia Fusion	
-----	-----
Name: ATK Up+	Name: ATK Up++
Effect: Strength +2	Effect: Strength +3
Location(s): 1. Steal(Normal) from Experiment 113	Location(s): 1. Steal(Rare) from Experiment 113
2. Steal(Rare) from Experiment 116	2. Steal(Rare) from Scissor Chitin
3. Mission 2-2-3	3. Clear 6th Nibelheim Mystery
4. Treasure in the Last Dungeon	4. Mission 3-3-1, 8-5-5 5. Materia Fusion
-----	-----
Name: VIT Up	Name: VIT Up+
Effect: Vitality +1	Effect: Vitality +2
Location(s): 1. Buy at Sector 5 Materia Shop	Location(s): 1. Mission 8-4-6 2. Materia Fusion
-----	-----
Name: VIT Up++	Name: MAG Up
Effect: Vitality +3	Effect: Magic +1
Location(s): 1. Mission 8-5-2, 1-4-1, 8-3-6	Location(s): 1. Buy at Sector 5 Materia Shop
-----	-----
Name: MAG Up+	Name: MAG Up++
Effect: Magic +2	Effect: Magic +3
Location(s): 1. Steal(Normal) from Demon	Location(s): 1. Steal(Rare) from Demon
2. Mission 8-4-5, 6-3-2	2. Steal(Rare) from Legion
3. Prize for Junon Defensive Battle	3. Mission 1-4-3, 8-3-4, 9-2-1
4. Treasure in the Last Dungeon	4. Materia Fusion
5. Materia Fusion	
-----	-----
Name: SPR Up	Name: SPR Up+
Effect: Spirit +1	Effect: Spirit +2
Location(s): 1. Buy at Sector 5 Materia Shop	Location(s): 1. Steal(Normal) from Genesis Trooper 2. Steal(Normal) from Malboro 3. Mission 2-2-5, 4-2-5 4. Materia Fusion
-----	-----
Name: SPR Up++	Name: Dash
Effect: Spirit +3	Effect: Hold Triangle to Dash instead of block. Dash = Double Speed. Dash uses 0.3 AP per second.
Location(s): 1. Steal(Rare) from Malboro	Location(s): 1. Buy at The Happy Turtle
2. Mission 8-5-3, 1-4-3, 2-3-4, 4-4-6	
3. Materia Fusion	
-----	-----
Name: Doublecast	Name: Smart Consumer
Effect: Double casts all magic (except	Effect: Enhances restorative effects of

Flare & Ultima) for 2x MP Cost.		items. Level 1 = 2x effect
Location(s): 1. Buy at Net Shop		+ .5 for every additional level.
Shade		Example: 6 Smart Consumer
		Materia at level 5 will stack up
		for total of x16.5 (the Max).
		Location(s): 1. Steal(Rare) from Very
		Hungry
		2. Mission 8-6-5, 6-5-2
		3. Materia Fusion

Name: Octaslash		Name: Rush Assault
Effect: Increases chance for this DMW		Effect: Increases chance for this DMW
to appear in battle		to appear in battle
Location(s): 1. Research Dept. QMC +		Location(s): 1. Research Dept. QMC +

Name: Air Strike		Name: Meteor Shot
Effect: Increases chance for this DMW		Effect: Increases chance for this DMW
to appear in battle		to appear in battle
Location(s): 1. Research Dept. QMC +		Location(s): 1. Research Dept. QMC +

Name: Healing Wave		Name: Lucky Star
Effect: Increases chance for this DMW		Effect: Increases chance for this DMW
to appear in battle		to appear in battle
Location(s): 1. Research Dept. QMC +		Location(s): 1. Research Dept. QMC +

Name: Apocalypse		Name: Hellfire
Effect: Increases chance for this DMW		Effect: Increases chance for this DMW
to appear in battle		to appear in battle
Location(s): 1. Buy at Net Shop Shade		Location(s): 1. Buy at Bone Village
		Commerce

Name: Mega Flare		Name: Zantetsuken
Effect: Increases chance for this DMW		Effect: Increases chance for this DMW
to appear in battle		to appear in battle
Location(s): 1. Buy at Bone Village		Location(s): 1. Buy at Bone Village
Commerce		Commerce

Name: Rebirth Flame		Name: Exa Flare
Effect: Increases chance for this DMW		Effect: Increases chance for this DMW
to appear in battle		to appear in battle
Location(s): 1. Buy at Bone Village		Location(s): 1. Buy at Bone Village
Commerce		Commerce

Name: Chocobo Stomp		Name: 1000 Needles
Effect: Increases chance for this DMW		Effect: Increases chance for this DMW
to appear in battle		to appear in battle
Location(s): 1. Buy at Junon Souvenirs		Location(s): 1. Buy at Junon Souvenirs

Name: Murderous Thrust		Name: Courage Boost!
Effect: Increases chance for this DMW		Effect: Increases chance for this DMW
to appear in battle		to appear in battle
Location(s): 1. Buy at Junon Souvenirs		Location(s): 1. Buy at Junon Souvenirs

Name: Moogle Power		Name: Item Mugger
Effect: Increases chance for this DMW		Effect: Increases chance for this DMW
to appear in battle		to appear in battle
Location(s): 1. Buy at Junon Souvenirs		Location(s): 1. Buy at Junon Souvenirs

Name: Libra:

Effect: Shows the selected Target's HP, MP and Status Effects in battle.

Location(s): 1. Buy at Research Dept. QMC

Name: Status Strike

Effect: Attacks with the Status Effects gained from other equipped Materia.
These Materia can be either Magic Materia or Technique Materia that hold the Status Effect(s).

Location(s): 1. Buy at Wutai Secret Shop

Name: Status Ward

Effect: Defends against Status Effects gained from other equipped Materia.
These Materia can be either Magic Materia or Technique Materia that hold the Status Effect(s).

Location(s): 1. Buy at Wutai Secret Shop

Name: Elemental Strike

Effect: Attacks with Elements or Status Effects gained from other equipped Materia. These Materia can be either Magic Materia or Technique Materia that hold the Status Effect(s) or Element(s).

Location(s): 1. Buy at Wutai Secret Shop

Name: Elemental Ward

Effect: Defends versus Elements or Status Effects gained from other equipped Materia. These Materia can be either Magic Materia, or Technique Materia that hold Status Effect(s) or Element(s).

Notes: The effect of Elemental Ward Materia stacks. Below is a chart with the defense per Level of the Elemental Ward Materia:

=====

Level 1	Take only 75% of the total damage from the Element/Statuses
Level 2	Take only 50% of the total damage from the Element/Statuses
Level 3	Take no damage from the Element/Statuses
Level 4	Absorbs 50% of the total amount from the Element/Statuses
Level 5+	Absorbs 100% of the total amount from the Element/Statuses

=====

Location(s): 1. Buy at Wutai Secret Shop

Name: SP Turbo Magic

Effect: This Materia spends SP to increase the damage done with the equipped magic spells. The SP spent and extra damage is calculated like so:

$$\text{SP Spent} = [\text{Materia Level} * 10 + \text{Zack's Level}]$$
$$\text{Extra Damage} = +20\% \text{ damage for every Level on this Materia.}$$

It stacks with SP Turbo Materia, SP Master Materia, or copies of itself.

Location(s): 1. Steal (Rare) from Belial
2. Mission 3-4-6, 6-5-6

Name: SP Turbo Attack

Effect: This Materia spends SP to increase the damage done by your physical attacks. The SP spent and extra damage is calculated like so:

$$\text{SP Spent} = [\text{Materia Level} * 10 + \text{Zack's Level}]$$

Shinra Building Shop (Initial Shop)	Sector 8 - Materia Shop (Clear Mission 6-2-1)	Sector 5 Materia Shop (Clear Mission 6-2-3)
=====	=====	=====
Potion 50 Gil	HP Up (M) 1000 Gil	Strength Up (M) 1000 Gil
Ether 200 Gil	MP Up (M) 1000 Gil	Vitality Up (M) 1000 Gil
Soma 200 Gil	AP Up (M) 1000 Gil	Magic Up (M) 1000 Gil
Remedy 200 Gil	Drain (M) 5000 Gil	Spirit Up (M) 1000 Gil
	Osmose (M) 4000 Gil	Poison (M) 1000 Gil
		Silence (M) 1000 Gil

Sector 6 Accessory Shop
(Clear Mission 6-2-6)

=====

Bronze Bangle 500 Gil
Bronze Armlet 500 Gil
Chocobo Armlet 500 Gil
Wrist Band 1000 Gil
Bulletproof Vest 1000 Gil
Earrings 1000 Gil
Amulet 1000 Gil

Sector 7 Shop
(Treasure in Mission 4-4-3)

=====

Flame Ring 3000 Gil
Fire Armlet 3000 Gil
Ice Ring 3000 Gil
Ice Armlet 3000 Gil
Lightning Ring 3000 Gil
Lightning Armlet 3000 Gil
Dragon Armlet 20000 Gil
Wizard Bracelet 80000 Gil
Element Blade 20000 Gil
Brigand's Gloves 10000 Gil
Mog's Amulet 10000 Gil
X-Potion 3000 Gil

Research Dept. QMC
(Gotten after G Eraser; Chapter 4)

=====

Fire (M) 1000 Gil
Blizzard (M) 1000 Gil
Thunder (M) 1000 Gil
Cure (M) 1000 Gil
Esuna (M) 3000 Gil
Libra (M) 1000 Gil
Star Pendant 3000 Gil
White Cape 3000 Gil
Headband 3000 Gil

Research Dept. QMC +
(Chest at Gongaga Village, Chapter 10)
[Note: CAN BE PERMANENTLY MISSED!]

=====

Firaga (M) 10000 Gil
Blizzaga (M) 10000 Gil
Thundaga (M) 10000 Gil
Octaslash (M) 10000 Gil
Rush Assault (M) 10000 Gil
Air Strike (M) 10000 Gil
Meteor Shots (M) 10000 Gil
Healing Wave (M) 10000 Gil
Lucky Stars (M) 10000 Gil
Hi-Potion 500 Gil

The Happy Turtle
(Treasure in Mission 4-3-6)

=====

Fira (M) 3000 Gil
Blizzara (M) 3000 Gil
Thundara (M) 3000 Gil
Cura (M) 3000 Gil
Regen (M) 5000 Gil
Barrier (M) 4000 Gil
Magic Barrier (M) 4000 Gil
Dispel (M) 5000 Gil
Dash (M) 5000 Gil

Wutai Secret Shop
(Clear Mission 4-2-6)

=====

Quake (M) 18000 Gil
Hell Firaga (M) 15000 Gil
Hell Blizzaga (M) 15000 Gil
Hell Thundaga (M) 15000 Gil
Drain Blade (M) 10000 Gil
Power Drain (M) 14000 Gil
Aerial Drain (M) 18000 Gil
Status Strike (M) 40000 Gil
Status Ward (M) 40000 Gil
Elemental Strike (M) 40000 Gil
Elemental Ward (M) 40000 Gil
Firaga Blade (M) 10000 Gil

Legend:

=====

- o Name = Name of the Enemy.
- o Class = Type of Enemy. These enemies act and look alike.
- o Level, HP, MP, Strength, Vitality, Magic, Spirit, and Luck
= These are the basic stats of the enemy.
- o Experience = Needed to Level Up. Strong enemies usually give more EXP than enemies that aren't all that strong.
- o SP = Soldier Points are used for the DMW spins, and for Materia Fusion.
- o Gil = The currency in Crisis Core. Used to buy things. You can also throw Gil with the Gil Toss Materia.
- o Elemental affinities:

 - [ABORB] = The enemy absorbs 100% of the damage. This heals the enemy.
 - [IMMUNE] = The enemy takes 0 damage from this element.
 - [HALVES] = The enemy takes 50% (half) the damage.
 - [] = The enemy takes normal damage. No special treatments.
 - [WEAK] = The enemy takes 200% (double) the damage.
- o Gravity is no element in Crisis Core. It either works, or it does not.
- o Status affinities:

 - o Enemies can be immune to a status, or have a status rating.
 - o If immune, then they're, obviously, immune.
 - o Status ratings go between 0 and 255.
 - o 0 = No Resistance, 255 = A lot of Resistance.
 - o Check the formula's in section {GEN-5.2}.
 - o Blow Away gives the resistance for the Blast Wave Materia skill.
- o Action Time = How long the enemy has to wait between it's own turns.
- o Stagger = Stagger Resistance.

 - o Stagger means that the enemy is temporarily put out of balance due to a smack from an attack. How heavy is/How long the Stagger lasts, depends on the outcome Stagger Rating of the Defender's Stagger minus Attacker's.
 - o Zack's first three normal slashes have a Stagger Rating of 2.
 - o The fourth slash has a Stagger Rating of 3.
 - o Zack's own Defensive Stagger Rating = 5
 - o Other skills and magic vary in their rating. Consult Materia List.
 - o Check the table below for the Stagger Effect Sizes:

Defender Stagger - Attack's Stagger:	Stagger Effect Size:
1 or less	Heavy
1 - 3	Light
4 - 5	Briefly
6 or higher	No Effect

- o Interrupt = If an enemy is doing an attack, you can prevent them performing it by attacking them. This only works if the enemy is not immune. An enemy is either immune to this, or not.
- o Float = Indicates if the enemy is aerial or not. Aerial enemies are never hit by the ground magic spell Quake.
- o Drops & Steal = The first number indicates the BASE chance (Example: 1/8). Then the possible items are listed for both Common and Rare.
 - o Normal Drop/Steal Chance: $(\text{Base Chance}) + (\text{Zack's Luck}/10)/256$
 - o Rare Drop Chance: $1/8 + (\text{Zack's Luck}/10)/256$
 - o Rare Steal Chance: $1/4 + (\text{Zack's Luck}/10)/256$

 Example: You're fighting a Grenade Combatant (Base Drop Chance = 1/8), and you have 255 Luck. The chance to get a normal drop would be like this:

Normal Drop Chance: $1/8 + (255/10)/256 = 22.5\%$

That's only the chance to get a drop (normal). The chance that a drop is also rare, would be a % out of the above 22.5%. Use the Rare Drop Chance Formula for this:

Rare Drop Chance: $1/8 + (255/10)/256 = 22.5\%$

$(0.225) * (0.225) = 0.05 = 5\%$

So 22.5% chance out of the initial 22.5% of a drop = 5% chance that you will get a rare drop from the enemy.

- o Locations = Self-explanatory. The locations of the enemy.
 - o Attacks = Work in progress. Will currently usually list how many attacks a certain enemy has. Later on, all attacks will be listed here.
- =====

```

.=====
|Name: Sentry |                               | Class: Shinra Soldier |
|=====|
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   3   |  210 |    2 |     3    |     2    |     1  |     1  |     3  |
|=====o=====o=====o=====o=====o=====o=====|
| EXP: 1          | SP: 1          | Gil: 0          | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [0] |
|=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 0.5 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: --- |Common: ---          |Rare: ---          |
|=====o=====o=====o=====o=====o=====o=====|
| STEAL: --- |Common: ---          |Rare: ---          |
|=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Chapter 1: Start of the game. |
  
```

```

|           | 2. Mission 1-1-1.
|=====|
| ATTACKS:
| =====
| {Tonfa}           [Physical, MP: --, Power: 20, Crit: NO, Stag: 2]
| {Quintuple Shot} [Physical, MP: --, Fixed Damage: 1, Crit: NO, Stag: 2]
| {Wait}           [Does nothing, Idle waiting count]
|=====|

```

```

.=====
|Name: Storm Trooper |                               | Class: Shinra Soldier |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
|   8   | 538 | 3   | 16        | 3         | 2      | 2       | 5     |
|=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 8          | SP: 8          | Gil: 20   | Auto-Status: ---
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [0] |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 0.7 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/32 |Common: Potion          |Rare: Potion
|=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: Potion          |Rare: Potion
|=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 1-2-1.
|              | 2. Mission 1-2-2.
|              | 3. Mission 1-2-3.
|=====|

```

```

| ATTACKS:
| =====
| {Tonfa}           [Physical, MP: --, Power: 20, Crit: NO, Stag: 2]
| {Quintuple Shot} [Physical, MP: --, Power: 3, Crit: NO, Stag: 2]
| Hand Grenade     [Physical, MP: --, Power: 25, Crit: NO, Stag: 5, Ignore Vit]
|=====|

```

```

.=====
|Name: Grenade Combatant |                               | Class: Shinra Soldier |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
|  23   | 2840 | 4   | 20        | 3         | 2      | 3       | 7     |
|=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 133          | SP: 12          | Gil: 30   | Auto-Status: ---
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [0] |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.3 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/8 |Common: Potion          |Rare: Potion x2
|=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: Potion          |Rare: Potion x2
|=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Chapter 9: Escaping from Nibelheim.
|              | 2. Mission 1-2-2.
|=====|
| ATTACKS:
|=====|

```

```

| =====
| {Tonfa} [Physical, MP: --, Power: 20, Crit: NO, Stag: 2]
| {Quintuple Shot} [Physical, MP: --, Power: 3, Crit: NO, Stag: 2]
| Hand Grenade [Physical, MP: --, Power: 25, Crit: NO, Stag: 5, Ignore Vit]
| Potion [HP Recovery, 31.25% of Max HP, Max = 9999]
| =====

```

```

.=====
| Name: Chief Petty Officer | Class: Shinra Soldier
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck:
| 26 | 3759 | 6 | 21 | 2 | 2 | 4 | 9
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 48 | SP: 12 | Gil: 30 | Auto-Status: ---
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop:
| [ ] | [ ] | [ ] | [ ] | [0] | [0] | [0] | [0]
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float:
| [0] | [0] | [0] | 1.3 sec. | 4 | [ ] | [NO]
|=====
| DROPS: 1/32 | Common: Potion | Rare: Potion x2
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% | Common: Potion | Rare: Potion x2
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S): | 1. Mission 1-2-3.
|=====
| ATTACKS:
| =====
| {Tonfa} [Physical, MP: --, Power: 20, Crit: NO, Stag: 2]
| {Quintuple Shot} [Physical, MP: --, Power: 3, Crit: NO, Stag: 2]
| {Simple Grenade} [Physical, MP: --, Power: 25, Crit: NO, Stag: 4]
| =====

```

```

.=====
| Name: Special Ops Officer | Class: Shinra Soldier
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck:
| 27 | 5460 | 8 | 26 | 2 | 3 | 5 | 10
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 56 | SP: 16 | Gil: 40 | Auto-Status: ---
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop:
| [ ] | [ ] | [ ] | [ ] | [0] | [0] | [0] | [0]
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float:
| [0] | [0] | [0] | 1.3 sec. | 4 | [ ] | [NO]
|=====
| DROPS: 1/32 | Common: Potion | Rare: Potion x2
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% | Common: Potion | Rare: Potion x2
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S): | 1. Mission 1-1-4.
|=====
| ATTACKS:
| =====
| {Tonfa} [Physical, MP: --, Power: 20, Crit: NO, Stag: 2]
| {Quintuple Shot} [Physical, MP: --, Power: 3, Crit: NO, Stag: 2]
| {Simple Grenade} [Physical, MP: --, Power: 35, Crit: NO, Stag: 4]
| MP Destruction Blast [Physical, 6.25% MP Damage, Crit: NO, Stag: 2]

```

| AP Destruction Blast [Physical, 6.25% AP Damage, Crit: NO, Stag: 6] |
| Hi-Potion [HP Recovery, 62.5% of Max HP, Max = 9999] |
| Remedy [Dispels: Poison, Sadness, Curse] |

'====='

.=====.
|Name: Combatant | | Class: Shinra Soldier |

|=====|

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 28 | 5928 | 10 | 30 | 2 | 3 | 6 | 10 |

|=====o=====o=====o=====o=====o=====o=====o=====|

| EXP: 63 | SP: 16 | Gil: 50 | Auto-Status: --- |

|=====o=====o=====o=====o=====o=====o=====o=====|

| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [] | [] | [] | [] | [0] | [0] | [0] | [0] |

|=====o=====o=====o=====o=====o=====o=====o=====|

| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [0] | [0] | [0] | 1 sec. | 4 | [] | [NO] |

|=====|

| DROPS: 1/32 | Common: Potion | Rare: Potion x2 |

|=====o=====o=====o=====o=====o=====o=====o=====|

| STEAL: 100% | Common: Potion | Rare: Potion x2 |

|=====o=====o=====o=====o=====o=====o=====o=====|

| LOCATION(S): | 1. Mission 1-1-5. |

|=====|

| ATTACKS: |

| ===== |

| {Tonfa} [Physical, MP: --, Power: 20, Crit: NO, Stag: 2] |

| {Quintuple Shot} [Physical, MP: --, Power: 6, Crit: NO, Stag: 2] |

| {Simple Grenade} [Physical, MP: --, Power: 35, Crit: NO, Stag: 4] |

| MP Destruction Blast [Physical, 6.25% MP Damage, Crit: NO, Stag: 2] |

| AP Destruction Blast [Physical, 6.25% AP Damage, Crit: NO, Stag: 6] |

| Dynamite [Physical, Reduces HP to 1, Crit: NO, Stag: 4] |

| Super Grenade [Physical, MP: --, Power: 50, Crit: NO, Stag: 4] |

| Poison Shot [Physical, MP: --, Power: 3, Crit: NO, Stag: 2,
| Inflicts Poison(INF)] |

| Silence Shot [Physical, MP: --, Power: 3, Crit: NO, Stag: 2,
| Inflicts Silence(INF)] |

| Stop Shot [Physical, MP: --, Power: 3, Crit: NO, Stag: 2,
| Inflicts Stop(INF; 3 sec)] |

| Solar Plexus [Physical, MP: --, 18.75% HP Damage, Crit: YES,
| Stag: NO, Inflicts Stun(75; 3 sec)] |

| Hi-Potion [HP Recovery, 62.5% of Max HP, Max = 9999] |

| Remedy [Dispels: Poison, Sadness, Curse] |

'====='

.=====.
|Name: Guard | | Class: Shinra Soldier |

|=====|

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 30 | 7180 | 12 | 34 | 2 | 4 | 8 | 13 |

|=====o=====o=====o=====o=====o=====o=====o=====|

| EXP: 93 | SP: 20 | Gil: 60 | Auto-Status: --- |

|=====o=====o=====o=====o=====o=====o=====o=====|

| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [] | [] | [] | [] | [0] | [0] | [0] | [0] |

|=====o=====o=====o=====o=====o=====o=====o=====|

| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [0] | [0] | [0] | 0.8 sec. | 4 | [] | [NO] |

|=====|


```

| DROPS: 1/32 |Common: Potion |Rare: Potion x2
|=====o=====
| STEAL: 100% |Common: Potion |Rare: Potion x2
|=====o=====
| LOCATION(S):| 1. Mission 1-1-5.
|=====
| ATTACKS:
| =====
| {Tonfa} [Physical, MP: --, Power: 20, Crit: NO, Stag: 2]
| {Quintuple Shot} [Physical, MP: --, Power: 6, Crit: NO, Stag: 2]
| {Simple Grenade} [Physical, MP: --, Power: 35, Crit: NO, Stag: 4]
| MP Destruction Blast [Physical, 6.25% MP Damage, Crit: NO, Stag: 2]
| AP Destruction Blast [Physical, 6.25% AP Damage, Crit: NO, Stag: 6]
| Dynamite [Physical, Reduces HP to 1, Crit: NO, Stag: 4]
| Super Grenade [Physical, MP: --, Power: 50, Crit: NO, Stag: 4]
| Poison Shot [Physical, MP: --, Power: 3, Crit: NO, Stag: 2,
| Inflicts Poison(INF)]
| Silence Shot [Physical, MP: --, Power: 3, Crit: NO, Stag: 2,
| Inflicts Silence(INF)]
| Stop Shot [Physical, MP: --, Power: 3, Crit: NO, Stag: 2,
| Inflicts Stop(INF; 3 sec)]
| Solar Plexus [Physical, MP: --, 18.75% HP Damage, Crit: YES,
| Stag: 2, Inflicts Stun(75; 3 sec)]
| Hi-Potion [HP Recovery, 62.5% of Max HP, Max = 9999]
| Remedy [Dispels: Poison, Sadness, Curse]
|=====

```

```

.=====
|Name: Mock Trooper B | Class: Shinra Soldier
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck:
| 80 | 92500 | 5280 | 142 | 195 | 202 | 36 | 1
|=====o=====
| EXP: 2518 | SP: 300 | Gil: 0 | Auto-Status: Wall, Regen,
| | | | Critical Hits, 0 MP
|=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop:
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE]
|=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float:
| [IMMUNE] | [IMMUNE] | [0] | 0.7 sec. | 4 | [IMMUNE] | [NO]
|=====
| DROPS: 1/8 |Common: Guard Stone |Rare: Mind Stone
|=====o=====
| STEAL: 1/256|Common: Phoenix Down |Rare: Phoenix Down
|=====o=====
| LOCATION(S):| 1. Mission 9-6-5.
|=====
| ATTACKS:
| =====
| Power Tonfa [Physical, MP: --, Power: 20, Crit: YES, Stag: 2]
| Drain Tonfa [Physical, MP: --, Power: 16, Crit: NO, Stag: 2, Absorbs HP]
|=====

```

```

.=====
|Name: Shinra Troop | Class: Shinra Soldier
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck:
| 29 | 6150 | 11 | 31 | 65 | 3 | 7 | 12
|=====o=====

```

```

| EXP: 0          | SP: 20          | Gil: 0          | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [0] | 1.3 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Epilogue. |
|=====|
| ATTACKS:
| =====
| {Tonfa} [Physical, MP: --, Power: 20, Crit: NO, Stag: 2]
| {Quintuple Shot} [Physical, MP: --, Power: 3, Crit: NO, Stag: 2]
|
| Note: During the final epilogue, the Soldier Troops have additional
| advantages in battle:
| o HP = Infinite, Immunity to Gravity, Action Time = 1 sec.
| o Can use the following additional two attacks:
| Hi-Potion [HP Recovery, 62.5% of Max HP, Max = 9999]
| {Simple Grenade} [Physical, MP: --, Power: 25, Crit: NO, Stag: 4]
|=====

```

```

.===== .=====
|Name: Corporal | | Class: Shinra Soldier |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 13 | 782 | 14 | 10 | 8 | 3 | 8 | 10 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 16 | SP: 8 | Gil: 40 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [0] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.7 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/32 |Common: Potion |Rare: Potion |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: Potion |Rare: Potion |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 1-2-1. |
| | 2. Mission 1-2-2. |
| | 3. Mission 1-2-3. |
|=====|
| ATTACKS:
| =====
| {Tonfa} [Physical, MP: --, Power: 20, Crit: NO, Stag: 2]
| {Quintuple Shot} [Physical, MP: --, Power: 3, Crit: NO, Stag: 2]
| Hi-Potion [HP Recovery, 62.5% of Max HP, Max = 9999]
| Hand Grenade [Physical, MP: --, Power: 25, Crit: NO, Stag: 5, Ignore Vit]
|=====

```

```

.===== .=====
|Name: Captain | | Class: Shinra Soldier |
|=====|

```

```

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 25 | 4980 | 16 | 23 | 13 | 4 | 10 | 11 |
|=====o=====|
| EXP: 202 | SP: 12 | Gil: 80 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [0] | [0] | [0] | [0] |
|=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [0] | [0] | [0] | 1.3 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/4 * | Common: Potion | Rare: Hi-Potion |
|=====o=====|
| STEAL: 100% | Common: Potion | Rare: Hi-Potion |
|=====o=====|
| LOCATION(S): | 1. Chapter 9: Escaping from Nibelheim. |
| | 2. Mission 1-1-2. |
|=====|
| ATTACKS: |
| ===== |
| {Tonfa} [Physical, MP: --, Power: 20, Crit: NO, Stag: 2] |
| {Quintuple Shot} [Physical, MP: --, Power: 3, Crit: NO, Stag: 2] |
| Hi-Potion [HP Recovery, 62.5% of Max HP, Max = 9999] |
| Hand Grenade [Physical, MP: --, Power: 25, Crit: NO, Stag: 5, Ignore Vit] |
| |
| Note: Captain encountered during "Chapter 9: Escaping from Nibelheim" will |
| have a Drop Rate of 1/16. |
'=====|

```

```

.===== .=====
|Name: Sergeant | Class: Shinra Soldier |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 27 | 8190 | 20 | 29 | 19 | 6 | 12 | 16 |
|=====o=====|
| EXP: 122 | SP: 16 | Gil: 80 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [0] | [0] | [0] | [0] |
|=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [0] | [0] | [0] | 1.3 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/32 | Common: Potion | Rare: Potion x2 |
|=====o=====|
| STEAL: 100% | Common: Potion | Rare: Potion x2 |
|=====o=====|
| LOCATION(S): | 1. Mission 1-1-3. |
|=====|
| ATTACKS: |
| ===== |
| {Tonfa} [Physical, MP: --, Power: 20, Crit: NO, Stag: 2] |
| {Quintuple Shot} [Physical, MP: --, Power: 3, Crit: NO, Stag: 2] |
| {Simple Grenade} [Physical, MP: --, Power: 25, Crit: NO, Stag: 4] |
'=====|

```

```

.===== .=====
|Name: Sergeant Major | Class: Shinra Soldier |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |

```

```

| 29 | 11376 | 22 | 31 | 21 | 6 | 13 | 18 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 133 | SP: 20 | Gil: 90 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [0] | [0] | [0] | [0] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [0] | [0] | [0] | 1 sec. | 4 | [ ] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/32 | Common: Potion | Rare: Hi-Potion |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% | Common: Potion | Rare: Hi-Potion |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 1-1-4. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: |
| ===== |
| {Tonfa} [Physical, MP: --, Power: 20, Crit: NO, Stag: 2] |
| {Quintuple Shot} [Physical, MP: --, Power: 3, Crit: NO, Stag: 2] |
| {Simple Grenade} [Physical, MP: --, Power: 35, Crit: NO, Stag: 4] |
| MP Destruction Blast [Physical, 12.5% MP Damage, Crit: NO, Stag: 2] |
| AP Destruction Blast [Physical, 12.5% AP Damage, Crit: NO, Stag: 6] |
| Hi-Potion [HP Recovery, 62.5% of Max HP, Max = 9999] |
| Remedy [Dispels: Poison, Sadness, Curse] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: Warrant Officer | Class: Shinra Soldier |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 30 | 14971 | 24 | 48 | 23 | 7 | 16 | 20 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 138 | SP: 20 | Gil: 100 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [0] | [0] | [0] | [0] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [0] | [0] | [0] | 1 sec. | 4 | [ ] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/32 | Common: Potion | Rare: Hi-Potion |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% | Common: Potion | Rare: Hi-Potion |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 1-1-5. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: |
| ===== |
| {Tonfa} [Physical, MP: --, Power: 20, Crit: NO, Stag: 2] |
| {Quintuple Shot} [Physical, MP: --, Power: 6, Crit: NO, Stag: 2] |
| {Simple Grenade} [Physical, MP: --, Power: 35, Crit: NO, Stag: 4] |
| MP Destruction Blast [Physical, 12.5% MP Damage, Crit: NO, Stag: 2] |
| AP Destruction Blast [Physical, 12.5% AP Damage, Crit: NO, Stag: 6] |
| Dynamite [Physical, Reduces HP to 1, Crit: NO, Stag: 4] |
| Super Grenade [Physical, MP: --, Power: 50, Crit: NO, Stag: 4] |
| Poison Shot [Physical, MP: --, Power: 3, Crit: NO, Stag: 2, |
| | Inflicts Poison(INF)] |
| Silence Shot [Physical, MP: --, Power: 3, Crit: NO, Stag: 2, |
| | Inflicts Silence(INF)] |

```

```

| Stop Shot                [Physical, MP: --, Power: 3, Crit: NO, Stag: 2,
|                           Inflicts Stop(INF; 3 sec)]
| Solar Plexus             [Physical, MP: --, 18.75% HP Damage, Crit: YES,
|                           Stag: 2, Inflicts Stun(75; 3 sec)]
| Hi-Potion                [HP Recovery, 62.5% of Max HP, Max = 9999]
| Remedy                   [Dispels: Poison, Sadness, Curse]
'=====

```

```

.=====
|Name: Ensign |                               | Class: Shinra Soldier |
|=====

```

```

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 33 | 22106 | 33 | 51 | 33 | 11 | 24 | 38 |
|=====o=====o=====o=====o=====o=====o=====o=====

```

```

| EXP: 171 | SP: 24 | Gil: 120 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====

```

```

| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [0] | [0] | [0] | [0] |
|=====o=====o=====o=====o=====o=====o=====o=====

```

```

| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [0] | [0] | [0] | 0.7 sec. | 4 | [ ] | [NO] |
|=====

```

```

| DROPS: 1/32 | Common: Potion | Rare: Hi-Potion |
|=====o=====o=====o=====o=====o=====o=====o=====

```

```

| STEAL: 100% | Common: Potion | Rare: Hi-Potion |
|=====o=====o=====o=====o=====o=====o=====o=====

```

```

| LOCATION(S): | 1. Mission 1-1-6. |
|=====

```

```

| ATTACKS:
| =====

```

```

| {Tonfa}                [Physical, MP: --, Power: 20, Crit: NO, Stag: 2]
| {Quintuple Shot}       [Physical, MP: --, Power: 6, Crit: NO, Stag: 2]
| {Simple Grenade}       [Physical, MP: --, Power: 35, Crit: NO, Stag: 4]
| MP Destruction Blast   [Physical, 12.5% MP Damage, Crit: NO, Stag: 2]
| AP Destruction Blast   [Physical, 12.5% AP Damage, Crit: NO, Stag: 6]
| Dynamite                [Physical, Reduces HP to 1, Crit: NO, Stag: 4]
| Super Grenade          [Physical, MP: --, Power: 50, Crit: NO, Stag: 4]
| Poison Shot            [Physical, MP: --, Power: 3, Crit: NO, Stag: 2,
|                           Inflicts Poison(INF)]
| Silence Shot           [Physical, MP: --, Power: 3, Crit: NO, Stag: 2,
|                           Inflicts Silence(INF)]
| Stop Shot              [Physical, MP: --, Power: 3, Crit: NO, Stag: 2,
|                           Inflicts Stop(INF; 3 sec)]
| Solar Plexus           [Physical, MP: --, 18.75% HP Damage, Crit: YES,
|                           Stag: 2, Inflicts Stun(75; 3 sec)]
| Hi-Potion              [HP Recovery, 62.5% of Max HP, Max = 9999]
| Remedy                  [Dispels: Poison, Sadness, Curse]
'=====

```

```

.=====
|Name: Captain (Epilogue) |                               | Class: Shinra Soldier |
|=====

```

```

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 31 or 32 | 8280 | 28 | 49 | 24 | 8 | 21 | 24 |
|=====o=====o=====o=====o=====o=====o=====o=====

```

```

| EXP: 0 | SP: 24 | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====

```

```

| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====

```

```

| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 2 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====|
| STEAL: --- |Common: --- |Rare: --- |
|=====o=====|
| LOCATION(S):| 1. Epilogue. |
|=====|
| ATTACKS:
| =====
| {Tonfa} [Physical, MP: --, Power: 20, Crit: NO, Stag: 2] |
| {Quintuple Shot}[Physical, MP: --, Power: 6, Crit: NO, Stag: 2] |
| Hi-Potion [HP Recovery, 62.5% of Max HP, Max = 9999] |
| Hand Grenade [Physical, MP: --, Power: 25, Crit: NO, Stag: 5, Ignore Vit]|
|
| Note: During the final epilogue, the Captain has additional advantages in
| battle:
| o HP = Infinite, Immunity to Gravity, Action Time = 1 sec.
'=====|

```

```

.===== .=====
|Name: Wutai Private | | Class: Wutai Soldier |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 3 | 178 | 9 | 6 | 11 | 3 | 3 | 1 |
|=====o=====|
| EXP: 4 | SP: 1 | Gil: 12 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [0] | [0] | [0] | [0] |
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 3 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/16 |Common: Potion |Rare: Potion |
|=====o=====|
| STEAL: 100% |Common: Potion |Rare: Potion |
|=====o=====|
| LOCATION(S):| 1. Chapter 2. |
| | 2. Mission 4-1-1. |
|=====|
| ATTACKS:
| =====
| {Diagonal Spear Slash} [Physical, MP: --, Power: 16, Crit: NO, Stag: 2] |
| {Spear Strike} [Physical, MP: --, Power: 14, Crit: YES, Stag, 2,
| Ignore Vit] |
| {Quintuple Shot} [Physical, MP: --, Power: 3, Crit: NO, Stag: 2] |
'=====|

```

```

.===== .=====
|Name: Wutai Soldier Jia | | Class: Wutai Soldier |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 14 | 691 | 10 | 14 | 13 | 5 | 4 | 9 |
|=====o=====|
| EXP: 8 | SP: 8 | Gil: 16 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [0] | [0] | [0] | [0] |

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.3 sec. | 4 | [ ] | [NO] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: 1/32 |Common: Potion |Rare: Potion |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Potion |Rare: Potion |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 4-1-3. |
| | 2. Mission 4-1-4. |
| | 3. Mission 4-3-1. |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| ATTACKS:
| =====
| {Diagonal Spear Slash} [Physical, MP: --, Power: 16, Crit: NO, Stag: 2]
| {Spear Strike} [Physical, MP: --, Power: 14, Crit: YES, Stag, 2,
| Ignore Vit]
| {Quintuple Shot} [Physical, MP: --, Power: 3, Crit: NO, Stag: 2]
'=====o=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

.=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
|Name: Wutai Soldier Yi | | Class: Wutai Soldier |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 16 | 1272 | 14 | 15 | 14 | 6 | 5 | 16 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 44 | SP: 12 | Gil: 20 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [0] | [0] | [0] | [30] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 2.7 sec. | 4 | [ ] | [NO] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: 1/21 |Common: Potion |Rare: Potion |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Potion |Rare: Potion |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 4-1-3. |
| | 2. Mission 4-1-4. |
| | 3. Mission 4-3-1. |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| ATTACKS:
| =====
| {Diagonal Spear Slash} [Physical, MP: --, Power: 16, Crit: NO, Stag: 2]
| {Quintuple Shot} [Physical, MP: --, Power: 3, Crit: NO, Stag: 2]
'=====o=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

.=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
|Name: Wutai Soldier Bing | | Class: Wutai Soldier |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 18 | 2227 | 16 | 17 | 14 | 8 | 7 | 22 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 104 | SP: 12 | Gil: 24 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [0] | [0] | [0] | [50] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |

```

```

| [0] | [0] | [0] | 1.3 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/21 |Common: Potion |Rare: Potion x2 |
|=====o=====|
| STEAL: 100% |Common: Potion |Rare: Potion x2 |
|=====o=====|
| LOCATION(S):| 1. Mission 4-1-6. |
| | 2. Mission 4-2-1. |
| | 3. Mission 4-2-2. |
|=====|
| ATTACKS:
| =====
| {Diagonal Spear Slash} [Physical, MP: --, Power: 16, Crit: NO, Stag: 2] |
| {Quintuple Shot} [Physical, MP: --, Power: 3, Crit: NO, Stag: 2] |
|=====|

```

```

.=====|.=====
|Name: Wutai Soldier Ding | | Class: Wutai Soldier |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 25 | 3280 | 16 | 27 | 15 | 11 | 8 | 26 |
|=====o=====o=====o=====o=====o=====o=====|
| EXP: 143 | SP: 16 | Gil: 26 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [50] |
|=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.3 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/21 |Common: Potion |Rare: Potion x2 |
|=====o=====|
| STEAL: 100% |Common: Potion |Rare: Potion x2 |
|=====o=====|
| LOCATION(S):| 1. Mission 4-2-3. |
| | 2. Mission 4-2-4. |
|=====|
| ATTACKS:
| =====
| {Diagonal Spear Slash} [Physical, MP: --, Power: 16, Crit: NO, Stag: 2] |
| {Spear Strike} [Physical, MP: --, Power: 14, Crit: YES, Stag, 2, |
| | Ignore Vit] |
| Painful Strike Slash [Physical, MP: --, Power: 20, Crit: YES, Stag: 2, |
| | Ignore Vit] |
|=====|

```

```

.=====|.=====
|Name: Wutai Soldier Wu | | Class: Wutai Soldier |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 37 | 4375 | 19 | 71 | 16 | 14 | 11 | 29 |
|=====o=====o=====o=====o=====o=====o=====|
| EXP: 311 | SP: 20 | Gil: 28 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [200] |
|=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [100] | [0] | [0] | 0.8 sec. | 4 | [ ] | [NO] |
|=====|

```



```

| DROPS: 1/21 |Common: Potion                |Rare: Potion x2                |
|=====o=====|
| STEAL: 100% |Common: Potion                |Rare: Potion x2                |
|=====o=====|
| LOCATION(S):| 1. Mission 4-4-4.            |
|              | 2. Mission 4-4-5.            |
|              | 3. Mission 4-4-6.            |
|=====|
| ATTACKS:
| =====
| {Diagonal Spear Slash} [Physical, MP: --, Power: 16, Crit: NO, Stag: 2]
| Tranquilizer           [Physical, MP: --, Power: 3, Crit: NO, Stag: 2,
|                          Inflicts Stop(INF; 3 sec)]
|=====

```

```

.=====
|Name: Wutai Soldier Ji |                               | Class: Wutai Soldier |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 42 | 10305 | 23 | 74 | 17 | 14 | 13 | 31 |
|=====o=====|
| EXP: 383 | SP: 24 | Gil: 30 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [250] |
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [150] | [0] | [0] | 0.8 sec. | 4 | [ ] | [NO] |
|=====

```

```

| DROPS: 1/21 |Common: Potion                |Rare: Potion x2                |
|=====o=====|
| STEAL: 100% |Common: Potion                |Rare: Potion x2                |
|=====o=====|
| LOCATION(S):| 1. Mission 4-5-1.            |
|              | 2. Mission 4-5-2.            |
|              | 3. Mission 4-5-3.            |
|=====|
| ATTACKS:
| =====
| {Diagonal Spear Slash} [Physical, MP: --, Power: 16, Crit: NO, Stag: 2]
| Life Stopping Slash    [Physical, MP: --, Power: 14, Crit: 100%, Stag: 2,
|                          Ignore Vit]
| Impact Shot           [Physical, MP: --, Power: 3, Crit: NO, Stag: 2,
|                          Inflicts Stun(INF; 2 sec)]
|=====

```

```

.=====
|Name: Wutai Soldier Geng |                               | Class: Wutai Soldier |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 48 | 19570 | 33 | 101 | 21 | 16 | 19 | 1 |
|=====o=====|
| EXP: 476 | SP: 28 | Gil: 34 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [IMMUNE] |
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [200] | [0] | [0] | 0.7 sec. | 4 | [ ] | [NO] |
|=====

```

```

| DROPS: 1/21 |Common: Potion                |Rare: Potion x2                |
|=====o=====|
| STEAL: 100% |Common: Potion                |Rare: Potion x2                |
|=====o=====|
| LOCATION(S):| 1. Mission 4-5-1.            |
|              | 2. Mission 4-5-2.            |
|              | 3. Mission 4-5-3.            |
|=====|
| ATTACKS:
| =====
| {Diagonal Spear Slash} [Physical, MP: --, Power: 16, Crit: NO, Stag: 2]
| Breaking Strike Slash [Physical, MP: --, Power: 20, Crit: YES, Stag: 3,
|                          Ignore Vit]
| Death Shot             [Physical, MP: --, Power: 3, Crit: NO, Stag: 2,
|                          Inflicts Death(INF)]
|=====

```

```

.=====|.=====
|Name: Wutai Soldier Xin | | Class: Wutai Soldier |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 60 | 20350 | 34 | 122 | 22 | 16 | 21 | 1 |
|=====o=====|
| EXP: 712 | SP: 32 | Gil: 40 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] |[IMMUNE]|
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [200] | [0] | [0] | 0.7 sec. | 4 | [ ] | [NO] |
|=====|

```

```

| DROPS: 1/21 |Common: Potion                |Rare: Potion x2                |
|=====o=====|
| STEAL: 100% |Common: Potion                |Rare: Potion x2                |
|=====o=====|
| LOCATION(S):| 1. Mission 7-6-1.            |
|              | 2. Mission 7-6-3.            |
|=====|
| ATTACKS:
| =====
| {Diagonal Spear Slash} [Physical, MP: --, Power: 16, Crit: NO, Stag: 2]
| Heart Break Slash      [Physical, MP: --, Power: 16, Crit: YES, Stag: 2,
|                          Ignore Vit, Lowers Limit Gauge by 1]
|=====

```

```

.=====|.=====
|Name: Mock Soldier C | | Class: Wutai Soldier |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 80 | 92500 | 2384 | 142 | 93 | 202 | 133 | 1 |
|=====o=====|
| EXP: 2524 | SP: 348 | Gil: 40 | Auto-Status: Endure, Regen,
|              | | | |Criticals, 0 MP Cost |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [200] | [0] | [0] | 0.7 sec. | 4 | [ ] | [NO] |
|=====|

```

```

| DROPS: 1/32 |Common: Power Stone          |Rare: Mind Stone          |
|=====o=====|
| STEAL: 100% |Common: Luck Stone          |Rare: Magic Master        |
|=====o=====|
| LOCATION(S):| 1. Mission 7-6-1.         |
|              | 2. Mission 7-6-3.         |
|=====|
| ATTACKS:
| =====
| Power Shot [Physical, MP: --, Power: 6, Crit: YES, Stag: 2]
| Heartbreak [Physical, MP: --, Power: 3, Crit: YES, Stag: 2,
|             MP/AP/SP Damage]
|=====

```

```

.=====
|Name: Wutai Sergeant |          | Class: Wutai Officer |
|=====|
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   4   | 575 |  12 |    12    |    11    |    3   |    3   |    3   |
|=====o=====|
| EXP: 10      | SP: 8          | Gil: 24   | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [[IMMUNE] | [[IMMUNE] | [0] | [0] |
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.3 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/16 |Common: Potion          |Rare: Hi-Potion          |
|=====o=====|
| STEAL: 100% |Common: Potion          |Rare: Hi-Potion          |
|=====o=====|
| LOCATION(S):| 1. Chapter 2.           |
|              | 2. Mission 4-1-1.       |
|=====|
| ATTACKS:
| =====
| {Diagonal Spear Slash} [Physical, MP: --, Power: 16, Crit: NO, Stag: 2]
| {Quintuple Shot}      [Physical, MP: --, Power: 3, Crit: NO, Stag: 2]
| {Spear Strike}        [Physical, MP: --, Power: 14, Crit: YES, Stag, 2,
|                        Ignore Vit]
| {Wait}                 [Waits for one turn]
|=====

```

```

.=====
|Name: Wutai Staff Sergeant |          | Class: Wutai Officer |
|=====|
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   19  | 3350 |  14 |    21    |    13    |    6   |    4   |   14  |
|=====o=====|
| EXP: 63      | SP: 28          | Gil: 30   | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [[IMMUNE] | [[IMMUNE] | [0] | [100] |
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.3 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/8 |Common: Potion          |Rare: Fire (M)          |
|=====o=====|

```

```

| STEAL: 100% |Common: Potion |Rare: Hi-Potion |
|=====O=====|
| LOCATION(S):| 1. Mission 4-1-3. |
| | 2. Mission 4-1-4. |
| | 3. Mission 4-3-3. |
|=====|
| ATTACKS:
| =====
| {Diagonal Spear Slash} [Physical, MP: --, Power: 16, Crit: NO, Stag: 2]
| {Quintuple Shot} [Physical, MP: --, Power: 3, Crit: NO, Stag: 2]
| {Spear Strike} [Physical, MP: --, Power: 14, Crit: YES, Stag, 2,
| Ignore Vit]
|=====

```

```

.===== .=====
|Name: Wutai Corporal | | Class: Wutai Officer |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 24 | 4280 | 15 | 25 | 14 | 7 | 6 | 18 |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 172 | SP: 32 | Gil: 44 | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [[IMMUNE]] |[[IMMUNE]] | [0] | [120] |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 2 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/8 |Common: Potion |Rare: Blizzard (M) |
|=====O=====|
| STEAL: 100% |Common: Potion |Rare: Hi-Potion |
|=====O=====|
| LOCATION(S):| 1. Mission 4-1-5. |
|=====|
| ATTACKS:
| =====
| {Diagonal Spear Slash} [Physical, MP: --, Power: 16, Crit: NO, Stag: 2]
| {Quintuple Shot} [Physical, MP: --, Power: 3, Crit: NO, Stag: 2]
| {Spear Strike} [Physical, MP: --, Power: 14, Crit: YES, Stag, 2,
| Ignore Vit]
|=====

```

```

.===== .=====
|Name: Wutai Sergeant Major | | Class: Wutai Officer |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 26 | 4258 | 16 | 28 | 15 | 10 | 7 | 23 |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 205 | SP: 32 | Gil: 48 | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [[IMMUNE]] |[[IMMUNE]] | [0] | [150] |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.3 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/8 |Common: Potion |Rare: Thunder (M) |
|=====O=====|
| STEAL: 100% |Common: Potion |Rare: HP Mako Stone |
|=====O=====|

```

| LOCATION(S):| 1. Mission 4-1-6.
| | 2. Mission 4-2-1.

=====

| ATTACKS:
| =====

| {Diagonal Spear Slash} [Physical, MP: --, Power: 16, Crit: NO, Stag: 2]
| Impact Shot [Physical, MP: --, Power: 3, Crit: NO, Stag: 2,
| | Inflicts Stun(INF; 2 sec)]
| Painful Strike Slash [Physical, MP: --, Power: 20, Crit: YES, Stag: 2,
| | Ignore Vit]

'=====

.=====.

| Name: Wutai Captain | | Class: Wutai Officer |

=====

Level:	HP:	MP:	Strength:	Vitality:	Magic:	Spirit:	Luck:
34	4654	17	38	16	12	9	27

=====

| EXP: 242 | SP: 36 | Gil: 56 | Auto-Status: ---

=====

Fire:	Ice:	Lightning:	Gravity:	Poison:	Silence:	Stun:	Stop:
[]	[]	[]	[]	[IMMUNE]	[IMMUNE]	[0]	[250]

=====

Death:	Blow Away:	Zantetsuken:	Action Time:	Stagger:	Interrupt:	Float:
[50]	[0]	[0]	1 sec.	4	[]	[NO]

=====

| DROPS: 1/16 | Common: Potion | Rare: Cura (M)

=====

| STEAL: 100% | Common: Potion | Rare: Hi-Potion

=====

| LOCATION(S):| 1. Mission 4-2-4.
| | 2. Mission 4-2-5.
| | 3. Mission 4-2-6.

=====

| ATTACKS:
| =====

| 3 Attacks.

'=====

.=====.

| Name: Wutai War Chief | | Class: Wutai Officer |

=====

Level:	HP:	MP:	Strength:	Vitality:	Magic:	Spirit:	Luck:
55	21053	24	103	18	14	15	3

=====

| EXP: 575 | SP: 40 | Gil: 60 | Auto-Status: ---

=====

Fire:	Ice:	Lightning:	Gravity:	Poison:	Silence:	Stun:	Stop:
[]	[]	[]	[]	[IMMUNE]	[IMMUNE]	[0]	[IMMUNE]

=====

Death:	Blow Away:	Zantetsuken:	Action Time:	Stagger:	Interrupt:	Float:
[IMMUNE]	[0]	[0]	0.3 sec.	4	[]	[NO]

=====

| DROPS: 1/16 | Common: Potion | Rare: Firaga (M)

=====

| STEAL: 100% | Common: Potion | Rare: Hi-Potion

=====

| LOCATION(S):| 1. Mission 4-5-1.
| | 2. Mission 4-5-2.

=====

```
| ATTACKS:
| =====
| 3 Attacks.
|=====
```

```
.=====
|Name: Wutai Colonel | Class: Wutai Officer |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 59 | 29330 | 29 | 121 | 20 | 15 | 17 | 3 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 724 | SP: 48 | Gil: 80 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] |[IMMUNE] |[IMMUNE] | [0] |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 0.3 sec. | 4 | [ ] | [NO] |
|=====
| DROPS: 1/16 |Common: Potion |Rare: Thundaga (M) |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Potion |Rare: Hi-Potion |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 4-5-2. |
|=====
| ATTACKS:
| =====
| 3 Attacks.
|=====
```

```
.=====
|Name: Wutai Imperial Guard | Class: Wutai Officer |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 70 | 48520 | 36 | 153 | 24 | 17 | 23 | 3 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 907 | SP: 52 | Gil: 100 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] |[IMMUNE] |[IMMUNE] | [0] |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 0.2 sec. | 4 | [ ] | [NO] |
|=====
| DROPS: 1/16 |Common: Potion |Rare: Curaga (M) |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Potion |Rare: Hi-Potion |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 7-6-1. |
| | 2. Mission 7-6-3. |
|=====
| ATTACKS:
| =====
| 3 Attacks.
|=====
```

```
.=====
|Name: Crescent Unit Lux | Class: Crescent Unit |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
```

```

|   7   | 1055 |   20   |   13   |   11   |   3   |   3   |   23   |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 16      | SP: 16      |          | Gil: 55  | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE] | [IMMUNE] | [0] | [0] |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
| [IMMUNE]| [0] | [0] | 1.2 sec. | 4 | [ ] | [NO] |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| DROPS: 1/8 | Common: Elixir          | Rare: Elixir |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| STEAL: 100% | Common: Potion          | Rare: Potion |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| LOCATION(S):| 1. [Semi-Boss] Chapter 2. |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| ATTACKS:
| =====
| 3 Attacks.
'=====

```

```

.=====
Name: Crescent Unit Novus | Class: Crescent Unit |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 24 | 4870 | 322 | 29 | 14 | 18 | 4 | 23 |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 74      | SP: 36      |          | Gil: 95  | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE] | [IMMUNE] | [30] | [IMMUNE]|
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
| [IMMUNE]| [0] | [0] | 1.2 sec. | 4 | [ ] | [NO] |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| DROPS: 1/8 | Common: Potion          | Rare: Soma |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| STEAL: 1/2 | Common: Potion          | Rare: Fire Blade (M) |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| LOCATION(S):| 1. Mission 4-3-1.
|                | 2. Mission 4-3-2.
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| ATTACKS:
| =====
| 3 Attacks.
'=====

```

```

.=====
Name: Crescent Unit Plenum | Class: Crescent Unit |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 26 | 5860 | 480 | 31 | 15 | 40 | 5 | 23 |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 199      | SP: 48      |          | Gil: 57  | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE] | [IMMUNE] | [50] | [IMMUNE]|
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
| [IMMUNE]| [0] | [0] | 1.2 sec. | 4 | [ ] | [NO] |
|=====O=====O=====O=====O=====O=====O=====O=====O=====O=====|

```

```

=====
| DROPS: 1/8 |Common: Potion |Rare: Soma |
|=====o=====
| STEAL: 1/2 |Common: Potion |Rare: Blizzard Blade (M) |
|=====o=====
| LOCATION(S):| 1. Mission 4-3-3. |
| | 2. Mission 4-3-4. |
| | 3. Mission 4-3-5. |
|=====
| ATTACKS:
| =====
| 3 Attacks.
|=====

```

```

.===== .=====
|Name: Crescent Unit Autumnus | Class: Crescent Unit |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 61 | 8980 | 666 | 72 | 22 | 78 | 19 | 23 |
|=====o=====o=====o=====o=====o=====
| EXP: 499 | SP: 92 | Gil: 185 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [[IMMUNE]] |[[IMMUNE]] | [160] |[[IMMUNE]] |
|=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[[IMMUNE]]| [200] | [0] | 0.8 sec. | 4 | [ ] | [NO] |
|=====
| DROPS: 1/8 |Common: Potion |Rare: Soma |
|=====o=====
| STEAL: 1/2 |Common: Potion |Rare: Blizzara Blade (M) |
|=====o=====
| LOCATION(S):| 1. Mission 4-4-1. |
| | 2. Mission 4-4-2. |
| | 3. Mission 4-4-3. |
|=====
| ATTACKS:
| =====
| 5 Attacks.
|=====

```

```

.===== .=====
|Name: Crescent Unit Argentum | Class: Crescent Unit |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 63 | 28400 | 721 | 72 | 24 | 97 | 20 | 23 |
|=====o=====o=====o=====o=====o=====
| EXP: 712 | SP: 100 | Gil: 196 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [[IMMUNE]] |[[IMMUNE]] | [200] |[[IMMUNE]] |
|=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[[IMMUNE]]| [250] | [0] | 0.3 sec. | 4 | [ ] | [NO] |
|=====
| DROPS: 1/8 |Common: Potion |Rare: Soma |
|=====o=====
| STEAL: 1/2 |Common: AP Stone |Rare: Firaga Blade (M) |
|=====o=====
| LOCATION(S):| 1. Mission 4-5-3. |
|=====

```


| | 2. Mission 4-5-4. |
| | 3. Mission 4-5-5. |

=====|
| ATTACKS: |

| ===== |

| 5 Attacks. |

=====| .=====|
|Name: Crescent Unit Aurum | | Class: Crescent Unit |

=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 65 | 29500 | 783 | 101 | 25 | 99 | 22 | 23 |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 820 | SP: 108 | Gil: 217 | Auto-Status: --- |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [] | [] | [] | [] | [IMMUNE] | [IMMUNE] | [250] | [IMMUNE] |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [250] | [0] | 0.3 sec. | 4 | [] | [NO] |

=====|
| DROPS: 1/8 | Common: Potion | Rare: Soma |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/2 | Common: Potion | Rare: Blizzaga Blade (M) |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 4-5-3. |

=====|
| ATTACKS: |

| ===== |

| 5 Attacks. |

=====| .=====|
|Name: Crescent Unit Ventus | | Class: Crescent Unit |

=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 68 | 33340 | 863 | 113 | 27 | 102 | 22 | 23 |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 884 | SP: 116 | Gil: 226 | Auto-Status: --- |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [] | [] | [] | [] | [IMMUNE] | [IMMUNE] | [250] | [IMMUNE] |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [250] | [0] | 0.3 sec. | 4 | [] | [NO] |

=====|
| DROPS: 1/8 | Common: Potion | Rare: Soma |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/2 | Common: Potion | Rare: Thundaga Blade (M) |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 4-5-4. |

=====|
| ATTACKS: |

| ===== |

| 5 Attacks. |

=====| .=====|
|Name: Crescent Unit Nomen | | Class: Crescent Unit |

```
=====
| Level: |  HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   72  | 38860 |   894 |   122    |    29    |   113 |    24  |   23  |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| EXP: 1022   | SP: 120           | Gil: 221 | Auto-Status: --- |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
|  [ ]  | [ ]  |  [ ]    |  [ ]   |[IMMUNE] |[IMMUNE] | [250] |[IMMUNE]|
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [250]  |    [0]   | 0.2 sec. | 4   |    [ ]   |  [NO]  |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| DROPS: 1/8 |Common: Potion           |Rare: Soma |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| STEAL: 1/2 |Common: Potion           |Rare: Dispel Blade (M) |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| LOCATION(S):| 1. Mission 4-5-5. |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| ATTACKS:
| =====
| 5 Attacks.
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
```

```
=====
| Name: Crescent Unit Aqua | Class: Dark Crescent Unit |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| Level: |  HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   29  | 7350 |   475 |   34    |    16    |    3  |    7  |   34  |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| EXP: 227   | SP: 60           | Gil: 67 | Auto-Status: --- |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
|  [ ]  | [ ]  |  [ ]    |  [ ]   |[IMMUNE] |[IMMUNE] | [70] |[IMMUNE]|
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0]  |    [0]   | 1.2 sec. | 4   |    [ ]   |  [NO]  |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| DROPS: 1/8 |Common: Potion           |Rare: Soma |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| STEAL: 1/2 |Common: Potion           |Rare: Thunder Blade (M) |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| LOCATION(S):| 1. Mission 4-3-6. |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| ATTACKS:
| =====
| 3 Attacks.
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
```

```
=====
| Name: Crescent Unit Primus | Class: Dark Crescent Unit |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| Level: |  HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   62  | 55555 |   777 |   73    |    18    |   81  |    9  |   37  |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| EXP: 396   | SP: 68           | Gil: 72 | Auto-Status: --- |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
|  [ ]  | [ ]  |  [ ]    |  [ ]   |[IMMUNE] |[IMMUNE] | [90] |[IMMUNE]|
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|-----o-----o-----o-----o-----o-----o-----o-----o-----|
```

```

|[IMMUNE]| [100] | [0] | 0.5 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/8 |Common: Potion |Rare: Soma |
|=====O=====|
| STEAL: 1/2 |Common: Potion |Rare: Fira Blade (M) |
|=====O=====|
| LOCATION(S):| 1. Mission 4-2-6. |
|=====|
| ATTACKS:
| =====
| 5 Attacks.
|=====|

```

```

.===== .=====
|Name: G Assassin | Class: G Clone |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 6 | 720 | 55 | 8 | 13 | 10 | 22 | 8 |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 18 | SP: 24 | Gil: 58 | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [0] |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.3 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/32 |Common: Soma |Rare: Potion |
|=====O=====|
| STEAL: 100% |Common: Potion |Rare: Ether |
|=====O=====|
| LOCATION(S):| 1. Chapter 2 (appears as ???). |
| | 2. Chapter 3: Banora Village. |
| | 3. Mission 3-1-1. |
|=====|
| ATTACKS:
| =====
| 3 Attacks.
|=====|

```

```

.===== .=====
|Name: G Avenger | Class: G Clone |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 8 | 1230 | 82 | 10 | 17 | 12 | 26 | 12 |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 34 | SP: 48 | Gil: 68 | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [80] | [100] | [0] | [0] |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.8 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/32 |Common: Soma |Rare: Potion |
|=====O=====|
| STEAL: 100% |Common: Potion |Rare: Ether |
|=====O=====|
| LOCATION(S):| 1. Chapter 3: Shinra Building. |
| | 2. Mission 3-1-3. |
|=====|

```

```
|=====|
| ATTACKS:          |
| =====          |
| 5 Attacks.       |
|=====|
```

```
.===== .=====
|Name: G Assailant |             | Class: G Clone |
|=====|
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
|   12  | 2040 |  102 |    12    |     18    |    16  |    28  |   16  |
|-----o-----o-----o-----o-----o-----o-----o-----|
| EXP: 72          | SP: 60          | Gil: 77  | Auto-Status: --- |
|=====o-----o-----o-----o-----o-----o-----o-----|
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
|  [ ]  | [ ]  |   [ ]   |   [ ]   || [100]  | [100]  |  [0]  |  [0]  |
|=====o-----o-----o-----o-----o-----o-----o-----|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|  [0]  |   [0]   |   [0]   |  2.3 sec. |    4     |    [ ]  |  [NO]  |
|=====|
| DROPS: 1/32 |Common: Soma           |Rare: Potion         |
|=====o-----o-----o-----o-----o-----o-----o-----|
| STEAL: 100% |Common: MAG Mako Stone |Rare: Ether          |
|=====o-----o-----o-----o-----o-----o-----o-----|
| LOCATION(S):| 1. Chapter 3: Shinra Building. |
|               | 2. Mission 3-1-6.           |
|=====|
```

```
| ATTACKS:
| =====
| 3 Attacks.
|=====|
```

```
.===== .=====
|Name: G Commando |             | Class: G Clone |
|=====|
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
|   17  | 2448 |  221 |    13    |     20    |    11  |    32  |   20  |
|-----o-----o-----o-----o-----o-----o-----o-----|
| EXP: 106          | SP: 76          | Gil: 207 | Auto-Status: --- |
|=====o-----o-----o-----o-----o-----o-----o-----|
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
|  [ ]  | [ ]  |   [ ]   |   [ ]   || [100]  | [100]  |  [0]  |  [0]  |
|=====o-----o-----o-----o-----o-----o-----o-----|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|  [60] |   [0]   |   [0]   |  1.7 sec. |    4     |    [ ]  |  [NO]  |
|=====|
| DROPS: 1/32 |Common: Soma           |Rare: Potion         |
|=====o-----o-----o-----o-----o-----o-----o-----|
| STEAL: 100% |Common: MAG Mako Stone |Rare: Ether          |
|=====o-----o-----o-----o-----o-----o-----o-----|
| LOCATION(S):| 1. Mission 7-1-4.           |
|=====|
```

```
| ATTACKS:
| =====
| 5 Attacks.
|=====|
```

```
.===== .=====
|Name: G Valiant |             | Class: G Clone |
|=====|
```

```

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 39 | 6845 | 275 | 39 | 24 | 38 | 35 | 22 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 144 | SP: 108 | Gil: 102 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [100] | [100] | [70] | [100] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [140] | [0] | [0] | 1.5 sec. | 4 | [ ] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/32 | Common: Soma | Rare: Potion |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% | Common: MP Mako Stone | Rare: Ether |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 3-3-1. |
| | 2. Mission 3-3-2. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: |
| ===== |
| 5 Attacks. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: G Prowler | | Class: G Clone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 71 | 7675 | 385 | 96 | 26 | 77 | 37 | 27 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 729 | SP: 160 | Gil: 108 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [100] | [100] | [70] | [100] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [160] | [50] | [0] | 1.3 sec. | 4 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/32 | Common: Soma | Rare: Potion |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% | Common: SPR Mako Stone | Rare: Ether |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 3-3-1. |
| | 2. Mission 3-3-2. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: |
| ===== |
| 3 Attacks. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: G Intruder | | Class: G Clone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 84 | 27850 | 408 | 157 | 28 | 144 | 40 | 33 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 1075 | SP: 240 | Gil: 133 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [100] | [0] | 1.2 sec. | 4 | [IMMUNE] | [NO] |
|=====|
| DROPS: 1/32 |Common: Soma |Rare: AP Stone |
|=====o=====|
| STEAL: 100% |Common: Potion |Rare: Ether |
|=====o=====|
| LOCATION(S):| 1. Mission 3-5-2. |
| | 2. Mission 3-5-3. |
|=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====|

```

```

.===== .=====
|Name: G Scutatus | | Class: G Clone |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 77 | 17570 | 397 | 131 | 27 | 122 | 38 | 30 |
|=====o=====o=====o=====o=====o=====o=====|
| EXP: 416 | SP: 200 | Gil: 116 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [200] | [200] | [250] | [200] |
|=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [180] | [80] | [0] | 1.2 sec. | 4 | [ ] | [NO] |
|=====|
| DROPS: 1/32 |Common: Soma |Rare: Potion |
|=====o=====|
| STEAL: 100% |Common: SPR Mako Stone |Rare: Ether |
|=====o=====|
| LOCATION(S):| 1. Mission 7-5-3. |
| | 2. Mission 7-5-4. |
|=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====|

```

```

.===== .=====
|Name: Mock Soldier A | | Class: G Clone |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 80 | 92500 | 520 | 142 | 46 | 202 | 188 | 64 |
|=====o=====o=====o=====o=====o=====o=====|
| EXP: 1446 | SP: 972 | Gil: 78 |Auto-Status: Endure, Wall,|
| | | | |Criticals, 0 MP Cost |
|=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [[IMMUNE]] [[IMMUNE]] [[IMMUNE]] [[IMMUNE]] |
|=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.8 sec. | 4 | [IMMUNE] | [NO] |
|=====|
| DROPS: 5/32 |Common: Magic Stone |Rare: Mind Stone |
|=====o=====|
| STEAL: 100% |Common: Luck Stone |Rare: Black Cowl |
|=====o=====|

```

```

| LOCATION(S):| 1. Mission 9-6-5.
|=====
| ATTACKS:
| =====
| 2 Attacks.
|=====

```

```

.=====
|Name: G Hoplite | | Class: G Clone |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 85 | 48580 | 446 | 217 | 30 | 194 | 42 | 38 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 891 | SP: 344 | Gil: 136 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] | [150] | [0] | 1.2 sec. | 4 | [ ] | [NO] |
|=====
| DROPS: 1/32 |Common: Soma |Rare: Potion |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Mind Stone |Rare: Ether |
|=====o=====o=====o=====o=====o=====o=====o=====

```

```

| LOCATION(S):| 1. Mission 3-5-5.
| | 2. Mission 7-6-4.
|=====
| ATTACKS:
| =====
| 3 Attacks.
|=====

```

```

.=====
|Name: G Peltast | | Class: G Clone |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 87 | 52580 | 475 | 203 | 34 | 134 | 45 | 44 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1026 | SP: 488 | Gil: 182 | Auto-Status: Regen |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] | [IMMUNE] | [0] | 1 sec. | 4 | [ ] | [NO] |
|=====
| DROPS: 1/32 |Common: Soma |Rare: Potion |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Mind Stone |Rare: Ether |
|=====o=====o=====o=====o=====o=====o=====o=====

```

```

| LOCATION(S):| 1. Mission 9-4-2.
|=====
| ATTACKS:
| =====
| 3 Attacks.
|=====

```

```

.=====
|Name: G Attacker | | Class: G Soldier |
|=====

```

```

=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 15 | 1680 | 89 | 11 | 14 | 22 | 18 | 6 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 86 | SP: 40 | Gil: 46 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [0] | [IMMUNE] | [20] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [20] | [IMMUNE] | [0] | 1.3 sec. | 4 | [ ] | [NO] |
=====
| DROPS: 1/8 | Common: Potion | Rare: Amulet |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% | Common: SPR Up (M) | Rare: Soma |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S): | 1. Chapter 5: Modeo Ravine. |
| | 2. Chapter 5: Mako Excavation Facility. |
| | 3. Mission 3-2-1. |
=====
| ATTACKS:
| =====
| 3 Attacks.
'=====

```

```

=====
Name: G Trooper | Class: G Soldier
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 16 | 2030 | 121 | 12 | 17 | 31 | 21 | 8 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 98 | SP: 80 | Gil: 86 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [0] | [IMMUNE] | [20] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [40] | [0] | [0] | 1.3 sec. | 4 | [ ] | [NO] |
=====
| DROPS: 1/8 | Common: Potion | Rare: Mythril Gloves |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% | Common: SPR Up+ (M) | Rare: Mythril Gloves |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S): | 1. Chapter 6: Lower Junon. |
| | 2. Mission 3-2-3. |
=====
| ATTACKS:
| =====
| 3 Attacks.
'=====

```

```

=====
Name: G Legion | Class: G Soldier
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 18 | 3040 | 256 | 16 | 20 | 35 | 23 | 10 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 188 | SP: 92 | Gil: 93 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |

```



```

| [ ] | [ ] | [ ] | [ ] || [0] |[IMMUNE] | [20] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [80] | [0] | [0] | 1.3 sec. | 4 | [ ] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/8 |Common: Potion |Rare: Force Bracelet |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: MAG Up++ (M) |Rare: Talisman |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Chapter 8: Mt. Nibel. |
| | 2. Mission 3-2-5. |
| | 3. Mission 7-1-6. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 3 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.=====|.=====
|Name: G Veritas | | Class: G Soldier |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 52 | 6771 | 522 | 47 | 22 | 31 | 27 | 13 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 501 | SP: 108 | Gil: 122 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] |[IMMUNE] | [20] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [120] | [0] | [0] | 1 sec. | 4 | [ ] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/8 |Common: Potion |Rare: MAG Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: ATK Mako Stone |Rare: MP Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 3-3-3. |
| | 2. Mission 3-3-4. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.=====|.=====
|Name: G Spartan | | Class: G Soldier |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 65 | 8240 | 638 | 68 | 24 | 31 | 29 | 16 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 612 | SP: 148 | Gil: 135 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] |[IMMUNE] | [20] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [160] | [0] | [0] | 0.8 sec. | 4 | [ ] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/8 |Common: Potion |Rare: MAG Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

| STEAL: 100% |Common: ATK Mako Stone          |Rare: SPR Mako Stone          |
|=====O=====|
| LOCATION(S):| 1. Mission 3-3-5.                    |
|              | 2. Mission 7-3-6.                    |
|              | 3. Mission 9-1-3.                    |
|=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

.===== .=====
|Name: G Centurion |                               | Class: G Soldier |
|=====|
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   73  | 18435 | 2246 |    102   |     25   |   105 |    31  |    19  |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 1282      | SP: 164          | Gil: 156 | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|  [ ]  |  [ ]  |   [ ]   |   [ ]   || [IMMUNE] | [IMMUNE] | [20]  | [IMMUNE]|
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [250] |   [0]   |   [0]   | 0.7 sec. |    4   |   [ ]   |  [NO]  |
|=====|
| DROPS: 1/8 |Common: Potion          |Rare: MAG Mako Stone          |
|=====O=====|
| STEAL: 100% |Common: MAG Mako Stone  |Rare: SPR Mako Stone          |
|=====O=====|
| LOCATION(S):| 1. Mission 3-4-5.                    |
|              | 2. Mission 3-5-1.                    |
|=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

.===== .=====
|Name: G Diver |                               | Class: G Diver |
|=====|
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   17  | 3440 |   97 |    16   |     21   |   31  |    33  |    20  |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 136      | SP: 88          | Gil: 122 | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|  [ ]  |  [ ]  |   [ ]   |   [ ]   ||   [0]   |   [0]   |   [0]  |   [0]  |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [120] | [60]  |   [0]   | 1.7 sec. |    4   |   [ ]   |  [NO]  |
|=====|
| DROPS: 1/4 |Common: Hi-Potion      |Rare: Blizzard (M)           |
|=====O=====|
| STEAL: 100% |Common: SPR Mako Stone  |Rare: SPR Mako Stone          |
|=====O=====|
| LOCATION(S):| 1. Chapter 6: Costa Del Sol Beach.   |
|              | 2. Mission 8-4-4.                    |
|=====|
| ATTACKS:
| =====

```

| 3 Attacks.

=====

.=====.

Name: G Marine | Class: G Diver |

=====

Level:	HP:	MP:	Strength:	Vitality:	Magic:	Spirit:	Luck:
34	8350	106	27	28	36	42	22

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

EXP: 224 | SP: 100 | Gil: 131 | Auto-Status: Regen |

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

Fire:	Ice:	Lightning:	Gravity:	Poison:	Silence:	Stun:	Stop:
[]	[]	[]	[]	[60]	[0]	[0]	[0]

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

Death:	Blow Away:	Zantetsuken:	Action Time:	Stagger:	Interrupt:	Float:
[120]	[80]	[0]	0.3 sec.	4	[]	[NO]

=====

DROPS: 1/4 | Common: Shinra Alpha | Rare: Blizzara (M) |

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

STEAL: 100% | Common: ATK Mako Stone | Rare: MAG Mako Stone |

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

LOCATION(S): | 1. Mission 10-3-1. |

=====

ATTACKS:

| =====

| 3 Attacks.

=====

.=====.

Name: G Eraser | Class: G Eraser |

=====

Level:	HP:	MP:	Strength:	Vitality:	Magic:	Spirit:	Luck:
15	8400	170	14	22	21	58	17

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

EXP: 161 | SP: 112 | Gil: 560 | Auto-Status: --- |

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

Fire:	Ice:	Lightning:	Gravity:	Poison:	Silence:	Stun:	Stop:
[]	[]	[]	[]	[0]	[0]	[20]	[IMMUNE]

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

Death:	Blow Away:	Zantetsuken:	Action Time:	Stagger:	Interrupt:	Float:
[IMMUNE]	[150]	[IMMUNE]	1.8 sec.	4	[IMMUNE]	[NO]

=====

DROPS: 100% | Common: Potion | Rare: MAG Mako Stone |

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

STEAL: 1/2 | Common: Ether | Rare: Hi-Potion |

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

LOCATION(S): | 1. Chapter 3: LOVELESS Avenue. |

| 2. Mission 3-1-3. |

| 3. Mission 7-2-1. |

=====

ATTACKS:

| =====

| 6 Attacks.

=====

.=====.

Name: G Smasher | Class: G Eraser |

=====

Level:	HP:	MP:	Strength:	Vitality:	Magic:	Spirit:	Luck:
17	8800	175	23	23	21	59	22

```

=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 375          | SP: 144          | Gil: 640 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [50] | [150] | [30] |[IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [150] | [0] | 1.3 sec. | 4 | [IMMUNE] | [NO] |
=====
| DROPS: 100% |Common: Potion          |Rare: MAG Mako Stone |
=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Drain (M)      |Rare: Diamond Gloves |
=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 5: Mako Excavation Facility. |
|              | 2. Mission 3-2-1. |
=====
| ATTACKS:
| =====
| 4 Attacks.
'=====

```

```

.=====
|Name: G Blader | | Class: G Blader |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 19 | 9780 | 381 | 24 | 25 | 26 | 58 | 23 |
=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 665          | SP: 180          | Gil: 720 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [50] | [150] | [40] |[IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [150] | [0] | 1.3 sec. | 4 | [IMMUNE] | [NO] |
=====
| DROPS: 100% |Common: Potion          |Rare: MAG Mako Stone |
=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Drainra (M)    |Rare: Osmose (M) |
=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 6: Lower Junon. |
|              | 2. Mission 3-2-2. |
=====
| ATTACKS:
| =====
| 4 Attacks.
'=====

```

```

.=====
|Name: G Slayer | | Class: G Blader |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 32 | 27590 | 462 | 31 | 29 | 29 | 66 | 43 |
=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1011          | SP: 200          | Gil: 830 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [150] | [200] | [50] |[IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [250] | [IMMUNE] | 1.3 sec. | 4 | [IMMUNE] | [NO] |

```

```
=====
| DROPS: 100% |Common: Potion                      |Rare: ATK Mako Stone          |
|=====o=====o=====
| STEAL: 1/2  |Common: Osmose (M)                      |Rare: Drainga (M)            |
|=====o=====
| LOCATION(S):| 1. Chapter 9: Gongaga.                  |
|              | 2. Mission 3-2-6.                       |
|              | 3. Mission 3-3-1.                       |
|=====
| ATTACKS:
| =====
| 6 Attacks.
|=====
```

```
.===== .=====
|Name: G Baldor |                               | Class: G Blader              |
|=====
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|   Luck: |
|   44  | 72380 |   580 |    46    |    33    |    67  |    70  |    44  |
|=====o=====o=====o=====o=====o=====o=====
| EXP: 1906      | SP: 232                | Gil: 950 | Auto-Status: ---          |
|=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|  [ ]  | [ ]  |   [ ]   |[IMMUNE] || [200]  | [250]  | [60]  |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [250]  | [IMMUNE]  |   1 sec.  |    5    | [IMMUNE] | [NO]  |
|=====
| DROPS: 100% |Common: Potion                      |Rare: Assault Twister (M)    |
|=====o=====o=====o=====o=====o=====
| STEAL: 1/2  |Common: Drainga (M)                      |Rare: Osmoga (M)            |
|=====o=====
| LOCATION(S):| 1. Mission 3-3-4.                  |
|              | 2. Mission 3-3-5.                  |
|              | 3. Mission 9-1-3.                  |
|=====
| ATTACKS:
| =====
| 7 Attacks.
|=====
```

```
.===== .=====
|Name: G Paladin |                               | Class: G Blader              |
|=====
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|   Luck: |
|   52  | 87540 |   890 |    51    |    34    |    99  |    74  |    46  |
|=====o=====o=====o=====o=====o=====o=====
| EXP: 2558      | SP: 264                | Gil: 1240 | Auto-Status: ---          |
|=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|  [ ]  | [ ]  |   [ ]   |[ ]   || [250]  | [250]  | [70]  |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [250]  |   [ ]   |   0.8 sec. |    4    | [IMMUNE] | [NO]  |
|=====
| DROPS: 100% |Common: Potion                      |Rare: ATK Mako Stone          |
|=====o=====o=====o=====o=====o=====
| STEAL: 1/2  |Common: Drainga (M)                      |Rare: Mythril                |
|=====o=====
| LOCATION(S):| 1. Mission 7-3-5.                  |
|=====
```

| 2. Mission 9-1-4.

| ATTACKS:

| 7 Attacks.

.=====.

| Name: G General | Class: G Blader |

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |

| 63 | 164430 | 2210 | 92 | 35 | 101 | 78 | 48 |

| EXP: 4004 | SP: 308 | Gil: 1560 | Auto-Status: ---

| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |

| [] | [] | [] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [80] | [IMMUNE] |

| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |

| [IMMUNE] | [250] | [IMMUNE] | 0.7 sec. | 5 | [IMMUNE] | [NO] |

| DROPS: 100% | Common: Lunar Harp | Rare: Lunar Harp |

| STEAL: 1/2 | Common: Iron Fist | Rare: Magical Punch (M) |

| LOCATION(S): | 1. Mission 3-4-3.

| | 2. Mission 3-4-4.

| ATTACKS:

| 7 Attacks.

.=====.

| Name: G Renegade | Class: G Blader |

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |

| 82 | 232400 | 3440 | 142 | 36 | 203 | 82 | 52 |

| EXP: 6029 | SP: 348 | Gil: 1660 | Auto-Status: ---

| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |

| [] | [] | [] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [90] | [IMMUNE] |

| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |

| [IMMUNE] | [IMMUNE] | [IMMUNE] | 0.2 sec. | 5 | [IMMUNE] | [NO] |

| DROPS: 100% | Common: Potion | Rare: Zeio Nut |

| STEAL: 1/2 | Common: Safety Bit | Rare: White Cape |

| LOCATION(S): | 1. Mission 3-5-6.

| | 2. Mission 9-4-1.

| ATTACKS:

| 6 Attacks.

.=====.

.=====.

```

|Name: G Warrior |                               | Class: G Warrior |
|=====|
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  15   | 8290 |  256 |    15    |    61    |   26  |   31  |   13  |
|=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 469   | SP: 144           | Gil: 98   | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ]  | [ ]  | [ ]  | [ ]  ||[[IMMUNE] |[IMMUNE] | [100] |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 0.8 sec. | 5   | [IMMUNE] | [NO] |
|=====|
| DROPS: 100% |Common: Wrist Band           |Rare: Power Wrist |
|=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/2  |Common: Venom Shock           |Rare: Mute Shock  |
|=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Chapter 4: Shinra Building. |
|              | 2. Mission 3-1-6.             |
|=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

.=====
|Name: G Battler |                               | Class: G Warrior |
|=====|
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  16   | 8300 |  472 |    18    |    62    |   27  |   33  |   22  |
|=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 577   | SP: 176           | Gil: 112  | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ]  | [ ]  | [ ]  | [ ]  ||[[IMMUNE] |[IMMUNE] | [100] |[120]|
|=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 0.8 sec. | 5   | [IMMUNE] | [NO] |
|=====|
| DROPS: 1/2  |Common: Wrist Band           |Rare: Power Wrist |
|=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: Venom Shock           |Rare: Mute Shock  |
|=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Chapter 5.
|              | 2. Mission 3-2-1.
|=====|
| ATTACKS:
| =====
| 5 Attacks.
|=====

```

```

.=====
|Name: G Deleter |                               | Class: G Warrior |
|=====|
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  27   | 16610 |  589 |    26    |    76    |   43  |   34  |   33  |
|=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 798   | SP: 188           | Gil: 130  | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |

```

```

| [ ] | [ ] | [ ] | [ ] ||[IMMUNE] |[IMMUNE] | [100] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [IMMUNE] | 0.8 sec. | 5 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 100% |Common: Gravity (M) |Rare: Gravity (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: Mute Shock |Rare: Mortal Shock |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Chapter 8: Mt. Nibel Reactor Entrance. |
| | 2. Mission 3-2-5. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 8 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: G Predator | | Class: G Warrior |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 33 | 12460 | 788 | 28 | 78 | 44 | 36 | 36 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 946 | SP: 232 | Gil: 146 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] ||[IMMUNE] |[IMMUNE] | [100] | [120] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [IMMUNE] | 0.8 sec. | 5 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/2 |Common: Wrist Band |Rare: Power Wrist |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: Mute Shock |Rare: Mortal Shock |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Chapter 9: Gongaga. |
| | 2. Mission 3-2-6. |
| | 3. Mission 3-3-1. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 9 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: G Devastator | | Class: G Warrior |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 43 | 88287 | 973 | 52 | 80 | 54 | 38 | 42 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 1478 | SP: 264 | Gil: 161 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] ||[IMMUNE] |[IMMUNE] | [140] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [IMMUNE] | 0.8 sec. | 5 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/2 |Common: Power Wrist |Rare: Hyper Wrist |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```



```

| STEAL: 100% |Common: System Shock          |Rare: Paralyzing Shock          |
|=====O=====|
| LOCATION(S):| 1. Mission 3-3-3.                    |
|              | 2. Mission 7-3-4.                    |
|=====|
| ATTACKS:
| =====
| 7 Attacks.
|=====

```

```

.=====|.=====
|Name: G Guardian |                               | Class: G Warrior |
|=====|
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   72  | 60245 | 1355 |   174   |    82    |   127  |   33   |   46   |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 4455      | SP: 288          | Gil: 173 | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
|  [ ] | [ ] |   [ ]   |   [ ]  ||[[IMMUNE] |[IMMUNE] | [140] |[IMMUNE]|
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 0.7 sec. | 5 | [IMMUNE] | [NO] |
|=====|
| DROPS: 1/2 |Common: Kaiser Knuckles          |Rare: Kaiser Knuckles          |
|=====O=====|
| STEAL: 100% |Common: System Shock          |Rare: Paralyzing Shock          |
|=====O=====|
| LOCATION(S):| 1. Mission 3-4-4.                    |
|              | 2. Mission 7-5-4.                    |
|=====|
| ATTACKS:
| =====
| 6 Attacks.
|=====

```

```

.=====|.=====
|Name: G Enforcer |                               | Class: G Warrior |
|=====|
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   82  | 112850 | 2248 |   181   |    83    |   133  |   37   |   47   |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 5644      | SP: 320          | Gil: 182 | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
|  [ ] | [ ] |   [ ]   |   [ ]  ||[[IMMUNE] |[IMMUNE] | [140] |[IMMUNE]|
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 0.7 sec. | 5 | [IMMUNE] | [NO] |
|=====|
| DROPS: 1/2 |Common: Kaiser Knuckles          |Rare: Kaiser Knuckles          |
|=====O=====|
| STEAL: 100% |Common: System Shock          |Rare: Force of Nature          |
|=====O=====|
| LOCATION(S):| 1. Mission 3-5-4.                    |
|              | 2. Mission 3-5-5.                    |
|=====|
| ATTACKS:
| =====
| 6 Attacks.
|=====

```

```

=====
Name: G Caina | Class: Makonoid |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 36 | 68460 | 885 | 49 | 16 | 21 | 144 | 38 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
EXP: 3430 | SP: 1600 | Gil: 44 | Auto-Status: MBarrier |
=====o=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
 [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
 [50] | [IMMUNE] | [0] | 2 sec. | 4 | [IMMUNE] | [NO] |
=====
DROPS: 100% | Common: Gold Armlet | Rare: Gold Armlet |
=====o=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 100% | Common: Hero Drink | Rare: Hero Drink x2 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Chapter 12: Final Dungeon. |
=====
ATTACKS:
=====
4 Attacks.
=====

```

```

=====
Name: G Antenora | Class: Makonoid |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 36 | 68460 | 885 | 49 | 16 | 21 | 144 | 38 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
EXP: 3430 | SP: 1600 | Gil: 44 | Auto-Status: Barrier |
=====o=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
 [ ] | [ ] | [ ] | [ ] | [50] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
 [IMMUNE] | [IMMUNE] | [0] | 2 sec. | 4 | [IMMUNE] | [NO] |
=====
DROPS: 100% | Common: River Chocobo Armlet | Rare: River Chocobo Armlet |
=====o=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 100% | Common: Adamantite | Rare: Adamantite x2 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Chapter 12: Final Dungeon. |
=====
ATTACKS:
=====
4 Attacks.
=====

```

```

=====
Name: G Ptolomea | Class: Makonoid |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 36 | 68460 | 885 | 49 | 16 | 21 | 144 | 38 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
EXP: 3430 | SP: 1600 | Gil: 44 | Auto-Status: Endure/Barrier |
=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [50] | [0] | 2 sec. | 4 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 100% |Common: Carbon Bangle |Rare: Carbon Bangle |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: Dark Matter |Rare: Dark Matter x2 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Chapter 12: Final Dungeon. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: G Judecca | | Class: Makonoid |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 36 | 68460 | 885 | 49 | 16 | 21 | 144 | 38 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 3430 | SP: 1600 | Gil: 44 |Auto-Status: MBarrier/Barrier |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE] | [IMMUNE] | [50] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 2 sec. | 4 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 100% |Common: Rune Armlet |Rare: Rune Armlet |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: Mythril |Rare: Mythril x2 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Chapter 12: Final Dungeon. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: G Lucifero | | Class: Makonoid |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 36 | 68460 | 885 | 49 | 16 | 21 | 144 | 38 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 3430 | SP: 1600 | Gil: 44 | Auto-Status: Endure |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE] | [IMMUNE] | [IMMUNE] | [50] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 2 sec. | 4 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 100% |Common: Pearl Necklace |Rare: Pearl Necklace |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: Fat Chocobo Feather |Rare: Fat Chocobo Feather |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

| LOCATION(S):| 1. Chapter 12: Final Dungeon. |

| ATTACKS:
| =====

| 4 Attacks.
| =====

.=====.

|Name: G Purgatorio | Class: Makonoid |

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 65 | 102850 | 4980 | 122 | 38 | 171 | 166 | 124 |

| EXP: 6672 | SP: 408 | Gil: 99 | Auto-Status: --- |

| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [] | [] | [] | [] | |[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |

| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [0] | 1.3 sec. | 4 | [IMMUNE] | [NO] |

| DROPS: 100% |Common: Power Stone |Rare: Mythril |

| STEAL: 100% |Common: Mythril |Rare: Mythril x2 |

| LOCATION(S):| 1. Mission 3-4-6.
| | 2. Mission 8-6-6.
| =====

| ATTACKS:
| =====

| 6 Attacks.
| =====

.=====.

|Name: G Fine | Class: Makonoid |

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 71 | 378500 | 5886 | 144 | 42 | 254 | 171 | 153 |

| EXP: 9039 | SP: 848 | Gil: 144 | Auto-Status: --- |

| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [] | [] | [] | [] | |[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |

| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [127] | 1 sec. | 4 | [IMMUNE] | [NO] |

| DROPS: 100% |Common: Power Stone |Rare: Power Stone |

| STEAL: 100% |Common: Dark Matter |Rare: Dark Matter x2 |

| LOCATION(S):| 1. Mission 9-4-2.
| =====

| ATTACKS:
| =====

| 5 Attacks.
| =====

.=====.

|Name: Makonoid | Class: Makonoid |

```
=====  
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |  
| 88 | 325800 | 9973 | 199 | 48 | 255 | 173 | 177 |  
|=====  
| EXP: 16994 | SP: 480 | Gil: 0 | Auto-Status: --- |  
|=====  
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |  
| [ ] | [ ] | [ ] | [ ] | [[IMMUNE]] | [[IMMUNE]] | [[IMMUNE]] | [[IMMUNE]] |  
|=====  
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |  
|[IMMUNE]] | [[IMMUNE]] | [223] | 0.7 sec. | 4 | [[IMMUNE]] | [NO] |  
|=====  
| DROPS: 100% | Common: Power Stone | Rare: Magic Stone |  
|=====  
| STEAL: 100% | Common: Power Stone | Rare: Dualcast (M) |  
|=====  
| LOCATION(S): | 1. Mission 9-5-1. |  
|=====  
| ATTACKS:  
| =====  
| 4 Attacks.  
|=====  
'
```

```
.=====  
Name: Experiment No. 121 | Class: Makonoid |  
|=====  
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |  
| 95 | 278500 | 8520 | 202 | 33 | 10 | 162 | 64 |  
|=====  
| EXP: 8756 | SP: 216 | Gil: 0 | Auto-Status: --- |  
|=====  
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |  
| [ ] | [ ] | [ ] | [ ] | [[IMMUNE]] | [[IMMUNE]] | [[IMMUNE]] | [[IMMUNE]] |  
|=====  
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |  
|[IMMUNE]] | [[IMMUNE]] | [0] | 0.7 sec. | 4 | [[IMMUNE]] | [NO] |  
|=====  
| DROPS: 100% | Common: Power Stone | Rare: Guard Stone |  
|=====  
| STEAL: 100% | Common: Magic Stone | Rare: Mind Stone |  
|=====  
| LOCATION(S): | 1. Mission 9-5-1. |  
|=====  
| ATTACKS:  
| =====  
| 14 Attacks.  
|=====  
'
```

```
.=====  
Name: Red Saucer I | Class: Red Saucer |  
|=====  
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |  
| 5 | 570 | 0 | 7 | 1 | 8 | 2 | 1 |  
|=====  
| EXP: 11 | SP: 1 | Gil: 8 | Auto-Status: MP 0 |  
|=====  
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |  
| [ ] | [ ] | [ ] | [ ] | [[IMMUNE]] | [[IMMUNE]] | [ ] | [[IMMUNE]] |  
|=====  
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
```

```

|[IMMUNE]|      [0] |      [0] |      2.3 sec. |      2 |      [ ] |      [NO] |
|=====|
| DROPS: 1/32 |Common: Potion |Rare: Potion |
|=====|
| STEAL: --- |Common: --- |Rare: --- |
|=====|
| LOCATION(S):| 1. Shinra Building. |
|              | 2. Mission 1-2-2. |
|              | 3. Mission 3-1-3. |
|=====|
| ATTACKS:
| =====
| 2 Attacks.
|=====|

```

```

.===== .=====
|Name: Red Saucer II | | Class: Red Saucer |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 17 | 3333 | 0 | 14 | 11 | 10 | 2 | 1 |
|=====|
| EXP: 56 | SP: 1 | Gil: 28 | Auto-Status: MP 0 |
|=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] |[IMMUNE] | [ ] | [IMMUNE] |
|=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1.7 sec. | 2 | [ ] | [NO] |
|=====|
| DROPS: 1/32 |Common: Potion |Rare: Potion |
|=====|
| STEAL: --- |Common: --- |Rare: --- |
|=====|
| LOCATION(S):| 1. Mission 1-3-2. |
|              | 2. Mission 1-3-3. |
|              | 3. Mission 1-3-5. |
|=====|
| ATTACKS:
| =====
| 3 Attacks.
|=====|

```

```

.===== .=====
|Name: Red Saucer III | | Class: Red Saucer |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 15 | 2220 | 0 | 12 | 9 | 10 | 2 | 1 |
|=====|
| EXP: 48 | SP: 1 | Gil: 20 | Auto-Status: MP 0 |
|=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] |[IMMUNE] | [ ] | [IMMUNE] |
|=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 2 sec. | 2 | [ ] | [NO] |
|=====|
| DROPS: 1/32 |Common: Potion |Rare: Potion |
|=====|
| STEAL: --- |Common: --- |Rare: --- |
|=====|

```

```
| LOCATION(S):| 1. Mission 7-2-2.
|=====
| ATTACKS:
| =====
| 3 Attacks.
|=====
```

```

.=====
|Name: Red Saucer IV | Class: Red Saucer |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 78 | 17250 | 0 | 99 | 20 | 10 | 2 | 1 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 461 | SP: 1 | Gil: 60 | Auto-Status: MP 0
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] |[IMMUNE] |[IMMUNE] | [ ] |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 0.7 sec. | 2 | [IMMUNE] | [NO] |
|=====
| DROPS: 1/32 |Common: Potion |Rare: Hi-Potion
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: --- |Common: --- |Rare: ---
|=====o=====o=====o=====o=====o=====o=====o=====o=====
```

```
| LOCATION(S):| 1. Mission 9-3-4.
|=====
| ATTACKS:
| =====
| 5 Attacks.
|=====
```

```

.=====
|Name: Bee Saucer I | Class: Bee Saucer |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 8 | 1020 | 0 | 8 | 5 | 12 | 2 | 1 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 22 | SP: 1 | Gil: 14 | Auto-Status: MP 0
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] |[IMMUNE] |[IMMUNE] | [ ] |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 2.3 sec. | 2 | [ ] | [NO] |
|=====
| DROPS: 1/32 |Common: Potion |Rare: Potion
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: --- |Common: --- |Rare: ---
|=====o=====o=====o=====o=====o=====o=====o=====o=====
```

```
| LOCATION(S):| 1. Chapter 4: Shinra Building.
| | 2. Mission 3-1-6.
| | 3. Mission 7-1-6.
|=====
| ATTACKS:
| =====
| 2 Attacks.
|=====
```

```

.=====
|=====
```

```

Name: Bee Saucer II | Class: Bee Saucer
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck:
  20 | 3928 | 0 | 19 | 12 | 14 | 2 | 1
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 69 | SP: 1 | Gil: 33 | Auto-Status: MP 0
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: || Poison: | Silence: | Stun: | Stop:
  [ ] | [ ] | [ ] | [ ] || [IMMUNE] | [IMMUNE] | [ ] | [IMMUNE]
=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float:
[IMMUNE] | [0] | [0] | 1.3 sec. | 2 | [ ] | [NO]
=====
DROPS: 1/32 | Common: Potion | Rare: Potion
=====o=====o=====o=====o=====o=====o=====o=====
STEAL: --- | Common: --- | Rare: ---
=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Mission 1-3-5.
| | 2. Mission 8-3-1.
| | 3. Mission 8-3-2.
=====
ATTACKS:
| =====
| 4 Attacks.
=====

```

```

Name: Bee Saucer III | Class: Bee Saucer
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck:
  52 | 1830 | 0 | 53 | 15 | 14 | 2 | 1
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 131 | SP: 1 | Gil: 48 | Auto-Status: MP 0
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: || Poison: | Silence: | Stun: | Stop:
  [ ] | [ ] | [ ] | [ ] || [IMMUNE] | [IMMUNE] | [ ] | [IMMUNE]
=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float:
[IMMUNE] | [0] | [0] | 1 sec. | 2 | [ ] | [NO]
=====
DROPS: 1/32 | Common: Potion | Rare: Potion
=====o=====o=====o=====o=====o=====o=====o=====
STEAL: --- | Common: --- | Rare: ---
=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Mission 1-4-3.
| | 2. Mission 3-3-3.
| | 3. Mission 7-3-4.
=====
ATTACKS:
| =====
| 5 Attacks.
=====

```

```

Name: Bee Saucer IV | Class: Bee Saucer
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck:
  61 | 13484 | 0 | 71 | 18 | 14 | 2 | 1
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 367 | SP: 1 | Gil: 56 | Auto-Status: MP 0
=====o=====o=====o=====o=====o=====o=====o=====

```



```

=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] |[IMMUNE] | [ ] |[IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 0.7 sec. | 2 | [ ] | [NO] |
=====
| DROPS: 1/32 |Common: Potion |Rare: Hi-Potion |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: --- |Common: --- |Rare: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 3-5-2. |
| | 2. Mission 8-6-6. |
| | 3. Mission 9-3-2. |
=====
| ATTACKS:
| =====
| 6 Attacks.
'=====

```

```

.===== .=====
|Name: Metal Saucer I | | Class: Bee Saucer |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 14 | 1680 | 0 | 8 | 7 | 19 | 2 | 1 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 41 | SP: 1 | Gil: 16 | Auto-Status: MP 0 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] |[IMMUNE] | [ ] |[IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 2.3 sec. | 3 | [ ] | [NO] |
=====
| DROPS: 1/32 |Common: Potion |Rare: Potion |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: --- |Common: --- |Rare: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 6. |
| | 2. Mission 3-2-2. |
| | 3. Mission 7-1-4. |
=====
| ATTACKS:
| =====
| 4 Attacks.
'=====

```

```

.===== .=====
|Name: Metal Saucer III | | Class: Bee Saucer |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 55 | 4786 | 0 | 63 | 16 | 19 | 2 | 1 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 235 | SP: 1 | Gil: 52 | Auto-Status: MP 0 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] |[IMMUNE] | [ ] |[IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1 sec. | 2 | [IMMUNE] | [NO] |

```

```

=====
| DROPS: 1/32 |Common: Potion                |Rare: Potion                |
|=====o=====|
| STEAL: ---  |Common: ---                          |Rare: ---                    |
|=====o=====|
| LOCATION(S):| 1. Mission 3-4-2.                  |
|              | 2. Mission 7-5-2.                  |
|              | 3. Mission 9-2-3.                  |
|=====
| ATTACKS:
| =====
| 5 Attacks.
|=====

```

```

.=====
|Name: Metal Saucer IV |                | Class: Bee Saucer |
|=====
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   81  | 20850 |   0  |   108    |   21     |   19   |   2    |   1    |
|=====o=====|
| EXP: 507          | SP: 1                | Gil: 67  | Auto-Status: MP 0 |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|  [ ]  | [ ]  | [ ]      | [ ]     | [[IMMUNE] | [[IMMUNE] | [ ]   | [[IMMUNE] |
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0]    | [0]      | 0.7 sec.  | 2      | [IMMUNE] | [NO]  |
|=====
| DROPS: 1/32 |Common: Potion                |Rare: Hi-Potion            |
|=====o=====|
| STEAL: ---  |Common: ---                          |Rare: ---                    |
|=====o=====|
| LOCATION(S):| 1. Mission 7-6-4.                  |
|              | 2. Mission 9-4-1.                  |
|=====
| ATTACKS:
| =====
| 2 Attacks.
|=====

```

```

.=====
|Name: Heli Gunner |                | Class: Heli Gunner |
|=====
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   8    | 1850 |   0  |   13     |   163    |   2    |   72   |   12   |
|=====o=====|
| EXP: 51          | SP: 1                | Gil: 91  | Auto-Status: ---  |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|  [ ]  | [ ]  | [WEAK]  | [ ]     | [[IMMUNE] | [[IMMUNE] | [[IMMUNE] | [[IMMUNE] |
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [100] | [0]      | 2.7 sec. | 5      | [IMMUNE] | [YES] |
|=====
| DROPS: ---  |Common: ---                          |Rare: ---                    |
|=====o=====|
| STEAL: ---  |Common: ---                          |Rare: ---                    |
|=====o=====|
| LOCATION(S):| 1. Chapter 3.                      |
|              | 2. Mission 3-1-2.                  |
|=====

```

| 3. Mission 7-1-1.

| ATTACKS:

| 2 Attacks.

=====

Name: Flying Machine | Class: Heli Gunner |

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |

| 21 | 4243 | 0 | 24 | 165 | 8 | 73 | 16 |

| EXP: 322 | SP: 1 | Gil: 93 | Auto-Status: --- |

| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |

| [] | [] | [WEAK] | [] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |

| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |

| [IMMUNE] | [150] | [0] | 2 sec. | 5 | [IMMUNE] | [YES] |

| DROPS: --- | Common: --- | Rare: --- |

| STEAL: --- | Common: --- | Rare: --- |

| LOCATION(S): | 1. Chapter 1-2-6. |

| | 2. Mission 1-3-3. |

| | 3. Mission 7-1-3. |

| ATTACKS:

| 2 Attacks.

=====

Name: Sky Gunner | Class: Heli Gunner |

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |

| 27 | 8190 | 0 | 26 | 172 | 15 | 74 | 24 |

| EXP: 524 | SP: 1 | Gil: 99 | Auto-Status: --- |

| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |

| [] | [] | [WEAK] | [] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |

| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |

| [IMMUNE] | [200] | [0] | 2 sec. | 5 | [IMMUNE] | [YES] |

| DROPS: 1/4 | Common: HP Mako Stone | Rare: VIT Mako Stone |

| STEAL: --- | Common: --- | Rare: --- |

| LOCATION(S): | 1. Chapter 1-2-6. |

| | 2. Mission 1-3-3. |

| | 3. Mission 7-1-3. |

| ATTACKS:

| 3 Attacks.

```

.=====
|Name: Sky Armor |                               | Class: Heli Gunner |
|=====
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   33  | 16844 |    0  |    34    |    177    |    18  |    80  |    32  |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1236      | SP: 1                | Gil: 106 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|   [ ] | [ ] | [WEAK]  | [ ]    | [[IMMUNE] |[[IMMUNE] | [[IMMUNE] |[[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [250]  |    [0]   | 1.3 sec. |    5    | [IMMUNE] | [YES] |
|=====
| DROPS: 1/4 |Common: ATK Mako Stone      |Rare: VIT Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: --- |Common: ---                |Rare: ---            |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 1-4-4.          |
|              | 2. Mission 3-3-4.         |
|              | 3. Mission 7-3-4.        |
|=====
| ATTACKS:
| =====
| 3 Attacks.
|=====

```

```

.=====
|Name: Spitfire |                               | Class: Heli Gunner |
|=====
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   48  | 22205 |    0  |    46    |    189    |    29  |    83  |    40  |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1919      | SP: 1                | Gil: 118 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|   [ ] | [ ] | [WEAK]  | [ ]    | [[IMMUNE] |[[IMMUNE] | [[IMMUNE] |[[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] |    [0]   |    1 sec. |    5    | [IMMUNE] | [YES] |
|=====
| DROPS: 1/4 |Common: HP Mako Stone      |Rare: AP Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: --- |Common: ---                |Rare: ---            |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 1-5-1.          |
|              | 2. Mission 3-4-3.         |
|              | 3. Mission 7-5-2.        |
|=====
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

.=====
|Name: Moth Slasher |                               | Class: Moth Slasher |
|=====
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   18  |  3500 |    0  |    17    |    150    |    7   |    52  |    6   |
|=====

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 184          | SP: 1              | Gil: 24  | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [[IMMUNE] | [[IMMUNE] | [[IMMUNE] | [[IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 3.3 sec. | 5 | [ ] | [YES] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: 1/8 | Common: Potion          | Rare: Hi-Potion          |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% | Common: ATK Mako Stone  | Rare: VIT Mako Stone    |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 4.          |
|              | 2. Mission 3-1-6.     |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| ATTACKS:
| =====
| 2 Attacks.
'=====o=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

.=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Name: Crazy Saw | Class: Moth Slasher |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 19 | 5340 | 0 | 22 | 153 | 20 | 55 | 8 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 327          | SP: 1              | Gil: 72  | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [[IMMUNE] | [[IMMUNE] | [[IMMUNE] | [[IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
|[IMMUNE]| [20] | [0] | 2.7 sec. | 5 | [IMMUNE] | [YES] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: 1/4 | Common: Potion          | Rare: Hi-Potion          |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% | Common: ATK Mako Stone  | Rare: VIT Mako Stone    |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 6.          |
|              | 2. Mission 3-2-4.     |
|              | 3. Mission 8-4-4.     |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| ATTACKS:
| =====
| 4 Attacks.
'=====o=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

.=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Name: Drill Machine | Class: Moth Slasher |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 38 | 13650 | 0 | 50 | 160 | 22 | 57 | 28 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 366          | SP: 1              | Gil: 102 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [[IMMUNE] | [[IMMUNE] | [[IMMUNE] | [[IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |

```

```

|[IMMUNE]| [80] | [0] | 1.5 sec. | 5 | [ ] | [YES] |
|=====|
| DROPS: 1/8 |Common: Potion |Rare: Hi-Potion |
|=====o=====|
| STEAL: 100% |Common: VIT Mako Stone |Rare: ATK Mako Stone |
|=====o=====|
| LOCATION(S):| 1. Mission 1-3-5. |
|=====|
| ATTACKS:
| =====
| 3 Attacks.
|=====|

```

```

.===== .=====
|Name: Crazy Dagger | | Class: Moth Slasher |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 44 | 17432 | 0 | 58 | 162 | 30 | 59 | 37 |
|=====o=====|
| EXP: 477 | SP: 1 | Gil: 134 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [160] | [0] | 1.3 sec. | 5 | [IMMUNE] | [YES] |
|=====|
| DROPS: 1/8 |Common: Potion |Rare: Hi-Potion |
|=====o=====|
| STEAL: 100% |Common: HP Mako Stone |Rare: Guard Stone |
|=====o=====|
| LOCATION(S):| 1. Mission 1-4-1. |
| | 2. Mission 3-3-2. |
| | 3. Mission 7-4-2. |
|=====|
| ATTACKS:
| =====
| 3 Attacks.
|=====|

```

```

.===== .=====
|Name: Hell Slasher | | Class: Moth Slasher |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 60 | 41245 | 0 | 112 | 171 | 36 | 60 | 41 |
|=====o=====|
| EXP: 876 | SP: 1 | Gil: 197 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [250] | [0] | 1.3 sec. | 5 | [IMMUNE] | [YES] |
|=====|
| DROPS: 1/8 |Common: Potion |Rare: Hi-Potion |
|=====o=====|
| STEAL: 100% |Common: AP Mako Stone |Rare: ATK Mako Stone |
|=====o=====|
| LOCATION(S):| 1. Mission 1-5-2. |
| | 2. Mission 3-4-4. |
|=====|

```

| 3. Mission 7-5-2.

| ATTACKS:

| 3 Attacks.

.=====.

.=====.

|Name: Crazy Sword |

| Class: Moth Slasher |

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 73 | 102500 | 0 | 131 | 173 | 38 | 61 | 48 |

| EXP: 1390 | SP: 1 | Gil: 223 | Auto-Status: --- |

| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [] | [] | [] | [] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |

| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 1.2 sec. | 5 | [IMMUNE] | [YES] |

| DROPS: 1/3 |Common: Guard Stone |Rare: Adamantite |

| STEAL: 100% |Common: Guard Stone |Rare: Brutal |

| LOCATION(S):| 1. Mission 3-5-6.
| | 2. Mission 7-6-4.
| | 3. Mission 9-4-1.

| ATTACKS:

| 3 Attacks.

.=====.

.=====.

|Name: Master Blade |

| Class: Moth Slasher |

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 77 | 385000 | 0 | 158 | 178 | 22 | 63 | 56 |

| EXP: 1897 | SP: 1 | Gil: 301 | Auto-Status: --- |

| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [] | [] | [] | [] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |

| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.3 sec. | 5 | [IMMUNE] | [YES] |

| DROPS: 1/8 |Common: Potion |Rare: Hero Drink |

| STEAL: 100% |Common: Hero Drink |Rare: Hero Drink x2 |

| LOCATION(S):| 1. Mission 9-6-3.

| ATTACKS:

| 4 Attacks.

.=====.

.=====.

```

Name: Gun Bull Head | Class: Gun Bull Head |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 20 | 4740 | 0 | 18 | 14 | 18 | 1 | 9 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 97 | SP: 1 | Gil: 20 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
 [ ] | [ ] | [HALVE] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
[IMMUNE] | [0] | [0] | 2.7 sec. | 3 | [ ] | [NO] |
=====
DROPS: --- | Common: --- | Rare: --- |
=====o=====o=====o=====o=====o=====o=====o=====
STEAL: --- | Common: --- | Rare: --- |
=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Midgar before church. |
 | 2. Mission 1-1-2. |
=====
ATTACKS:
 | =====
 | 3 Attacks.
'=====

```

```

.===== .=====
Name: Alert Head | Class: Gun Bull Head |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 24 | 4970 | 0 | 25 | 14 | 25 | 1 | 10 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 213 | SP: 1 | Gil: 25 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
 [ ] | [ ] | [HALVE] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
[IMMUNE] | [0] | [0] | 2 sec. | 3 | [ ] | [NO] |
=====
DROPS: --- | Common: --- | Rare: --- |
=====o=====o=====o=====o=====o=====o=====o=====
STEAL: --- | Common: --- | Rare: --- |
=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Chapter 9. |
 | 2. Mission 1-1-2. |
=====
ATTACKS:
 | =====
 | 4 Attacks.
'=====

```

```

.===== .=====
Name: Proto Power Head | Class: Gun Bull Head |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 38 | 6480 | 0 | 49 | 14 | 49 | 1 | 11 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 228 | SP: 1 | Gil: 30 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |

```



```

| [ ] | [ ] | [IMMUNE] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 2 sec. | 3 | [ ] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 1-3-6. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: Escort Head | | Class: Gun Bull Head |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 39 | 8313 | 0 | 52 | 14 | 52 | 1 | 12 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 292 | SP: 1 | Gil: 40 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [IMMUNE] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1.3 sec. | 3 | [ ] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 1-3-6. |
| | 2. Mission 1-4-1. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: Power Head | | Class: Gun Bull Head |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 63 | 6879 | 0 | 97 | 14 | 97 | 1 | 14 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 478 | SP: 1 | Gil: 50 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [IMMUNE] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1.3 sec. | 3 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

| LOCATION(S):| 1. Mission 1-3-6.
| | 2. Mission 1-4-1.

=====|
| ATTACKS: |
| ===== |
| 4 Attacks. |
'=====|

.=====| .=====|
|Name: Gun Bull Head+ | | Class: Gun Bull Head |

=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 71 | 8785 | 0 | 93 | 64 | 93 | 1 | 16 |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 538 | SP: 1 | Gil: 60 | Auto-Status: --- |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [] | [] | [IMMUNE] | [] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1.3 sec. | 3 | [] | [NO] |

=====|
| DROPS: --- |Common: --- |Rare: --- |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: --- |Common: --- |Rare: --- |

=====|
| LOCATION(S):| 1. Mission 1-5-3.
| | 2. Mission 1-5-4.
| | 3. Mission 9-2-2.

=====|
| ATTACKS: |
| ===== |
| 5 Attacks. |
'=====|

.=====| .=====|
|Name: Advanced Head | | Class: Gun Bull Head |

=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 72 | 18620 | 0 | 198 | 82 | 198 | 33 | 18 |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 674 | SP: 1 | Gil: 70 | Auto-Status: --- |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [] | [] | [IMMUNE] | [] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1.3 sec. | 3 | [] | [NO] |

=====|
| DROPS: --- |Common: --- |Rare: --- |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: --- |Common: --- |Rare: --- |

=====|
| LOCATION(S):| 1. Mission 9-3-3.
| | 2. Mission 9-3-4.

=====|
| ATTACKS: |
| ===== |
| 5 Attacks. |
'=====|

```

.=====
|Name: Proto Cannon Head |                               | Class: Gun Bull Head |
|=====
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  73   | 20270 |   0   |   206   |    82   |   206   |   33   |   20   |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 761          | SP: 1          | Gil: 80   | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|  [ ]  | [ ]  | [IMMUNE] | [ ]    | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0]   | [0]   | 1.3 sec. | 3   | [ ]   | [NO]  |
|=====
| DROPS: --- |Common: ---          |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: --- |Common: ---          |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 9-3-4. |
|=====
| ATTACKS:
| =====
| 4 Attacks.
'=====

```

```

.=====
|Name: Hauser Head |                               | Class: Gun Bull Head |
|=====
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  75   | 88888 |   0   |   219   |   101   |   239   |   77   |   22   |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 875          | SP: 1          | Gil: 100  | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|  [ ]  | [ ]  | [IMMUNE] | [ ]    | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0]   | [0]   | 0.8 sec. | 3   | [ ]   | [NO]  |
|=====
| DROPS: --- |Common: ---          |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: --- |Common: ---          |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 9-4-4. |
|              | 2. Mission 9-5-1. |
|=====
| ATTACKS:
| =====
| 5 Attacks.
'=====

```

```

.=====
|Name: Cannon Head |                               | Class: Gun Bull Head |
|=====
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  75   | 88888 |   0   |   219   |   101   |   239   |   77   |   22   |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 875          | SP: 1          | Gil: 100  | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====

```

```

| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [IMMUNE] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 0.8 sec. | 3 | [IMMUNE] | [NO] |
|=====|
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 9-4-4. |
| | 2. Mission 9-5-1. |
|=====|
| ATTACKS:
| =====
| 3 Attacks.
|=====|

```

```

.===== .=====
|Name: Sweeper | | Class: Sweeper |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 13 | 3400 | 0 | 15 | 33 | 15 | 7 | 4 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 65 | SP: 1 | Gil: 84 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [ ] | [ ] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [200] | [0] | 2.3 sec. | 5 | [ ] | [NO] |
|=====|
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: Wrist Band |Rare: Power Wrist |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Shinra Building Main Hall. |
| | 2. Mission 7-1-2. |
|=====|
| ATTACKS:
| =====
| 3 Attacks.
|=====|

```

```

.===== .=====
|Name: Sweeper+ | | Class: Sweeper |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 18 | 3380 | 0 | 17 | 55 | 10 | 15 | 8 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 163 | SP: 1 | Gil: 96 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [ ] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [200] | [0] | 2 sec. | 5 | [IMMUNE] | [NO] |
|=====|
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

| STEAL: 100% |Common: VIT Mako Stone          |Rare: ATK Mako Stone          |
|=====O=====|
| LOCATION(S):| 1. Mission 1-2-5.                    |
|              | 2. Mission 1-2-6.                    |
|              | 3. Mission 1-3-1.                    |
|=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

.=====
|Name: Sweeper++ |                               | Class: Sweeper |
|=====|
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   58  | 24580 |   0  |    78    |    61    |   15  |   23  |   18  |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 1688      | SP: 1                | Gil: 112 | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
|  Fire: |  Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|   [ ] |   [ ] |   [ ]   |   [ ]   ||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE]|
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] |   [0]   | 1.3 sec. |   5    | [IMMUNE] | [NO]  |
|=====|
| DROPS: --- |Common: ---                |Rare: --- |
|=====O=====|
| STEAL: 100% |Common: ATK Mako Stone          |Rare: HP Mako Stone          |
|=====O=====|
| LOCATION(S):| 1. Mission 1-4-5.                    |
|              | 2. Mission 3-3-5.                    |
|              | 3. Mission 9-1-5.                    |
|=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

.=====
|Name: Sweeper+++ |                               | Class: Sweeper |
|=====|
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   77  | 37870 |   0  |   142   |   72    |   15  |   28  |   25  |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 3432      | SP: 1                | Gil: 161 | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
|  Fire: |  Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|   [ ] |   [ ] |   [ ]   |   [ ]   ||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE]|
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] |   [0]   | 1.3 sec. |   5    | [IMMUNE] | [NO]  |
|=====|
| DROPS: --- |Common: ---                |Rare: --- |
|=====O=====|
| STEAL: 100% |Common: HP Stone                |Rare: Power Stone            |
|=====O=====|
| LOCATION(S):| 1. Mission 1-5-5.                    |
|              | 2. Mission 1-5-6.                    |
|              | 3. Mission 7-5-4.                    |
|=====|

```

```
| ATTACKS:
| =====
| 4 Attacks.
|=====
```

```
.=====
|Name: Pile Machine | Class: Pile Machine |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 16 | 10230 | 0 | 16 | 47 | 15 | 14 | 6 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 172 | SP: 1 | Gil: 121 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE]|[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [200] | [IMMUNE] | 3 sec. | 5 | [IMMUNE] | [NO] |
|=====
| DROPS: 1/2 |Common: Power Wrist |Rare: Bronze Bangle |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Wrist Band |Rare: Power Wrist |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 4.
| | 2. Mission 3-1-4.
| | 3. Mission 7-2-1.
|=====
```

```
| ATTACKS:
| =====
| 5 Attacks.
|=====
```

```
.=====
|Name: Needle Machine | Class: Pile Machine |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 24 | 7430 | 0 | 33 | 60 | 15 | 16 | 10 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 258 | SP: 1 | Gil: 142 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE]|[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [200] | [IMMUNE] | 2 sec. | 5 | [IMMUNE] | [NO] |
|=====
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: VIT Mako Stone |Rare: HP Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 1-3-2.
| | 2. Mission 1-3-4.
| | 3. Mission 7-1-5.
|=====
```

```
| ATTACKS:
| =====
| 3 Attacks.
|=====
```

```
.=====
```

```

Name: Spike Machine | | Class: Pile Machine |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 79 | 62850 | 0 | 188 | 77 | 15 | 29 | 27 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 3652 | SP: 1 | Gil: 173 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
 [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
[IMMUNE] | [IMMUNE] | [IMMUNE] | 1.2 sec. | 5 | [IMMUNE] | [NO] |
=====
DROPS: --- | Common: --- | Rare: --- |
=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 100% | Common: Guard Stone | Rare: Power Stone |
=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Mission 1-5-5. |
| 2. Mission 1-5-6. |
=====
ATTACKS:
=====
4 Attacks.
=====

```

```

Name: Stive Machine | | Class: Pile Machine |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 87 | 122800 | 0 | 201 | 83 | 15 | 34 | 30 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 7155 | SP: 1 | Gil: 193 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
 [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
[IMMUNE] | [IMMUNE] | [IMMUNE] | 1 sec. | 5 | [IMMUNE] | [NO] |
=====
DROPS: --- | Common: --- | Rare: --- |
=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 100% | Common: HP Stone | Rare: Guard Stone |
=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Mission 9-4-1. |
=====
ATTACKS:
=====
4 Attacks.
=====

```

```

Name: Cutter Machine | | Class: Cutter Machine |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 15 | 9800 | 0 | 15 | 52 | 12 | 15 | 6 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 172 | SP: 1 | Gil: 121 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
 [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====

```

```

=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [200] | [IMMUNE] | 3 sec. | 5 | [IMMUNE] | [NO] |
=====o=====
| DROPS: 1/2 |Common: Shinra Alpha |Rare: Shirna Alpha |
=====o=====
| STEAL: 100% |Common: Wrist Band |Rare: Power Wrist |
=====o=====
| LOCATION(S):| 1. Chapter 4. |
| | 2. Mission 3-1-4. |
| | 3. Mission 7-2-2. |
=====o=====
| ATTACKS:
| =====
| 4 Attacks.
'=====o=====

```

```

.===== .=====
|Name: Chain Machine | Class: Cutter Machine |
=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 32 | 11800 | 0 | 38 | 53 | 15 | 17 | 12 |
=====o=====
| EXP: 453 | SP: 1 | Gil: 142 | Auto-Status: --- |
=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [200] | [IMMUNE] | 1.7 sec. | 5 | [IMMUNE] | [NO] |
=====o=====
| DROPS: --- |Common: --- |Rare: --- |
=====o=====
| STEAL: 100% |Common: ATK Mako Stone |Rare: VIT Mako Stone |
=====o=====
| LOCATION(S):| 1. Mission 1-3-3. |
| | 2. Mission 7-1-6. |
| | 3. Mission 8-3-1. |
=====o=====
| ATTACKS:
| =====
| 4 Attacks.
'=====o=====

```

```

.===== .=====
|Name: Break Machine | Class: Cutter Machine |
=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 75 | 54430 | 0 | 138 | 74 | 15 | 28 | 26 |
=====o=====
| EXP: 3432 | SP: 1 | Gil: 161 | Auto-Status: --- |
=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 1.2 sec. | 5 | [IMMUNE] | [NO] |
=====o=====
| DROPS: --- |Common: --- |Rare: --- |
=====o=====

```



```

| STEAL: 100% |Common: HP Stone                |Rare: Guard Stone                |
|=====o=====|
| LOCATION(S):| 1. Mission 1-5-4.                    |
|=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

.===== .=====
|Name: Shot Machine |                               | Class: Shot Machine |
|=====|
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  14  | 8780 |   0  |    12   |    57   |   17  |   16  |    6  |
|=====o=====o=====o=====o=====o=====o=====|
| EXP: 172          | SP: 1          | Gil: 121 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|  [ ] | [ ] |   [ ]   | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [200] | [IMMUNE] |   3 sec. |    5   | [IMMUNE] | [NO] |
|=====|
| DROPS: 1/2 |Common: Chocobo Armlet                |Rare: Chocobo Armlet                |
|=====o=====|
| STEAL: 100% |Common: Wrist Band                    |Rare: Power Wrist                    |
|=====o=====|
| LOCATION(S):| 1. Chapter 4.
|              | 2. Mission 3-1-4.
|              | 3. Mission 3-1-5.
|=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

.===== .=====
|Name: Launcher Machine |                               | Class: Shot Machine |
|=====|
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  32  |12500 |   0  |    33   |    56   |   17  |   17  |   14  |
|=====o=====o=====o=====o=====o=====o=====|
| EXP: 453          | SP: 1          | Gil: 141 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|  [ ] | [ ] |   [ ]   | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [200] | [IMMUNE] |  1.7 sec. |    5   | [IMMUNE] | [NO] |
|=====|
| DROPS: --- |Common: ---                            |Rare: ---                            |
|=====o=====|
| STEAL: 100% |Common: VIT Mako Stone                |Rare: HP Mako Stone                |
|=====o=====|
| LOCATION(S):| 1. Mission 1-3-3.
|              | 2. Mission 1-3-4.
|              | 3. Mission 7-1-6.
|=====|
| ATTACKS:
| =====

```

| 4 Attacks.

```
=====
.=====
Name: Shooter Machine | Class: Shot Machine |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 64 | 33205 | 0 | 91 | 67 | 17 | 27 | 23 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 2736 | SP: 1 | Gil: 152 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [IMMUNE] | 1.3 sec. | 5 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: --- | Common: --- | Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% | Common: ATK Mako Stone | Rare: HP Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 3-4-1. |
| | 2. Mission 3-4-2. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: |
| ===== |
| 3 Attacks. |
=====
```

```
=====
.=====
Name: Missile Machine | Class: Shot Machine |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 75 | 95240 | 0 | 165 | 78 | 17 | 31 | 28 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 4279 | SP: 1 | Gil: 173 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [IMMUNE] | 1.2 sec. | 5 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: --- | Common: --- | Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% | Common: HP Stone | Rare: Guard Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 7-5-6. |
| | 2. Mission 9-3-2. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: |
| ===== |
| 3 Attacks. |
=====
```

```
=====
.=====
Name: Death Machine | Class: Death Machine |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 35 | 18800 | 0 | 38 | 57 | 13 | 21 | 16 |
```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 966          | SP: 1              | Gil: 106 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [[IMMUNE]] | [[IMMUNE]] | [0] | [[IMMUNE]] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
| [[IMMUNE]] | [250] | [0] | 1.7 sec. | 5 | [[IMMUNE]] | [NO] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: --- | Common: --- | Rare: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/4 | Common: ATK Mako Stone | Rare: HP Mako Stone |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 12. |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| ATTACKS:
| =====
| 2 Attacks.
'=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

.=====o=====o=====o=====o=====o=====o=====o=====o=====
| Name: Barrier Machine | Class: Death Machine |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 55 | 78700 | 0 | 73 | 64 | 10 | 24 | 22 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 2916          | SP: 1              | Gil: 133 | Auto-Status: YES |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [[IMMUNE]] | [[IMMUNE]] | [[IMMUNE]] | [[IMMUNE]] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
| [[IMMUNE]] | [[IMMUNE]] | [0] | 0.5 sec. | 5 | [[IMMUNE]] | [NO] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: --- | Common: --- | Rare: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% | Common: VIT Mako Stone | Rare: VIT Mako Stone x2 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 1-4-6. |
|              | 2. Mission 9-1-6. |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| ATTACKS:
| =====
| 4 Attacks.
'=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

.=====o=====o=====o=====o=====o=====o=====o=====o=====
| Name: MBarrier Machine | Class: Death Machine |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 55 | 78700 | 0 | 73 | 64 | 10 | 24 | 22 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 2916          | SP: 1              | Gil: 133 | Auto-Status: YES |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [[IMMUNE]] | [[IMMUNE]] | [[IMMUNE]] | [[IMMUNE]] | [[IMMUNE]] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
| [[IMMUNE]] | [[IMMUNE]] | [0] | 0.5 sec. | 5 | [[IMMUNE]] | [NO] |
=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

| DROPS: --- |Common: --- |Rare: ---
|=====o=====
| STEAL: 100% |Common: SPR Mako Stone |Rare: SPR Mako Stone
|=====o=====
| LOCATION(S):| 1. Mission 1-4-6.
| | 2. Mission 9-1-6.
|=====
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

.=====
|Name: Crit Machine | | Class: Death Machine |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 55 | 78700 | 0 | 73 | 64 | 10 | 24 | 22 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 2916 | SP: 1 | Gil: 133 | Auto-Status: YES
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [0] | 0.5 sec. | 5 | [IMMUNE] | [NO] |
|=====
| DROPS: --- |Common: --- |Rare: ---
|=====o=====
| STEAL: 100% |Common: LCK Mako Stone |Rare: LCK Mako Stone x2
|=====o=====
| LOCATION(S):| 1. Mission 1-4-6.
| | 2. Mission 9-1-6.
|=====
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

.=====
|Name: Repair Machine | | Class: Death Machine |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 55 | 15300 | 0 | 73 | 64 | 10 | 24 | 22 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 2916 | SP: 1 | Gil: 133 | Auto-Status: YES
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [0] | 0.5 sec. | 5 | [IMMUNE] | [NO] |
|=====
| DROPS: --- |Common: --- |Rare: ---
|=====o=====
| STEAL: 100% |Common: MP Mako Stone |Rare: MP Mako Stone x2
|=====o=====
| LOCATION(S):| 1. Mission 1-4-6.
|=====
| ATTACKS:
| =====

```

| 4 Attacks.

```
=====
.=====
Name: Death Machine BIS | Class: Death Machine |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 78 | 99500 | 0 | 202 | 79 | 10 | 33 | 29 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 5018 | SP: 1 | Gil: 184 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [0] | 1 sec. | 5 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: --- | Common: --- | Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% | Common: HP Stone | Rare: HP Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S): | 1. Mission 9-3-2. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| ATTACKS:
| =====
| 4 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====o=====
```

```
=====
.=====
Name: Kactuar | Class: Cactuar |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 18 | 99 | 38 | 6 | 248 | 96 | 255 | 99 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1 | SP: 200 | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [255] | 3 sec. | 2 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: 1/4 | Common: AP Mako Stone | Rare: Bronze Armlet |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/4 | Common: Bronze Armlet | Rare: Silver Armlet |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S): | 1. Mission 3-1-3. |
| | 2. Mission 10-1-1. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| ATTACKS:
| =====
| 3 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====o=====
```

```
=====
.=====
Name: Kactuer | Class: Cactuar |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 24 | 399 | 42 | 23 | 250 | 130 | 255 | 99 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
```

```

| EXP: 1          | SP: 800          | Gil: 0          | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [[IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [255] | 3 sec. | 2 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/4 |Common: LCK Mako Stone          |Rare: Silver Armlet |
|=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/4 |Common: Silver Armlet          |Rare: Gold Armlet |
|=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 10-1-3. |
|=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 3 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.=====|.=====
|Name: Kactaar | | Class: Cactuar |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 83 | 99999 | 999 | 12 | 251 | 130 | 255 | 155 |
|=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 2          | SP: 12000          | Gil: 0          | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [[IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [255] | 1 sec. | 2 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/4 |Common: Luck Stone          |Rare: Gysahl Greens |
|=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/4 |Common: Gysahl Greens          |Rare: Gysahl Greens |
|=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 9-4-3. |
|=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.=====|.=====
|Name: Kactuar | | Class: Cactuar |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 99 | 399999 | 999 | 255 | 249 | 96 | 255 | 255 |
|=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 1          | SP: 24000          | Gil: 0          | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [[IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [255] | 1 sec. | 2 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/4 |Common: Luck Stone          |Rare: Gysahl Greens |
|=====o=====o=====o=====o=====o=====o=====o=====|

```

```

| STEAL: 1/4 |Common: Doc's Code |Rare: Doc's Code |
|=====O=====|
| LOCATION(S):| 1. Mission 9-6-1. |
|=====|
| ATTACKS:
| =====
| 5 Attacks.
|=====

```

```

.===== .=====
|Name: Tonberry | | Class: Tonberry |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 17 | 9999 | 999 | 22 | 7 | 22 | 12 | 54 |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 1 | SP: 1 | Gil: 500 | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [255] | 2.3 sec. | 4 | [IMMUNE] | [NO] |
|=====|
| DROPS: 1/4 |Common: Potion |Rare: Power Wrist |
|=====O=====O=====O=====O=====O=====O=====O=====|
| STEAL: 1/2 |Common: ATK Mako Stone |Rare: HP Mako Stone |
|=====O=====O=====O=====O=====O=====O=====O=====|
| LOCATION(S):| 1. Mission 6-1-5. |
| | 2. Mission 10-2-1. |
|=====|
| ATTACKS:
| =====
| 2 Attacks.
|=====

```

```

.===== .=====
|Name: Master Tonberry | | Class: Tonberry |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 30 | 39999 | 999 | 35 | 13 | 24 | 16 | 58 |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 1 | SP: 1 | Gil: 1000 | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [255] | 2 sec. | 4 | [IMMUNE] | [NO] |
|=====|
| DROPS: 100% |Common: MAG Mako Stone |Rare: Circlet |
|=====O=====O=====O=====O=====O=====O=====O=====|
| STEAL: 1/2 |Common: MAG Mako Stone |Rare: ATK Mako Stone |
|=====O=====O=====O=====O=====O=====O=====O=====|
| LOCATION(S):| 1. Mission 10-2-3. |
|=====|
| ATTACKS:
| =====
| 2 Attacks.
|=====

```

```

=====
|Name: Tonberry Guard |                               | Class: Tonberry |
|=====
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   80  | 274580 | 9999  |   155    |    21     |   218  |   21   |   63   |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1          | SP: 1          | Gil: 5000 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] ||[IMMUNE] |[IMMUNE] |[IMMUNE]|[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [255] | 0.3 sec. | 4 | [IMMUNE] | [NO] |
|=====
| DROPS: 100% |Common: Guard Stone          |Rare: Power Stone          |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Magic Stone          |Rare: Fury Ring          |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 9-4-5.          |
|=====
| ATTACKS:
| =====
| 2 Attacks.
|=====

```

```

=====
|Name: Tonberry King |                               | Class: Tonberry |
|=====
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   99  | 487800 | 9999  |   187    |    28     |   255  |   26   |   66   |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1          | SP: 1          | Gil: 10000| Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] ||[IMMUNE] |[IMMUNE] |[IMMUNE]|[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [255] | 0.3 sec. | 6 | [IMMUNE] | [NO] |
|=====
| DROPS: 100% |Common: HP Stone          |Rare: Power Stone          |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Good-Luck Charm      |Rare: Good-Luck Charm x2  |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 9-4-5.          |
|=====
| ATTACKS:
| =====
| 6 Attacks.
|=====

```

```

=====
|Name: Holy Tonberry |                               | Class: Tonberry |
|=====
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   99  | 728770 | 9999  |   255    |    33     |   255  |   29   |   72   |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1          | SP: 1          | Gil: 20000| Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] ||[IMMUNE] |[IMMUNE] |[IMMUNE]|[IMMUNE]|
|=====

```



```

=====o=====o=====o=====oo=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [255] | 0.2 sec. | 6 | [IMMUNE] | [NO] |
=====
| DROPS: 100% |Common: Mythril |Rare: Mythril x2 |
=====o=====o=====o=====oo=====o=====o=====
| STEAL: 1/2 |Common: Mythril |Rare: Gold Rolling Pin x4 |
=====o=====o=====o=====oo=====o=====o=====
| LOCATION(S):| 1. Mission 9-6-2. |
=====
| ATTACKS:
| =====
| 6 Attacks.
=====

```

```

=====
Name: Magic Pot | Class: Magic Pot |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 96-99 | 999999 | 9999 | 1 | 255 | 1 | 255 | 255 |
=====o=====o=====o=====oo=====o=====o=====
| EXP: 0 | SP: 0 | Gil: 0 | Auto-Status: --- |
=====o=====o=====o=====oo=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
=====o=====o=====o=====oo=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [255] | 2.3 sec. | 2 | [ ] | [NO] |
=====
| DROPS: 100% |Common: See below |Rare: See below |
=====o=====o=====o=====oo=====o=====o=====
| STEAL: --- |Common: --- |Rare: --- |
=====o=====o=====o=====oo=====o=====o=====
| LOCATION(S):| 1. Mission 10-2-3 (Type A = Lvl 98).
| | 2. Mission 2-2-6 (Type B = Lvl 99).
| | 3. Mission 2-5-4, 2-5-5, 2-5-6 (Type C = Lvl 96).
| | 4. Mission 7-6-6 (Type D = Lvl 97).
=====
| ATTACKS: No Attacks.
| =====
| o There are 4 different Magic Pots:
|
| o The VERY FIRST TIME you successfully give a Magic Pot what it wants, you
| will receive the Magic Pot Tricks (DMW).
|
| o Type A (10-2-3) asks for: Jump, Fira, Gravity, Assault Twister.
| Rewards: 2nd+ Time = Feather Cap OR Doc's Code.
|
| o Type B (2-2-6) asks for: Blizzaga, Firaga, Thundaga, Gravity.
| Rewards: 2nd+ Time = Precious Watch OR Cursed Ring.
|
| o Type C (2-5-4..) asks for: Ultima, Triple Fire, Iron Punch, Electrocute.
| Rewards: 2nd+ Time = Jeweled Ring OR Assault Targe.
|
| o Type D (7-6-6) asks for: Gil Toss, Costly Punch, 99999 Damage, Octaslash.
| Rewards: 2nd Time = Genji Shield (You can get another if you equip it).
| 3rd+ Time = Impervious or Full Cure (M).
=====

```

```

=====

```

Name: Guard Hound | Class: Guard Hound |

=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 4 | 491 | 9 | 5 | 1 | 3 | 3 | 6 |
|=====
| EXP: 10 | SP: 8 | Gil: 23 | Auto-Status: --- |
|=====
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [] | [] | [] | [] | [0] | [0] | [0] | [0] |
|=====
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [0] | [0] | [0] | 1.7 sec. | 3 | [] | [NO] |

DROPS: 1/16 | Common: Potion | Rare: Ether |

STEAL: 100% | Common: Potion | Rare: Ether |

LOCATION(S): | 1. Chapter 3.
| 2. Mission 3-1-1.
| 3. Mission 7-1-1.

ATTACKS:
=====

1 Attack.

=====
Name: Blood Taste | Class: Guard Hound |

=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 7 | 914 | 17 | 9 | 3 | 5 | 4 | 10 |
|=====
| EXP: 28 | SP: 16 | Gil: 40 | Auto-Status: --- |
|=====
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [] | [] | [] | [] | [IMMUNE] | [0] | [0] | [0] |
|=====
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [0] | [0] | [0] | 2 sec. | 3 | [] | [NO] |

DROPS: 1/8 | Common: Remedy | Rare: Remedy |

STEAL: 100% | Common: Remedy | Rare: Remedy |

LOCATION(S): | 1. Chapter 3.
| 2. Mission 3-1-1.
| 3. Mission 8-1-3.

ATTACKS:
=====

2 Attacks.

=====
Name: Experiment No. 97 | Class: Guard Hound |

=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 13 | 2203 | 48 | 18 | 53 | 13 | 44 | 11 |
|=====
| EXP: 48 | SP: 92 | Gil: 0 | Auto-Status: --- |

```

=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [0] | [0] | [0] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 0.7 sec. | 3 | [ ] | [NO] |
=====
| DROPS: 1/2 | Common: Poison (M) | Rare: Poison (M) |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% | Common: Jail Cell Key | Rare: Jail Cell Key |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 6. |
=====
| ATTACKS:
| =====
| 2 Attacks.
'=====

```

```

.===== .=====
| Name: A-Hound | | Class: Guard Hound |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 14 | 1574 | 83 | 21 | 7 | 17 | 18 | 17 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 95 | SP: 40 | Gil: 108 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [IMMUNE] | [20] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 0.8 sec. | 3 | [ ] | [NO] |
=====
| DROPS: 1/8 | Common: Potion | Rare: AP Up (M) |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% | Common: SPR Mako Stone | Rare: MP Mako Stone |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 7. |
| | 2. Mission 5-1-6. |
=====
| ATTACKS:
| =====
| 4 Attacks.
'=====

```

```

.===== .=====
| Name: Guard Fang | | Class: Guard Hound |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 17 | 2060 | 56 | 17 | 6 | 11 | 4 | 23 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 23 | SP: 86 | Gil: 48 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [0] | [40] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.2 sec. | 3 | [ ] | [NO] |
=====
| DROPS: 1/8 | Common: Potion | Rare: AP Up++ (M) |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

| STEAL: 100% |Common: ATK Mako Stone          |Rare: MAG Mako Stone          |
|=====O=====|
| LOCATION(S):| 1. Mission 1-3-1.                    |
|              | 2. Mission 7-1-5.                    |
|              | 3. Mission 8-4-4.                    |
|=====|
| ATTACKS:
| =====
| 2 Attacks.
|=====

```

```

.===== .=====
|Name: Hunting Hound |                               | Class: Guard Hound |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
|  42   | 6689 | 61  | 44        | 8         | 17    | 5     | 32   |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 146          | SP: 36          | Gil: 52  | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|  [ ]  | [ ]  | [ ]      | [ ]     |[IMMUNE]| [0]     | [60]  |[IMMUNE]|
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|  [0]   | [0]   | [0]      | 1 sec.   | 3      | [ ]     | [NO]  |
|=====|
| DROPS: 1/8 |Common: Potion          |Rare: AP Up++ (M) |
|=====O=====|
| STEAL: 100% |Common: ATK Mako Stone  |Rare: AP Mako Stone |
|=====O=====|
| LOCATION(S):| 1. Mission 1-4-1.                    |
|              | 2. Mission 3-3-1.                    |
|              | 3. Mission 9-1-2.                    |
|=====|
| ATTACKS:
| =====
| 3 Attacks.
|=====

```

```

.===== .=====
|Name: Belzecue |                               | Class: Guard Hound |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
|  55   | 9180 | 92  | 72        | 11        | 67    | 8     | 56   |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 315          | SP: 40          | Gil: 63  | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|  [ ]  | [ ]  | [ ]      | [ ]     |[IMMUNE]| [200]  | [180] |[IMMUNE]|
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [150] | [0]   | [0]      | 0.8 sec. | 3      | [ ]     | [NO]  |
|=====|
| DROPS: 1/8 |Common: Potion          |Rare: AP Up++ (M) |
|=====O=====|
| STEAL: 100% |Common: AP Mako Stone  |Rare: HP Mako Stone |
|=====O=====|
| LOCATION(S):| 1. Mission 1-4-5.                    |
|              | 2. Mission 1-5-1.                    |
|              | 3. Mission 7-3-6.                    |
|=====|

```

```
| ATTACKS:
| =====
| 3 Attacks.
|=====
```

```
.=====
|Name: Dark Nation | | Class: Guard Hound |
```

```
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 63 | 8370 | 73 | 59 | 10 | 55 | 7 | 42 |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 228 | SP: 40 | Gil: 61 | Auto-Status: --- |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [100] | [80] | [IMMUNE] |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [100] | [0] | [0] | 0.8 sec. | 3 | [ ] | [NO] |
```

```
|=====
| DROPS: 1/8 |Common: Potion |Rare: AP Up++ (M) |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: ATK Mako Stone |Rare: AP Mako Stone |
```

```
|=====
| LOCATION(S):| 1. Mission 7-4-2.
| | 2. Mission 9-1-2.
| | 3. Mission 9-1-3.
| | 4. Mission 9-1-4.
|=====
```

```
| ATTACKS:
| =====
| 3 Attacks.
|=====
```

```
.=====
|Name: Hellhound | | Class: Guard Hound |
```

```
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 67 | 12240 | 328 | 99 | 12 | 78 | 9 | 63 |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 464 | SP: 48 | Gil: 66 | Auto-Status: --- |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [250] | [240] | [IMMUNE] |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [200] | [0] | [0] | 0.7 sec. | 3 | [ ] | [NO] |
```

```
|=====
| DROPS: 1/8 |Common: Potion |Rare: VIT Mako Stone |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: HP Mako Stone |Rare: ATK Mako Stone |
```

```
|=====
| LOCATION(S):| 1. Mission 1-5-4.
| | 2. Mission 3-4-5.
|=====
```

```
| ATTACKS:
| =====
| 4 Attacks.
|=====
```

```
.=====
```

Name: Experiment No. 122 | | Class: Guard Hound |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 77 | 106500 | 1458 | 131 | 14 | 171 | 36 | 77 |
|=====o=====|
| EXP: 626 | SP: 464 | Gil: 0 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [] | [] | [] | [] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [0] | [0] | 0.5 sec. | 3 | [] | [NO] |
|=====o=====|
| DROPS: 1/8 | Common: Potion | Rare: Power Stone |
|=====o=====|
| STEAL: 100% | Common: AP Stone | Rare: Luck Stone |
|=====o=====|
| LOCATION(S): | 1. Mission 5-4-4. |
|=====o=====|
| ATTACKS:
| =====
| 8 Attacks.
|=====o=====|

=====
Name: Cerberus | | Class: Guard Hound |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 89 | 88680 | 3380 | 152 | 19 | 207 | 11 | 93 |
|=====o=====|
| EXP: 788 | SP: 80 | Gil: 72 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [IMMUNE] | [] | [IMMUNE] | [] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [0] | [0] | 0.3 sec. | 3 | [] | [NO] |
|=====o=====|
| DROPS: 1/8 | Common: Potion | Rare: Power Stone |
|=====o=====|
| STEAL: 100% | Common: Magic Stone | Rare: HP Stone |
|=====o=====|
| LOCATION(S): | 1. Mission 9-5-5. |
|=====o=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====o=====|

=====
Name: Foulancer | | Class: Foulancer |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 5 | 482 | 124 | 7 | 11 | 6 | 17 | 3 |
|=====o=====|
| EXP: 22 | SP: 12 | Gil: 22 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [HALVE] | [] | [] | [] | [0] | [0] | [0] | [0] |
|=====o=====|

```

| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 3.7 sec. | 3 | [ ] | [NO] |
|=====|
| DROPS: 1/8 |Common: Ether |Rare: Ether |
|=====o=====|
| STEAL: 1/2 |Common: Ether |Rare: Fire (M) |
|=====o=====|
| LOCATION(S):| 1. Chapter 2. |
| | 2. Mission 4-1-1. |
|=====|
| ATTACKS:
| =====
| 3 Attacks.
|=====|

```

```

.===== .=====
|Name: Balo Balo | | Class: Foulander |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 15 | 2180 | 226 | 14 | 12 | 24 | 18 | 4 |
|=====o=====|
| EXP: 71 | SP: 40 | Gil: 31 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|[IMMUNE]| [ ] | [ ] | [ ] | | [0] | [0] | [0] | [0] |
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.9 sec. | 3 | [ ] | [NO] |
|=====|
| DROPS: 1/8 |Common: Ether |Rare: Fire (M) |
|=====o=====|
| STEAL: 1/2 |Common: Fire (M) |Rare: Fire (M) |
|=====o=====|
| LOCATION(S):| 1. Mission 4-1-3. |
| | 2. Mission 4-1-4. |
| | 3. Mission 4-3-2. |
|=====|
| ATTACKS:
| =====
| 3 Attacks.
|=====|

```

```

.===== .=====
|Name: Bandersnatch | | Class: Foulander |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 19 | 4300 | 384 | 22 | 13 | 37 | 20 | 5 |
|=====o=====|
| EXP: 137 | SP: 56 | Gil: 54 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|[ABSORB]| [ ] | [ ] | [ ] | | [0] | [0] | [0] | [0] |
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.5 sec. | 3 | [ ] | [NO] |
|=====|
| DROPS: 1/8 |Common: Ether |Rare: Fire Ring |
|=====o=====|
| STEAL: 1/2 |Common: Fire (M) |Rare: Fire Ring |
|=====o=====|

```

| LOCATION(S):| 1. Mission 4-3-4.
| | 2. Mission 4-3-5.
| | 3. Mission 4-3-6.

=====|
| ATTACKS:
| =====
| 4 Attacks.
| =====|

.=====| .=====|
|Name: Bajang | | Class: Foulancer |

=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 35 | 10350 | 443 | 44 | 14 | 43 | 22 | 7 |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 352 | SP: 68 | Gil: 52 | Auto-Status: --- |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|[ABSORB]| [] | [] | [] | |[IMMUNE] | [0] | [50] | [80] |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [100] | [0] | [0] | 1.5 sec. | 3 | [] | [NO] |

=====|
| DROPS: 1/8 |Common: Ether |Rare: Fira (M) |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/4 |Common: Fira (M) |Rare: Fire Armllet |

=====|
| LOCATION(S):| 1. Mission 4-2-3.
| | 2. Mission 4-2-5.

=====|
| ATTACKS:
| =====
| 4 Attacks.
| =====|

.=====| .=====|
|Name: Sumbha | | Class: Foulancer |

=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 66 | 16208 | 530 | 77 | 14 | 53 | 23 | 9 |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 655 | SP: 96 | Gil: 61 | Auto-Status: --- |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|[ABSORB]| [] | [] | [] | |[IMMUNE] | [0] | [80] | [120] |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [150] | [0] | [0] | 1 sec. | 3 | [] | [NO] |

=====|
| DROPS: 1/8 |Common: Fire |Rare: Firaga (M) |

=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/4 |Common: Fire Ring |Rare: Fire Armllet |

=====|
| LOCATION(S):| 1. Mission 4-4-1.
| | 2. Mission 4-4-2.
| | 3. Mission 4-4-3.

=====|
| ATTACKS:
| =====
| 5 Attacks.
| =====|


```

=====
Name: Brahala | Class: Foulander |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 72 | 11500 | 723 | 87 | 15 | 89 | 24 | 11 |
=====o=====
EXP: 959 | SP: 108 | Gil: 73 | Auto-Status: --- |
=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
[ABSORB] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [0] | [100] | [200] |
=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
 [250] | [0] | [0] | 0.9 sec. | 3 | [ ] | [NO] |
=====
DROPS: 1/8 | Common: Fira (M) | Rare: Firaga (M) |
=====o=====
STEAL: 1/4 | Common: Fire Ring | Rare: Flame Armllet |
=====o=====
LOCATION(S): | 1. Mission 4-4-4. |
 | 2. Mission 4-4-5. |
 | 3. Mission 4-4-6. |
 | 4. Mission 9-2-1. |
=====
ATTACKS:
 | =====
 | 5 Attacks.
=====

```

```

=====
Name: Nisumbha | Class: Foulander |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 78 | 21850 | 863 | 113 | 16 | 110 | 25 | 15 |
=====o=====
EXP: 1254 | SP: 136 | Gil: 81 | Auto-Status: --- |
=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
[ABSORB] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [0] | [120] | [250] |
=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
 [IMMUNE] | [0] | [0] | 0.8 sec. | 3 | [ ] | [NO] |
=====
DROPS: 1/4 | Common: Ether | Rare: Firaga (M) |
=====o=====
STEAL: 1/4 | Common: Fire Ring | Rare: Flame Armllet |
=====o=====
LOCATION(S): | 1. Mission 4-5-3. |
 | 2. Mission 4-5-4. |
 | 3. Mission 4-5-5. |
=====
ATTACKS:
 | =====
 | 5 Attacks.
=====

```

```

=====
Name: Nandi | Class: Foulander |
=====

```

```

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 84 | 48200 | 985 | 133 | 19 | 114 | 26 | 17 |
|=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 1658 | SP: 160 | Gil: 90 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
|[ABSORB] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [180] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
|[IMMUNE] | [0] | [0] | 0.8 sec. | 3 | [ ] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/4 | Common: Ether | Rare: Firaga (M) |
|=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/4 | Common: Fire Ring | Rare: Blaze Armet |
|=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 4-5-6. |
|=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: |
| ===== |
| 3 Attacks. |
|=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: Lature Dano | Class: Foulander |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 89 | 58580 | 1223 | 142 | 21 | 133 | 29 | 19 |
|=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 1916 | SP: 188 | Gil: 96 | Auto-Status: YES |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
|[ABSORB] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [200] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
|[IMMUNE] | [0] | [0] | 0.8 sec. | 3 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/4 | Common: Ether | Rare: Firaga (M) |
|=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/4 | Common: Fire Ring | Rare: Blaze Armet |
|=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 7-6-1. |
| | 2. Mission 7-6-3. |
| | 3. Mission 9-3-5. |
|=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: |
| ===== |
| 6 Attacks. |
|=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: Vajradhara Wu | Class: Vajradhara |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 7 | 2900 | 22 | 14 | 27 | 1 | 1 | 4 |
|=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 69 | SP: 80 | Gil: 38 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
|[ ] | [ ] | [ ] | [ ] | [0] | [0] | [0] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====|

```

```

| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [100] | [50] | [0] | 1.5 sec. | 5 | [IMMUNE] | [NO] |
|=====|
| DROPS: 100% |Common: Potion |Rare: Potion x2 |
|=====o=====|
| STEAL: 1/2 |Common: Potion |Rare: Potion |
|=====o=====|
| LOCATION(S):| 1. [BOSS] Chapter 2. |
| | 2. Mission 4-1-2. |
|=====|
| ATTACKS: | ZACK's VIT & SPR: .. & .. |
| ===== |=====|
| {Punch} [Physical attack, ~80 Damage] |
| {Axe Swing} [Physical attack, ~100 Damage] |
| Mace Boomerang [Physical attack, Scene, No Block, ~125 Damage] |
| Twin Tomahawk [Physical attack, Scene, No Block, ~155 Damage] |
|=====|

```

```

.===== .=====
|Name: Vajradhara Tai | Class: Vajradhara |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 7 | 2900 | 22 | 14 | 28 | 1 | 1 | 4 |
|=====o=====|
| EXP: 69 | SP: 80 | Gil: 38 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] |[IMMUNE]|
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [100] | [50] | [0] | 1.5 sec. | 5 | [IMMUNE] | [NO] |
|=====|
| DROPS: 100% |Common: Potion |Rare: Potion x2 |
|=====o=====|
| STEAL: 1/2 |Common: Potion |Rare: Potion |
|=====o=====|
| LOCATION(S):| 1. [BOSS] Chapter 2. |
| | 2. Mission 4-1-2. |
|=====|
| ATTACKS: | ZACK's VIT & SPR: .. & .. |
| ===== |=====|
| {Punch} [Physical attack, ~80 Damage] |
| {Axe Swing} [Physical attack, ~100 Damage] |
| Mace Boomerang [Physical attack, Scene, No Block, ~125 Damage] |
| Twin Tomahawk [Physical attack, Scene, No Block, ~155 Damage] |
|=====|

```

```

.===== .=====
|Name: Vajradhara Yaksha | Class: Vajradhara |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 21 | 17500 | 48 | 38 | 27 | 31 | 2 | 4 |
|=====o=====|
| EXP: 483 | SP: 112 | Gil: 44 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [50] | [0] | [200] |[IMMUNE]|
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [100] | [50] | [0] | 1.3 sec. | 5 | [IMMUNE] | [NO] |

```

```

=====
| DROPS: 100% |Common: VIT Mako Stone          |Rare: Muscle Belt          |
|=====o=====|
| STEAL: 1/2  |Common: Potion              |Rare: Potion               |
|=====o=====|
| LOCATION(S):| 1. Mission 4-3-4.         |
|              | 2. Mission 4-3-5.         |
|              | 3. Mission 4-3-6.         |
|=====
| ATTACKS:
| =====
| 3 Attacks.
|=====

```

```

.=====
|Name: Vajradhara Cala |          | Class: Vajradhara |
|=====
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   34  | 41600 |   59 |    46    |    27    |    1   |    2   |    5   |
|=====o=====|
| EXP: 873      | SP: 128          | Gil: 56  | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ]  | [ ]  | [ ]      | [ ]    || [IMMUNE]| [0]    | [200] |[IMMUNE]|
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [200] | [200]  | [0]      | 1 sec.  | 6      | [IMMUNE] | [NO]  |
|=====
| DROPS: 1/2  |Common: VIT Mako Stone          |Rare: Champion Belt          |
|=====o=====|
| STEAL: 1/2  |Common: HP Up (M)              |Rare: VIT Up (M)            |
|=====o=====|
| LOCATION(S):| 1. Mission 4-1-6.         |
|              | 2. Mission 4-2-1.         |
|              | 3. Mission 4-2-2.         |
|=====
| ATTACKS:
| =====
| 3 Attacks.
|=====

```

```

.=====
|Name: Vajradhara Rakshasa |          | Class: Vajradhara |
|=====
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   44  | 44040 |   67 |    55    |    27    |    1   |    2   |    5   |
|=====o=====|
| EXP: 1384     | SP: 136          | Gil: 78  | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ]  | [ ]  | [ ]      | [ ]    || [100]  | [0]    | [200] |[IMMUNE]|
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [200] | [250]  | [0]      | 0.8 sec. | 6      | [IMMUNE] | [NO]  |
|=====
| DROPS: 1/2  |Common: VIT Mako Stone          |Rare: Champion Belt          |
|=====o=====|
| STEAL: 1/2  |Common: HP Up (M)              |Rare: VIT Up (M)            |
|=====o=====|
| LOCATION(S):| 1. Mission 4-2-3.         |
|=====

```

```
=====
| ATTACKS:
| =====
| 3 Attacks.
|=====
```

```
.===== .=====
|Name: Vajradhara Indra | Class: Vajradhara |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 46 | 52612 | 72 | 58 | 28 | 1 | 3 | 6 |
|-----o-----o-----o-----o-----o-----o-----o-----o-----
| EXP: 2145 | SP: 148 | Gil: 142 | Auto-Status: ---
|-----o-----o-----o-----o-----o-----o-----o-----o-----
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [0] | [200] |[IMMUNE]|
|-----o-----o-----o-----o-----o-----o-----o-----o-----
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.8 sec. | 6 | [IMMUNE] | [NO] |
|=====
| DROPS: 1/2 |Common: VIT Mako Stone |Rare: Champion Belt
|-----o-----o-----o-----o-----o-----o-----o-----o-----
| STEAL: 1/2 |Common: HP Up+ (M) |Rare: Power Attack (M)
|-----o-----o-----o-----o-----o-----o-----o-----o-----
| LOCATION(S):| 1. Mission 4-2-4.
| | 2. Mission 4-2-5.
| | 3. Mission 4-4-1.
|=====
```

```
| ATTACKS:
| =====
| 3 Attacks.
|=====
```

```
.===== .=====
|Name: Vajradhara Karura | Class: Vajradhara |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 49 | 84658 | 89 | 75 | 28 | 1 | 3 | 10 |
|-----o-----o-----o-----o-----o-----o-----o-----o-----
| EXP: 3808 | SP: 168 | Gil: 163 | Auto-Status: ---
|-----o-----o-----o-----o-----o-----o-----o-----o-----
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [0] | [200] |[IMMUNE]|
|-----o-----o-----o-----o-----o-----o-----o-----o-----
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.5 sec. | 6 | [IMMUNE] | [NO] |
|=====
| DROPS: 1/2 |Common: VIT Mako Stone |Rare: Champion Belt
|-----o-----o-----o-----o-----o-----o-----o-----o-----
| STEAL: 1/2 |Common: HP Up+ (M) |Rare: Vital Slash (M)
|-----o-----o-----o-----o-----o-----o-----o-----o-----
| LOCATION(S):| 1. Mission 4-4-2.
| | 2. Mission 4-4-3.
| | 3. Mission 4-4-4.
|=====
```

```
| ATTACKS:
| =====
| 3 Attacks.
|=====
```

```

=====
|Name: Vajradhara Kumbhira | | Class: Vajradhara |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 52 | 92543 | 97 | 86 | 28 | 2 | 3 | 11 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 6516 | SP: 196 | Gil: 187 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [0] | [200] |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 1.3 sec. | 6 | [IMMUNE] | [NO] |
|=====
| DROPS: 1/2 |Common: VIT Mako Stone |Rare: Black Belt |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Goblin Punch (M) |Rare: Goblin Punch (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 4-4-4. |
| | 2. Mission 4-4-5. |
| | 3. Mission 9-2-1. |
|=====
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

=====
|Name: Vajradhara Kimnara | | Class: Vajradhara |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 52 | 92543 | 104 | 86 | 28 | 2 | 3 | 13 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 6516 | SP: 196 | Gil: 187 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [0] | [200] |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 1.3 sec. | 6 | [IMMUNE] | [NO] |
|=====
| DROPS: 1/2 |Common: ATK Mako Stone |Rare: Black Belt |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Hammer Punch (M) |Rare: Hammer Punch (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 4-4-6. |
| | 2. Mission 9-2-1. |
|=====
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

=====
|Name: Vajradhara Asura | | Class: Vajradhara |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 61 | 305000 | 113 | 255 | 28 | 1 | 4 | 14 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 8429 | SP: 224 | Gil: 321 | Auto-Status: --- |

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [200] |[IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.5 sec. | 6 | [IMMUNE] | [NO] |
=====
| DROPS: 1/2 |Common: Power Stone |Rare: Platinum Bangle |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Power Suit |Rare: Power Suit |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 9-3-5. |
=====
| ATTACKS:
| =====
| 3 Attacks.
'=====

```

```

.===== .=====
|Name: A-Sahagin | | Class: Sahagin |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 13 | 3710 | 137 | 19 | 13 | 16 | 47 | 11 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 62 | SP: 76 | Gil: 66 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [0] | [0] |[IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.5 sec. | 4 | [ ] | [NO] |
=====
| DROPS: 1/4 |Common: Remedy |Rare: Remedy |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Remedy |Rare: Blizzard (M) |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 4. |
| | 2. Mission 5-1-3. |
=====
| ATTACKS:
| =====
| 5 Attacks.
'=====

```

```

.===== .=====
|Name: Sahagin | | Class: Sahagin |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 23 | 10445 | 41 | 15 | 11 | 18 | 9 | 28 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 335 | SP: 100 | Gil: 77 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [0] | [0] |[IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [50] | [0] | 2 sec. | 4 | [IMMUNE] | [NO] |
=====
| DROPS: 1/4 |Common: Potion |Rare: Blizzard (M) |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

| STEAL: 1/2 |Common: Blizzard (M) |Rare: Blizzara (M) |
|=====O=====|
| LOCATION(S):| 1. Chapter 10 (Will drop Coffin Keys). |
| | 2. Mission 2-2-4. |
|=====|
| ATTACKS:
| =====
| 6 Attacks.
|=====|

```

```

.===== .=====
|Name: Water Warrior | | Class: Sahagin |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 26 | 17445 | 41 | 26 | 12 | 32 | 13 | 39 |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 384 | SP: 116 | Gil: 173 | Auto-Status: YES |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|[HALVE] |[IMMUNE] |[ABSORB] | [ ] | | [IMMUNE] | [0] | [IMMUNE] |[IMMUNE] |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] | [0] | [0] | 1.8 sec. | 4 | [IMMUNE] | [NO] |
|=====|
| DROPS: 1/4 |Common: Blizzara (M) |Rare: Blizzaga (M) |
|=====O=====|
| STEAL: 1/2 |Common: Ice Armllet |Rare: Ice Armllet |
|=====O=====|
| LOCATION(S):| 1. Mission 10-3-2. |
|=====|
| ATTACKS:
| =====
| 6 Attacks.
|=====|

```

```

.===== .=====
|Name: Sahagin Chief | | Class: Sahagin |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 63 | 9875 | 263 | 101 | 22 | 101 | 16 | 48 |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 1119 | SP: 124 | Gil: 97 | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|[HALVE] |[IMMUNE] |[ABSORB] | [ ] | | [IMMUNE] | [0] | [0] |[IMMUNE] |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] | [150] | [0] | 1.2 sec. | 4 | [IMMUNE] | [NO] |
|=====|
| DROPS: 1/4 |Common: Blizzaga (M) |Rare: Frost Armllet |
|=====O=====|
| STEAL: 1/2 |Common: Jump (M) |Rare: Frost Armllet |
|=====O=====|
| LOCATION(S):| 1. Mission 2-3-5. |
| | 2. Mission 6-4-2. |
| | 3. Mission 8-6-2. |
|=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====|

```



```

=====
Name: Experiment 112 | Class: Sahagin |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
68 | 68350 | 372 | 75 | 16 | 92 | 22 | 41 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
EXP: 957 | SP: 336 | Gil: 0 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
[ ] | [ ] | [ ] | [ ] | [IMMUNE] | [0] | [0] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
[IMMUNE] | [0] | [0] | 1.3 sec. | 4 | [IMMUNE] | [NO] |
=====
DROPS: 1/4 | Common: Blizzara (M) | Rare: Blizzaga (M) |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 1/2 | Common: Ice Armlet | Rare: Frost Armlet |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Mission 5-2-6. |
=====
ATTACKS:
=====
3 Attacks.
=====

```

```

=====
Name: Sahagin Prince | Class: Sahagin |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
71 | 44680 | 348 | 122 | 28 | 122 | 17 | 52 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
EXP: 2085 | SP: 180 | Gil: 133 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
[HALVE] | [IMMUNE] | [ABSORB] | [ ] | [IMMUNE] | [0] | [200] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
[IMMUNE] | [200] | [0] | 1 sec. | 4 | [IMMUNE] | [NO] |
=====
DROPS: 1/4 | Common: Blizzaga (M) | Rare: High Jump (M) |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 1/2 | Common: Frost Armlet | Rare: Frost Armlet |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Mission 2-4-5. |
| | 2. Mission 7-6-2. |
| | 3. Mission 9-3-1. |
=====
ATTACKS:
=====
4 Attacks.
=====

```

```

=====
Name: King Sahagin | Class: Sahagin |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
74 | 324580 | 597 | 128 | 47 | 128 | 18 | 66 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

| EXP: 2963      | SP: 208      | Gil: 532 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [HALVE]| [IMMUNE]| [ ] | [ ] || [IMMUNE]| [0] | [IMMUNE]| [IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.3 sec. | 4 | [IMMUNE] | [NO] |
|=====|
| DROPS: 1/4 |Common: Blizzaga (M) |Rare: Ice Ring |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/2 |Common: Frost Armllet |Rare: Snow Bangle |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 9-5-4. |
| | 2. Mission 9-6-1. |
|=====|
| ATTACKS:
| =====
| 6 Attacks.
'=====|

```

```

.===== .=====
|Name: Emperor Sahagin | Class: Sahagin |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 99 | 435700 | 887 | 142 | 65 | 155 | 20 | 73 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 4614 | SP: 292 | Gil: 685 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [HALVE]| [IMMUNE]| [ ] | [ ] || [IMMUNE]| [0] | [IMMUNE]| [IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [127] | 0.2 sec. | 4 | [IMMUNE] | [NO] |
|=====|
| DROPS: 1/4 |Common: Ice Ring |Rare: Snow Armllet |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/2 |Common: Snow Armllet |Rare: SP Turbo (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 9-6-4. |
|=====|
| ATTACKS:
| =====
| 4 Attacks.
'=====|

```

```

.===== .=====
|Name: A-Ahriman | Class: Ahriman |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 12 | 1890 | 184 | 4 | 6 | 25 | 38 | 24 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 48 | SP: 80 | Gil: 34 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [0] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[0] | [0] | [0] | 2.3 sec. | 3 | [ ] | [YES] |
|=====|
| DROPS: 1/16 |Common: Ether |Rare: Ether |

```

```

=====o=====
| STEAL: 100% |Common: Potion                |Rare: Ether                |
|=====o=====
| LOCATION(S):| 1. Chapter 4.                        |
|              | 2. Mission 5-1-3.                    |
|=====o=====
| ATTACKS:
| =====
| 4 Attacks.
'=====o=====

```

```

.=====
|Name: Fly Eye |                               | Class: Ahriman |
|=====o=====
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  14   | 2218 |  244 |     6    |     8    |    11 |    41  |    7   |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 17      | SP: 24                | Gil: 14   | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|  [ ] | [ ] | [ ]    | [ ]    || [0]   | [0]   | [0]  | [0]  |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|  [0]  | [0]  | [0]  | 1.6 sec. | 3    | [ ]  | [YES] |
|=====o=====
| DROPS: 1/16 |Common: Ether                |Rare: Ether                |
|=====o=====
| STEAL: 100% |Common: Potion                |Rare: Ether                |
|=====o=====
| LOCATION(S):| 1. Mission 2-1-1.                |
|              | 2. Mission 6-1-1.                |
|=====o=====
| ATTACKS:
| =====
| 4 Attacks.
'=====o=====

```

```

.=====
|Name: Bat Eye |                               | Class: Ahriman |
|=====o=====
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  16   | 2680 |  332 |    10    |    11    |    24 |    42  |    8   |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 91      | SP: 40                | Gil: 15   | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|  [ ] | [ ] | [ ]    | [ ]    || [0]   | [0]   | [0]  | [0]  |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|  [0]  | [0]  | [0]  | 1.5 sec. | 3    | [ ]  | [YES] |
|=====o=====
| DROPS: 1/8   |Common: Ether                |Rare: Ether                |
|=====o=====
| STEAL: 100% |Common: Potion                |Rare: Cure (M)            |
|=====o=====
| LOCATION(S):| 1. Mission 6-2-1.                |
|              | 2. Mission 8-2-4.                |
|              | 3. Mission 8-4-2.                |
|=====o=====
| ATTACKS:

```

```

| =====
| 4 Attacks.
| =====
.=====
|Name: Ahriman | | Class: Ahriman |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 28 | 6910 | 364 | 6 | 13 | 25 | 46 | 10 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 461 | SP: 60 | Gil: 34 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [0] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.5 sec. | 3 | [ ] | [YES] |
|=====
| DROPS: 1/4 |Common: SPR Mako Stone |Rare: SPR Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: SPR Mako Stone |Rare: Cure (M) |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 11.
| | 2. Mission 2-2-5.
| | 3. Mission 7-2-5.
|=====
| ATTACKS:
| =====
| 5 Attacks.
| =====

```

```

.=====
|Name: Evil Eye | | Class: Ahriman |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 32 | 7870 | 382 | 31 | 17 | 26 | 47 | 13 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 516 | SP: 76 | Gil: 48 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [0] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.4 sec. | 3 | [ ] | [YES] |
|=====
| DROPS: 1/4 |Common: SPR Mako Stone |Rare: SPR Mako Stone x2 |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Mind Stone |Rare: Cura (M) |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 12.
| | 2. Mission 8-3-4.
| | 3. Mission 8-5-1.
| | 4. Mission 8-5-2.
|=====
| ATTACKS:
| =====
| 4 Attacks.
| =====

```

```

.=====

```

```

Name: Experiment No. 111 |                               | Class: Ahriman |
=====
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
|  62   | 11007 |  876  |    51    |    21    |   58   |   49   |   27   |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| EXP: 956       | SP: 176           | Gil: 0   | Auto-Status: --- |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| Fire: | Ice: | Lightning: | Gravity: || Poison: | Silence: | Stun: | Stop: |
|[ABSORB][ABSORB] | [ ] | [ ] || [0] | [0] | [0] | [0] |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [0] | [0] | [0] | 0.7 sec. | 3 | [ ] | [YES] |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| DROPS: 1/4 | Common: Bronze Bangle           | Rare: Silver Armlet |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| STEAL: 1/2 | Common: Bronze Bangle           | Rare: Silver Armlet |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| LOCATION(S): | 1. Mission 5-2-5. |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| ATTACKS: |
| ===== |
| 8 Attacks. |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|

```

```

.=====
Name: Death Gaze |                               | Class: Ahriman |
=====
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
|  79   | 17520 | 3280  |    58    |    23    |  113   |   52   |   15   |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| EXP: 1590       | SP: 468           | Gil: 63  | Auto-Status: --- |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| Fire: | Ice: | Lightning: | Gravity: || Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [0] |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [0] | [0] | [0] | 1.3 sec. | 3 | [ ] | [YES] |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| DROPS: 1/4 | Common: SPR Mako Stone x3       | Rare: Mind Stone |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| STEAL: 100% | Common: Mind Stone             | Rare: Dark Matter |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| LOCATION(S): | 1. Mission 6-5-2. |
|               | 2. Mission 6-5-3. |
|               | 3. Mission 6-5-4. |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| ATTACKS: |
| ===== |
| 6 Attacks. |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|

```

```

.=====
Name: Angra Mainyu |                               | Class: Ahriman |
=====
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
|  86   | 43750 | 5860  |    77    |    24    |  145   |   57   |   19   |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| EXP: 3024       | SP: 908           | Gil: 71  | Auto-Status: --- |
|-----o-----o-----o-----o-----o-----o-----o-----o-----o-----|
| Fire: | Ice: | Lightning: | Gravity: || Poison: | Silence: | Stun: | Stop: |

```

```

| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [0] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.2 sec. | 3 | [ ] | [YES] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/4 |Common: Dark Matter |Rare: Dark Matter |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: Curaga (M) |Rare: Curaga (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 7-6-5. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 5 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: Spriggan | | Class: Hedgehog Pie |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 4 | 460 | 35 | 8 | 3 | 10 | 17 | 12 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 11 | SP: 20 | Gil: 12 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|[HALVE] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [0] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 2.7 sec. | 3 | [ ] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/32 |Common: Potion |Rare: Soma |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: Potion |Rare: Soma |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 6-1-1. |
| | 2. Mission 8-1-2. |
| | 3. Mission 8-2-1. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 2 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: Hedgehog Pie | | Class: Hedgehog Pie |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 10 | 1512 | 55 | 10 | 6 | 13 | 18 | 14 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 54 | SP: 28 | Gil: 24 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|[IMMUNE] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [0] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 2 sec. | 3 | [ ] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/21 |Common: Potion |Rare: Fire (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: Potion |Rare: Force Bracelet |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

=====o=====
| LOCATION(S):| 1. Chapter 5.
|             | 2. Mission 2-2-1.
|             | 3. Mission 8-4-1.
|=====
| ATTACKS:
| =====
| 2 Attacks.
|=====

```

```

.===== .=====
|Name: Red Cap | | Class: Hedgehog Pie |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 42 | 6128 | 438 | 37 | 7 | 33 | 21 | 15 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 66 | SP: 68 | Gil: 33 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|[ABSORB]| [ ] | [ ] | [ ] | | [150] | [120] | [50] | [150] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [200] | [0] | [0] | 1.3 sec. | 3 | [ ] | [NO] |
|=====
| DROPS: 1/16 |Common: MAG Mako Stone |Rare: Firaga (M) |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Force Bracelet |Rare: Diamond Bracelet |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 2-2-6.
|             | 2. Mission 2-3-1.
|             | 3. Mission 7-3-2.
|             | 4. Mission 7-3-3.
|=====
| ATTACKS:
| =====
| 3 Attacks.
|=====

```

```

.===== .=====
|Name: Boundfat | | Class: Hedgehog Pie |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 66 | 9545 | 688 | 63 | 9 | 68 | 22 | 16 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 91 | SP: 96 | Gil: 48 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|[ABSORB]| [ ] | [ ] | [ ] | | [IMMUNE]| [240] | [80] | [200] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [250] | [0] | [0] | 1.3 sec. | 3 | [IMMUNE] | [NO] |
|=====
| DROPS: 1/16 |Common: MAG Mako Stone |Rare: SPR Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Diamond Bracelet |Rare: Crystal Bracelet |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 6-3-5.
|             | 2. Mission 8-3-6.
|             | 3. Mission 8-5-5.
|=====

```

```
| ATTACKS:
| =====
| 3 Attacks.
|=====
```

```
.===== .=====
|Name: Gremlin | Class: Hedgehog Pie |
```

```
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 70 | 58770 | 3380 | 124 | 11 | 157 | 24 | 18 |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 359 | SP: 108 | Gil: 59 | Auto-Status: --- |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
|[ABSORB] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
|[IMMUNE] | [0] | [0] | 1 sec. | 3 | [IMMUNE] | [NO] |
```

```
|=====
| DROPS: 1/16 | Common: Magic Stone | Rare: Mind Stone |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% | Common: Crystal Bracelet | Rare: Steal (M) |
```

```
|=====
| LOCATION(S): | 1. Mission 2-5-5.
| | 2. Mission 6-6-4.
| | 3. Mission 9-4-3.
|=====
```

```
| ATTACKS:
| =====
| 3 Attacks.
|=====
```

```
.===== .=====
|Name: Imp | Class: Hedgehog Pie |
```

```
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 80 | 204800 | 5680 | 153 | 13 | 162 | 26 | 20 |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 527 | SP: 120 | Gil: 71 | Auto-Status: --- |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
|[ABSORB] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
|[IMMUNE] | [0] | [0] | 0.7 sec. | 3 | [IMMUNE] | [NO] |
```

```
|=====
| DROPS: 1/16 | Common: Mind Stone | Rare: Magic Stone |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% | Common: Crystal Bracelet x2 | Rare: Crystal Bracelet x2 |
```

```
|=====
| LOCATION(S): | 1. Mission 9-5-4.
| | 2. Mission 9-5-5.
|=====
```

```
| ATTACKS:
| =====
| 4 Attacks.
|=====
```

```
.===== .=====
|Name: Lesser Demon | Class: Hedgehog Pie |
```



```

=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
|  84  | 115800 | 7220 |   172   |    15   |   178  |   230  |   22  |
|-----o-----o-----o-----o-----o-----o-----o-----|
| EXP: 726      | SP: 136      | Gil: 283 | Auto-Status: --- |
|-----o-----o-----o-----o-----o-----o-----o-----|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
|[ABSORB]| [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
|-----o-----o-----o-----o-----o-----o-----o-----|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 0.5 sec. | 3 | [IMMUNE] | [NO] |
|-----o-----o-----o-----o-----o-----o-----o-----|
| DROPS: 1/16 |Common: Magic Stone      |Rare: Lunar Harp |
|-----o-----o-----o-----o-----o-----o-----o-----|
| STEAL: 100% |Common: Crystal Bracelet x3 |Rare: Mug (M) |
|-----o-----o-----o-----o-----o-----o-----o-----|
| LOCATION(S):| 1. Mission 9-6-4. |
|-----o-----o-----o-----o-----o-----o-----o-----|
| ATTACKS:
| =====
| 3 Attacks.
|-----o-----o-----o-----o-----o-----o-----o-----|

```

```

=====
Name: Worm | Class: Worm |
|-----o-----o-----o-----o-----o-----o-----o-----|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
|  12  | 3300 |  38 |   14   |    4   |   19  |    7  |    9  |
|-----o-----o-----o-----o-----o-----o-----o-----|
| EXP: 66      | SP: 36      | Gil: 58 | Auto-Status: --- |
|-----o-----o-----o-----o-----o-----o-----o-----|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [WEAK] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [0] |
|-----o-----o-----o-----o-----o-----o-----o-----|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1 sec. | 3 | [ ] | [NO] |
|-----o-----o-----o-----o-----o-----o-----o-----|
| DROPS: 1/5 |Common: Potion      |Rare: Amulet |
|-----o-----o-----o-----o-----o-----o-----o-----|
| STEAL: 100% |Common: Potion      |Rare: Ether |
|-----o-----o-----o-----o-----o-----o-----o-----|
| LOCATION(S):| 1. Chapter 5. |
|              | 2. Mission 2-2-1. |
|              | 3. Mission 6-1-4. |
|-----o-----o-----o-----o-----o-----o-----o-----|
| ATTACKS:
| =====
| 3 Attacks.
|-----o-----o-----o-----o-----o-----o-----o-----|

```

```

=====
Name: Sea Worm | Class: Worm |
|-----o-----o-----o-----o-----o-----o-----o-----|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
|  14  | 3552 |  85 |   18   |    7   |   36  |   12  |   13  |
|-----o-----o-----o-----o-----o-----o-----o-----|
| EXP: 177      | SP: 52      | Gil: 61 | Auto-Status: YES |
|-----o-----o-----o-----o-----o-----o-----o-----|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [WEAK] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [0] | [IMMUNE]|
|-----o-----o-----o-----o-----o-----o-----o-----|

```



```
|=====|
| ATTACKS: |
| ===== |
| 4 Attacks. |
|=====|
```

```
.=====.
```

Name:	Lava Worm	Class:	Worm
-------	-----------	--------	------

```
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 48 | 7380 | 226 | 71 | 11 | 78 | 22 | 13 |
|-----o-----o-----o-----o-----o-----o-----o-----|
| EXP: 305 | SP: 96 | Gil: 73 | Auto-Status: --- |
|-----o-----o-----o-----o-----o-----o-----o-----|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [WEAK] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [30] | [100] |
|-----o-----o-----o-----o-----o-----o-----o-----|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
|[IMMUNE] | [50] | [0] | 1 sec. | 3 | [ ] | [NO] |
|=====|
| DROPS: 1/8 | Common: Potion | Rare: Magic Mako Stone |
|-----o-----o-----o-----o-----o-----o-----o-----|
| STEAL: 100% | Common: SPR Mako Stone | Rare: MP Mako Stone |
|-----o-----o-----o-----o-----o-----o-----o-----|
| LOCATION(S): | 1. Mission 2-3-4. |
| | 2. Mission 6-4-3. |
| | 3. Mission 7-4-6. |
|=====|
```

```
| ATTACKS: |
| ===== |
| 4 Attacks. |
|=====|
```

```
.=====.
```

Name:	Worm Elite	Class:	Worm
-------	------------	--------	------

```
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 68 | 12290 | 644 | 132 | 14 | 87 | 31 | 16 |
|-----o-----o-----o-----o-----o-----o-----o-----|
| EXP: 662 | SP: 112 | Gil: 81 | Auto-Status: --- |
|-----o-----o-----o-----o-----o-----o-----o-----|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [WEAK] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [100] | [150] |
|-----o-----o-----o-----o-----o-----o-----o-----|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
|[IMMUNE] | [150] | [0] | 0.7 sec. | 3 | [ ] | [NO] |
|=====|
| DROPS: 1/8 | Common: Potion | Rare: SPR Mako Stone |
|-----o-----o-----o-----o-----o-----o-----o-----|
| STEAL: 100% | Common: MAG Mako Stone | Rare: MP Mako Stone |
|-----o-----o-----o-----o-----o-----o-----o-----|
| LOCATION(S): | 1. Mission 8-6-5. |
| | 2. Mission 9-2-5. |
|=====|
```

```
| ATTACKS: |
| ===== |
| 4 Attacks. |
|=====|
```

```
.=====.
```

```

Name: Lesser Worm | | Class: Worm |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
  77 | 42450 | 933 | 172 | 15 | 19 | 33 | 19 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 936 | SP: 140 | Gil: 99 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
  [ ] | [WEAK] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [50] | [200] |
=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
[IMMUNE] | [250] | [0] | 0.7 sec. | 3 | [ ] | [NO] |
=====
DROPS: 1/8 | Common: Magic Stone | Rare: Dark Matter |
=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 100% | Common: MP Stone | Rare: AP Stone |
=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Mission 6-6-2. |
| | 2. Mission 6-6-3. |
| | 3. Mission 7-6-6. |
=====
ATTACKS:
| =====
| 4 Attacks.
'=====

```

```

Name: Abyss Worm | | Class: Worm |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
  81 | 107280 | 2090 | 173 | 19 | 104 | 38 | 22 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 1808 | SP: 196 | Gil: 131 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
  [ ] | [WEAK] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [200] | [250] |
=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
[IMMUNE] | [IMMUNE] | [0] | 0.7 sec. | 3 | [ ] | [NO] |
=====
DROPS: 1/8 | Common: Potion | Rare: Magic Stone |
=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 100% | Common: Mind Stone | Rare: SP Master (M) |
=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Mission 9-6-1. |
| | 2. Mission 9-6-3. |
=====
ATTACKS:
| =====
| 4 Attacks.
'=====

```

```

Name: Replicon | | Class: Replicon |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
  16 | 3480 | 72 | 25 | 7 | 22 | 3 | 18 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 126 | SP: 20 | Gil: 33 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====

```

```

| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [30] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 2 sec. | 4 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/8 |Common: Potion |Rare: Chocobo Armlet |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: ATK Mako Stone |Rare: AP Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Chapter 7. |
| | 2. Mission 2-2-2. |
| | 3. Mission 6-2-2. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: Epiornis | | Class: Replicon |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 21 | 4987 | 103 | 20 | 8 | 10 | 2 | 24 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 144 | SP: 32 | Gil: 55 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] | [50] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.7 sec. | 4 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/8 |Common: Chocobo Armlet |Rare: Chocobo Armlet |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: AP Mako Stone |Rare: ATK Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 8-1-5. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 3 Attacks.
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: Coast Runner | | Class: Replicon |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 22 | 5758 | 184 | 23 | 9 | 21 | 3 | 28 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 212 | SP: 32 | Gil: 346 | Auto-Status: YES |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [IMMUNE] | [150] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [IMMUNE] | [0] | [0] | 1.7 sec. | 4 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/8 |Common: River Chocobo Armlet |Rare: Hi-Potion |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

| STEAL: 100% |Common: VIT Mako Stone          |Rare: LCK Mako Stone          |
|=====O=====|
| LOCATION(S):| 1. Mission 10-4-1.                |
|=====|
| ATTACKS:
| =====
| 3 Attacks.
|=====

```

```

.=====|.=====
|Name: Pachyornis |                               | Class: Replicon |
|=====|
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   44  | 10089 |   326 |    44    |     11    |    22  |     3  |   33  |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 236          | SP: 48          | Gil: 68  | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|  [ ]  |  [ ]  |  [ ]    |  [ ]    | |  [0]  |  [0]    |  [50] |  [80] |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|  [0]  |  [0]  |  [0]    |  0.8 sec. |  4    |  [IMMUNE] |  [NO]  |
|=====|
| DROPS: 1/8 |Common: Mountain Chocobo Armlet|Rare: Chocobo Armlet |
|=====O=====|
| STEAL: 100% |Common: VIT Mako Stone          |Rare: LCK Mako Stone          |
|=====O=====|
| LOCATION(S):| 1. Mission 6-3-2.                |
|              | 2. Mission 6-3-3.                |
|              | 3. Mission 8-3-5.                |
|              | 4. Mission 9-1-1.                |
|=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

.=====|.=====
|Name: Dinornis |                               | Class: Replicon |
|=====|
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   60  | 265400 |   783 |    218   |     15    |    17  |     7  |   42  |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 965          | SP: 164         | Gil: 93  | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|  [ ]  |  [ ]  |  [ ]    |  [ ]    | | [IMMUNE]|  [0]    | [IMMUNE]| [IMMUNE]|
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [IMMUNE]|  [0]  |  [0]    |  0.5 sec. |  4    |  [IMMUNE] |  [NO]  |
|=====|
| DROPS: 1/8 |Common: Sky Chocobo Armlet      |Rare: Sea Chocobo Armlet    |
|=====O=====|
| STEAL: 100% |Common: Zeio Nut                |Rare: Power Stone           |
|=====O=====|
| LOCATION(S):| 1. Mission 7-6-6.                |
|              | 2. Mission 9-4-3.                |
|=====|
| ATTACKS:
| =====

```

| 4 Attacks.

```
=====
.=====
Name: Titanis | Class: Replicon |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 62 | 13892 | 538 | 68 | 12 | 22 | 4 | 38 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 330 | SP: 88 | Gil: 76 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [0] | [0] | [150] | [100] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [80] | [0] | [0] | 0.8 sec. | 4 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/8 | Common: River Chocobo Armlet | Rare: Chocobo Armlet |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% | Common: AP Mako Stone | Rare: AP Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 2-3-1. |
| | 2. Mission 6-3-6. |
| | 3. Mission 8-3-5. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: |
| ===== |
| 4 Attacks. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
```

```
=====
.=====
Name: Diatryma | Class: Replicon |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 71 | 188770 | 897 | 222 | 16 | 133 | 9 | 46 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 1340 | SP: 228 | Gil: 102 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [0] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [0] | [0] | 0.3 sec. | 4 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/8 | Common: Sky Chocobo Armlet | Rare: Laurel Crown |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% | Common: Zeio Nut | Rare: Black Cowl |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 9-6-4. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: |
| ===== |
| 3 Attacks. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
```

```
=====
.=====
Name: Experiment No. 117 | Class: Replicon |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 89 | 217980 | 624 | 143 | 14 | 63 | 5 | 40 |
```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 522          | SP: 460          | Gil: 81  | Auto-Status: YES |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [200] | [150] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [160] | [0] | [0] | 0.7 sec. | 4 | [IMMUNE] | [NO] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: 1/8 |Common: Sea Chocobo Armlet |Rare: River Chocobo Armlet |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Zeio Nut |Rare: Zeio Nut |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 5-3-5. |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| ATTACKS:
| =====
| 3 Attacks.
'=====o=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
|Name: Bizarre Bug | | Class: Bizarre Bug |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 13 | 1120 | 84 | 13 | 17 | 28 | 84 | 3 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 38          | SP: 16          | Gil: 8  | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [0] | [IMMUNE]| [0] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1.3 sec. | 3 | [ ] | [NO] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: 1/8 |Common: Potion |Rare: Remedy |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Potion |Rare: Potion |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 7. |
| | 2. Mission 2-2-2. |
| | 3. Mission 7-2-3. |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| ATTACKS:
| =====
| 2 Attacks.
'=====o=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
|Name: King Scarab | | Class: Bizarre Bug |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 29 | 3776 | 123 | 21 | 17 | 28 | 88 | 8 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 88          | SP: 20          | Gil: 24 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [0] | [IMMUNE]| [0] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [30] | [0] | [0] | 1.3 sec. | 3 | [ ] | [NO] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====

```



```

=====
| DROPS: 1/8 |Common: MAG Mako Stone |Rare: Remedy |
|=====o=====
| STEAL: 100% |Common: Potion |Rare: Potion |
|=====o=====
| LOCATION(S):| 1. Mission 6-3-1. |
| | 2. Mission 7-2-3. |
| | 3. Mission 8-5-4. |
|=====
| ATTACKS:
| =====
| 2 Attacks.
|=====

```

```

.===== .=====
|Name: Scarab | | Class: Bizarre Bug |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 56 | 6253 | 2320 | 91 | 18 | 14 | 89 | 16 |
|=====o=====o=====o=====o=====o=====o=====
| EXP: 264 | SP: 28 | Gil: 38 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE]| [0] | [IMMUNE]| [200] |
|=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [200] | [200] | [0] | 0.5 sec. | 3 | [ ] | [NO] |
|=====
| DROPS: 1/8 |Common: MP Mako Stone |Rare: Remedy |
|=====o=====
| STEAL: 100% |Common: Potion |Rare: Potion |
|=====o=====
| LOCATION(S):| 1. Mission 6-5-1. |
| | 2. Mission 6-5-2. |
| | 3. Mission 6-5-3. |
| | 4. Mission 7-5-5. |
|=====
| ATTACKS:
| =====
| 5 Attacks.
|=====

```

```

.===== .=====
|Name: Hexodon | | Class: Bizarre Bug |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 76 | 168500 | 6680 | 141 | 19 | 207 | 90 | 23 |
|=====o=====o=====o=====o=====o=====o=====
| EXP: 507 | SP: 32 | Gil: 68 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE]| [250] | [IMMUNE]| [250] |
|=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [IMMUNE]| [250] | [0] | 0.3 sec. | 3 | [ ] | [NO] |
|=====
| DROPS: 1/8 |Common: Mind Stone |Rare: Remedy |
|=====o=====
| STEAL: 100% |Common: Potion |Rare: Potion |
|=====o=====

```

| LOCATION(S):| 1. Mission 9-5-5.
| | 2. Mission 9-5-6.

| ATTACKS:
| =====

| 5 Attacks.
| =====

.=====.

|Name: A-Griffon | | Class: Griffon |

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 20 | 9850 | 999 | 22 | 108 | 38 | 138 | 7 |

| EXP: 512 | SP: 240 | Gil: 143 | Auto-Status: ---

| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [] | [] | [] | [] | | [IMMUNE]| [IMMUNE]| [120] | [240] |

| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0 sec. | 6 | [IMMUNE] | [NO] |

| DROPS: 100% |Common: Hi-Potion |Rare: MAG Mako Stone |

| STEAL: 100% |Common: SPR Mako Stone |Rare: Hi-Potion |

| LOCATION(S):| 1. Chapter 7.
| | 2. Mission 5-1-6.

| ATTACKS: | ZACK's VIT & SPR: 95 & 49 |

| {Claw} [Physical Attack]
| {Feathers} [Physical Attack, ~205 Damage]
| {Maser} [Physical Attack, ignores Vitality, ~400 Damage]
| {Lean} [Physical Attack, inflicts Stun]
| Drain [Magical Attack, Absorbs HP]
| Silence [Magical Attack, inflicts Silence]
| Wall [Magical Attack, Self, inflicts Barrier+Magic Barrier]
| + 1 more

.=====.

|Name: Griffon | | Class: Griffon |

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 34 | 17840 | 589 | 36 | 19 | 35 | 21 | 56 |

| EXP: 631 | SP: 176 | Gil: 283 | Auto-Status: ---

| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|[HALVE]| [HALVE]| [HALVE] | [] | | [IMMUNE]| [IMMUNE]| [180] | [240] |

| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.2 sec. | 6 | [IMMUNE] | [NO] |

| DROPS: 1/4 |Common: Hi-Potion |Rare: MAG Mako Stone |

| STEAL: 100% |Common: SPR Mako Stone |Rare: Hi-Potion |

| LOCATION(S):| 1. Chapter 11.

| 2. Mission 2-2-5.
| 3. Mission 7-2-6.

=====

| ATTACKS:

| =====

| 7 Attacks.

=====

.=====.

| Name: Hippogriff | Class: Griffon |

=====

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |

| 71 | 95250 | 3555 | 93 | 23 | 78 | 24 | 63 |

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

| EXP: 2346 | SP: 376 | Gil: 558 | Auto-Status: --- |

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

| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |

| [HALVE] | [HALVE] | [HALVE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [250] | [IMMUNE] |

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

| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |

| [IMMUNE] | [IMMUNE] | [0] | 0.2 sec. | 6 | [IMMUNE] | [NO] |

=====

| DROPS: 1/4 | Common: Hi-Potion | Rare: MAG Mako Stone |

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

| STEAL: 100% | Common: HP Mako Stone | Rare: Exploder Blade |

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

| LOCATION(S): | 1. Mission 2-3-6.

| | 2. Mission 6-4-4.

| | 3. Mission 7-5-1.

=====

| ATTACKS:

| =====

| 8 Attacks.

=====

.=====.

| Name: Tycoon | Class: Griffon |

=====

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |

| 88 | 215000 | 8344 | 154 | 27 | 154 | 23 | 65 |

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

| EXP: 9802 | SP: 668 | Gil: 860 | Auto-Status: --- |

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

| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |

| [HALVE] | [HALVE] | [HALVE] | [] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |

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

| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |

| [IMMUNE] | [IMMUNE] | [0] | 0.1 sec. | 6 | [IMMUNE] | [NO] |

=====

| DROPS: 1/4 | Common: Hi-Potion | Rare: Mythril |

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

| STEAL: 100% | Common: Hi-Potion | Rare: Ultima (M) |

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

| LOCATION(S): | 1. Mission 9-5-3.

=====

| ATTACKS:

| =====

| 7 Attacks.

=====

```

=====
Name: Trap | Class: Bomb |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 19 | 872 | 102 | 15 | 21 | 26 | 24 | 11 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 52 | SP: 20 | Gil: 26 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
[ABSORB] | [WEAK] | [ ] | [ ] | [0] | [0] | [0] | [0] |
=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
 [0] | [0] | [0] | 1.7 sec. | 2 | [ ] | [YES] |
=====
DROPS: 1/8 | Common: Potion | Rare: Fire (M) |
=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 100% | Common: MAG Mako Stone | Rare: MP Mako Stone |
=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Mission 2-1-5. |
 | 2. Mission 6-1-3. |
 | 3. Mission 8-4-3. |
=====
ATTACKS:
=====
5 Attacks.
=====

```

```

=====
Name: Bomb | Class: Bomb |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 22 | 6608 | 132 | 11 | 13 | 32 | 25 | 12 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 152 | SP: 28 | Gil: 48 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
[ABSORB] | [WEAK] | [ ] | [ ] | [0] | [0] | [0] | [0] |
=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
 [0] | [0] | [0] | 1.7 sec. | 2 | [ ] | [YES] |
=====
DROPS: 1/4 | Common: Potion | Rare: Potion |
=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 100% | Common: Potion | Rare: Fire Armlet |
=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Chapter 10. |
 | 2. Mission 2-3-3. |
 | 3. Mission 6-3-1. |
=====
ATTACKS:
=====
5 Attacks.
=====

```

```

=====
Name: Remedy Bomb | Class: Bomb |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 27 | 15530 | 152 | 14 | 15 | 30 | 26 | 16 |
=====o=====o=====o=====o=====o=====o=====o=====

```

```

| EXP: 166          | SP: 36          | Gil: 73  | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
|[ABSORB]| [WEAK] | [ ] | [ ] || [100] | [IMMUNE]| [100] | [150] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [200] | [IMMUNE] | [IMMUNE] | 1.7 sec. | 2 | [IMMUNE] | [YES] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/2 |Common: MAG Mako Stone          |Rare: Fire (M)          |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: ATK Mako Stone          |Rare: VIT Mako Stone   |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Chapter 10.          |
|              | 2. Mission 2-3-3.       |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 4 Attacks.
'=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.=====|.=====
|Name: Touchy Bomb |          | Class: Bomb |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 27 | 15530 | 152 | 14 | 15 | 30 | 26 | 16 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 166          | SP: 36          | Gil: 73  | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
|[ABSORB]| [WEAK] | [ ] | [ ] || [100] | [IMMUNE]| [100] | [150] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [200] | [IMMUNE] | [IMMUNE] | 1.7 sec. | 2 | [IMMUNE] | [YES] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/2 |Common: MAG Mako Stone          |Rare: Fire (M)          |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: MAG Mako Stone          |Rare: ATK Mako Stone   |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Chapter 10.          |
|              | 2. Mission 2-3-3.       |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 4 Attacks.
'=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.=====|.=====
|Name: Gray Bomb |          | Class: Bomb |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 27 | 15530 | 152 | 14 | 15 | 30 | 26 | 16 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 166          | SP: 36          | Gil: 73  | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
|[ABSORB]| [WEAK] | [ ] | [ ] || [100] | [IMMUNE]| [100] | [150] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [200] | [IMMUNE] | [IMMUNE] | 1.7 sec. | 2 | [IMMUNE] | [YES] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

| DROPS: 1/2 |Common: MAG Mako Stone |Rare: Fire (M) |
|=====O=====|
| STEAL: 100% |Common: SPR Mako Stone |Rare: SPR Mako Stone |
|=====O=====|
| LOCATION(S):| 1. Chapter 10. |
| | 2. Mission 2-3-3. |
|=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

.=====|.=====
|Name: Steam Engine | | Class: Bomb |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 34 | 12510 | 294 | 22 | 32 | 33 | 40 | 21 |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 238 | SP: 48 | Gil: 185 | Auto-Status: YES |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|[ABSORB] | [WEAK] | [ ] | [ ] | | [IMMUNE] | [IMMUNE] | [250] | [200] |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] | [0] | [0] | 1.5 sec. | 2 | [IMMUNE] | [YES] |
|=====|
| DROPS: 1/2 |Common: MAG Mako Stone |Rare: SPR Mako Stone |
|=====O=====|
| STEAL: 100% |Common: HP Mako Stone |Rare: VIT Mako Stone |
|=====O=====|
| LOCATION(S):| 1. Mission 10-3-3. |
|=====|
| ATTACKS:
| =====
| 6 Attacks.
|=====

```

```

.=====|.=====
|Name: Grenade | | Class: Bomb |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 35 | 6870 | 304 | 27 | 17 | 54 | 28 | 22 |
|=====O=====O=====O=====O=====O=====O=====O=====|
| EXP: 487 | SP: 64 | Gil: 83 | Auto-Status: --- |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|[ ] | [ABSORB] | [ ] | [ ] | | [100] | [IMMUNE] | [150] | [200] |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[150] | [0] | [0] | 1.5 sec. | 2 | [ ] | [YES] |
|=====|
| DROPS: 1/4 |Common: Blizzara (M) |Rare: Blizzard (M) |
|=====O=====|
| STEAL: 100% |Common: SPR Mako Stone |Rare: Firaga (M) |
|=====O=====|
| LOCATION(S):| 1. Chapter 12. |
|=====|
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

=====
Name: Balloon | Class: Bomb
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck:
  44 | 9369 | 1230 | 52 | 22 | 53 | 33 | 30
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
EXP: 829 | SP: 84 | Gil: 102 | Auto-Status: ---
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop:
[IMMUNE] | [ABSORB] | [ ] | [ ] | [200] | [IMMUNE] | [250] | [250]
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float:
[250] | [0] | [0] | 1.5 sec. | 2 | [IMMUNE] | [YES]
=====
DROPS: 1/2 | Common: MAG Mako Stone | Rare: Firaga (M)
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 100% | Common: MP Mako Stone | Rare: Firaga (M)
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Mission 7-4-1.
| | 2. Mission 8-5-4.
=====
ATTACKS:
=====
| 6 Attacks.
=====

```

```

=====
Name: Mine | Class: Bomb
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck:
  45 | 2000 | 633 | 48 | 30 | 30 | 32 | 26
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
EXP: 652 | SP: 76 | Gil: 96 | Auto-Status: ---
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop:
[ABSORB] | [ ] | [ ] | [ ] | [150] | [IMMUNE] | [200] | [250]
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float:
[200] | [0] | [0] | 0 sec. | 2 | [IMMUNE] | [YES]
=====
DROPS: 1/2 | Common: MAG Mako Stone | Rare: Fira (M)
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 100% | Common: HP Mako Stone | Rare: Firaga (M)
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Mission 6-3-3.
| | 2. Mission 6-3-4.
| | 3. Mission 9-1-1.
=====
ATTACKS:
=====
| 3 Attacks.
=====

```

```

=====
Name: Detonator | Class: Bomb
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck:
  80 | 20340 | 2240 | 133 | 24 | 99 | 36 | 34
=====

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1632      | SP: 96          | Gil: 118 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
|[ABSORB]| [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [250] | [0] | [0] | 1.3 sec. | 2 | [IMMUNE] | [YES] |
=====
| DROPS: 1/2 |Common: MAG Mako Stone          |Rare: SPR Mako Stone |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: MAG Mako Stone          |Rare: ATK Mako Stone |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 2-4-3. |
|              | 2. Mission 7-5-5. |
|              | 3. Mission 9-2-6. |
=====
| ATTACKS:
| =====
| 5 Attacks.
'=====

```

```

.=====
|Name: S Mine | | Class: Bomb |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 86 | 17850 | 1650 | 101 | 23 | 87 | 34 | 32 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1466      | SP: 88          | Gil: 114 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
|[ABSORB]| [ ] | [ ] | [ ] || [250] | [IMMUNE]| [IMMUNE]| [IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [250] | [0] | [0] | 1.3 sec. | 2 | [ ] | [YES] |
=====
| DROPS: 1/2 |Common: MAG Mako Stone          |Rare: SPR Mako Stone |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: ATK Mako Stone          |Rare: VIT Mako Stone |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 2-4-2. |
|              | 2. Mission 6-5-1. |
|              | 3. Mission 8-6-2. |
=====
| ATTACKS:
| =====
| 5 Attacks.
'=====

```

```

.=====
|Name: Volcano | | Class: Bomb |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 86 | 27850 | 3384 | 155 | 27 | 107 | 42 | 40 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1994      | SP: 108         | Gil: 131 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
|[ABSORB]| [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====

```



```

| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1.3 sec. | 2 | [ ] | [YES] |
|=====|
| DROPS: 1/2 |Common: Magic Stone |Rare: Mind Stone |
|=====o=====|
| STEAL: 100% |Common: Guard Stone |Rare: MP Stone |
|=====o=====|
| LOCATION(S):| 1. Mission 2-4-5. |
| | 2. Mission 6-5-4. |
| | 3. Mission 7-6-2. |
|=====|
| ATTACKS:
| =====
| 5 Attacks.
|=====

```

```

.===== .=====
|Name: Destroyer | | Class: Bomb |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 91 | 52500 | 5622 | 179 | 28 | 158 | 44 | 44 |
|=====o=====|
| EXP: 2381 | SP: 116 | Gil: 147 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
|[ABSORB]| [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1.3 sec. | 2 | [IMMUNE] | [YES] |
|=====|
| DROPS: 1/2 |Common: Magic Stone |Rare: Magic Stone |
|=====o=====|
| STEAL: 100% |Common: Mind Stone |Rare: Mind Stone |
|=====o=====|
| LOCATION(S):| 1. Mission 2-5-6. |
| | 2. Mission 7-6-5. |
|=====|
| ATTACKS:
| =====
| 6 Attacks.
|=====

```

```

.===== .=====
|Name: Experiment No. 120 | | Class: Bomb |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 92 | 162850 | 7750 | 141 | 26 | 104 | 37 | 38 |
|=====o=====|
| EXP: 1720 | SP: 180 | Gil: 0 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
|[ABSORB]| [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.7 sec. | 2 | [ ] | [YES] |
|=====|
| DROPS: 1/2 |Common: MAG Mako Stone |Rare: Magic Stone |
|=====o=====|
| STEAL: 100% |Common: MAG Mako Stone |Rare: MAG Mako Stone |
|=====o=====|

```

LOCATION(S):| 1. Mission 5-4-2.
=====|
ATTACKS:
| =====
| 7 Attacks.
| =====|

.=====.

Name: Explosive | Class: Bomb |

=====|

Level:	HP:	MP:	Strength:	Vitality:	Magic:	Spirit:	Luck:
95	89800	6890	254	30	254	48	48

=====o=====o=====o=====o=====o=====o=====o=====o=====|

EXP: 2870 | SP: 128 | Gil: 180 | Auto-Status: --- |

=====o=====o=====o=====o=====o=====o=====o=====o=====|

Fire:	Ice:	Lightning:	Gravity:	Poison:	Silence:	Stun:	Stop:
[IMMUNE]	[ABSORB]	[]	[]	[IMMUNE]	[IMMUNE]	[IMMUNE]	[IMMUNE]

=====o=====o=====o=====o=====o=====o=====o=====o=====|

Death:	Blow Away:	Zantetsuken:	Action Time:	Stagger:	Interrupt:	Float:
[IMMUNE]	[0]	[0]	0.8 sec.	3	[]	[YES]

=====|

DROPS: 1/2 | Common: Magic Stone | Rare: Magic Stone x2 |

=====o=====o=====o=====o=====o=====o=====o=====o=====|

STEAL: 100% | Common: Mind Stone | Rare: Energy (M) |

=====o=====o=====o=====o=====o=====o=====o=====o=====|

LOCATION(S):| 1. Mission 5-4-2.
=====|
ATTACKS:
| =====
| 8 Attacks.
| =====|

.=====.

Name: Raijincho | Class: Raijincho (Bird) |

=====|

Level:	HP:	MP:	Strength:	Vitality:	Magic:	Spirit:	Luck:
16	1944	163	11	4	17	7	4

=====o=====o=====o=====o=====o=====o=====o=====o=====|

EXP: 44 | SP: 56 | Gil: 24 | Auto-Status: --- |

=====o=====o=====o=====o=====o=====o=====o=====o=====|

Fire:	Ice:	Lightning:	Gravity:	Poison:	Silence:	Stun:	Stop:
[WEAK]	[]	[ABSORB]	[]	[0]	[0]	[0]	[IMMUNE]

=====o=====o=====o=====o=====o=====o=====o=====o=====|

Death:	Blow Away:	Zantetsuken:	Action Time:	Stagger:	Interrupt:	Float:
[0]	[0]	[0]	1.7 sec.	3	[]	[YES]

=====|

DROPS: 1/8 | Common: Ether | Rare: Thunder (M) |

=====o=====o=====o=====o=====o=====o=====o=====o=====|

STEAL: 1/2 | Common: Ether | Rare: Thunder (M) |

=====o=====o=====o=====o=====o=====o=====o=====o=====|

LOCATION(S):| 1. Mission 2-1-3.
| 2. Mission 6-1-2.
| 3. Mission 8-1-2.
=====|
ATTACKS:
| =====
| 2 Attacks.
| =====|

.=====.

```

Name: Needle Kiss |                               | Class: Raijincho (Bird) |
=====
Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
  19 | 2650 | 232 | 18 | 5 | 24 | 8 | 18 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 196 | SP: 100 | Gil: 59 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
[WEAK] | [ ] | [ABSORB] | [ ] | [0] | [IMMUNE] | [0] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
  [0] | [0] | [0] | 1.5 sec. | 3 | [ ] | [YES] |
=====
DROPS: 1/8 | Common: Thunder (M) | Rare: Thundara (M) |
=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 1/2 | Common: Thunder (M) | Rare: Lightning Ring |
=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Chapter 10. |
| | 2. Mission 2-2-3. |
| | 3. Mission 6-2-4. |
=====
ATTACKS:
| =====
| 4 Attacks.
'=====

```

```

Name: Thunderbird |                               | Class: Raijincho (Bird) |
=====
Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
  57 | 13580 | 467 | 58 | 6 | 99 | 8 | 22 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 349 | SP: 120 | Gil: 73 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
[WEAK] | [ ] | [ABSORB] | [ ] | [0] | [IMMUNE] | [0] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
  [0] | [0] | [0] | 1.2 sec. | 3 | [ ] | [YES] |
=====
DROPS: 1/8 | Common: Thunder (M) | Rare: Thundaga (M) |
=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 1/2 | Common: Lightning Ring | Rare: Thundaga (M) |
=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Mission 2-3-3. |
| | 2. Mission 6-4-1. |
| | 3. Mission 8-3-6. |
=====
ATTACKS:
| =====
| 4 Attacks.
'=====

```

```

Name: Simurgh |                               | Class: Raijincho (Bird) |
=====
Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
  59 | 12850 | 853 | 103 | 8 | 101 | 11 | 26 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 586 | SP: 144 | Gil: 86 | Auto-Status: --- |
=====

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ABSORB] | [ ] | | [IMMUNE] | [IMMUNE] | [50] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [0] | [0] | 1 sec. | 3 | [ ] | [YES] |
=====
| DROPS: 1/8 |Common: Lightning Armllet |Rare: Lightning Ring |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Lightning Ring |Rare: Lightning Armllet |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 2-4-2. |
| | 2. Mission 2-4-3. |
| | 3. Mission 9-2-4. |
=====
| ATTACKS:
| =====
| 6 Attacks.
'=====

```

```

===== .=====
|Name: Jatayu | | Class: Raijincho (Bird) |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 76 | 88400 | 1023 | 206 | 11 | 207 | 13 | 33 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1589 | SP: 252 | Gil: 99 | Auto-Status: MP 0 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ABSORB] | [ ] | | [IMMUNE] | [IMMUNE] | [150] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] | [0] | [0] | 0.7 sec. | 3 | [ ] | [YES] |
=====
| DROPS: 1/8 |Common: Thunder Armllet |Rare: Lightning Ring |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Thunder Armllet |Rare: Thunder Armllet |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 9-4-6. |
=====
| ATTACKS:
| =====
| 4 Attacks.
'=====

```

```

===== .=====
|Name: Garuda | | Class: Raijincho (Bird) |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 81 | 114680 | 1520 | 207 | 14 | 232 | 17 | 42 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 2021 | SP: 320 | Gil: 138 | Auto-Status: MP 0 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ABSORB] | [ ] | | [IMMUNE] | [IMMUNE] | [20] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] | [0] | [0] | 0.6 sec. | 3 | [ ] | [YES] |
=====
| DROPS: 1/8 |Common: Bolt Armllet |Rare: Lightning Ring |

```

```

=====o=====
| STEAL: 1/2 |Common: Bolt Armlet           |Rare: Electrocute (M) |
=====o=====
| LOCATION(S):| 1. Mission 9-4-6. |
=====o=====
| ATTACKS: |
| ===== |
| 4 Attacks. |
=====o=====

```

```

=====o=====
|Name: Death Claw |                               | Class: Death Claw |
=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 23 | 9050 | 870 | 24 | 33 | 34 | 22 | 26 |
=====o=====
| EXP: 422 | SP: 100 | Gil: 87 | Auto-Status: --- |
=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [WEAK] | [ ] | [ ] | [ ] | | [250] | [IMMUNE]| [100] | [100] |
=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [200] | [0] | [0] | 2 sec. | 5 | [ ] | [NO] |
=====o=====
| DROPS: 1/4 |Common: MAG Mako Stone           |Rare: Mythril Gloves |
=====o=====
| STEAL: 1/2 |Common: Mythril Gloves           |Rare: ATK Up (M) |
=====o=====
| LOCATION(S):| 1. Chapter 10. |
| | 2. Mission 2-2-3. |
| | 3. Mission 6-2-5. |
=====o=====
| ATTACKS: |
| ===== |
| 5 Attacks. |
=====o=====

```

```

=====o=====
|Name: Scissor Chitin |                               | Class: Death Claw |
=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 62 | 33850 | 1028 | 111 | 36 | 112 | 30 | 31 |
=====o=====
| EXP: 5460 | SP: 180 | Gil: 94 | Auto-Status: --- |
=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [250] | [IMMUNE]| [IMMUNE]| [200] |
=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [IMMUNE]| [0] | [0] | 1 sec. | 5 | [IMMUNE] | [NO] |
=====o=====
| DROPS: 1/4 |Common: MAG Mako Stone           |Rare: Crystal Gloves |
=====o=====
| STEAL: 1/2 |Common: Crystal Gloves           |Rare: ATK Up++ (M) |
=====o=====
| LOCATION(S):| 1. Mission 2-4-2. |
| | 2. Mission 6-4-5. |
| | 3. Mission 8-6-4. |
=====o=====
| ATTACKS: |

```



```

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 82 | 78500 | 2080 | 196 | 43 | 196 | 41 | 68 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 11281 | SP: 396 | Gil: 134 | Auto-Status: YES |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
|[IMMUNE] | [0] | [0] | 0.3 sec. | 5 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/4 | Common: Death Blade (M) | Rare: Stop Blade (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/2 | Common: Stop Blade (M) | Rare: Gil Toss (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 9-5-2. |
| | 2. Mission 9-5-3. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: |
| ===== |
| 3 Attacks. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: Experiment No. 116 | Class: Death Claw |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 93 | 223760 | 5440 | 143 | 34 | 102 | 27 | 28 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 4052 | SP: 900 | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [250] | [IMMUNE] | [IMMUNE] | [150] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
|[IMMUNE] | [0] | [0] | 1 sec. | 5 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/4 | Common: ATK Mako Stone | Rare: Diamond Gloves |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/2 | Common: Diamond Gloves | Rare: ATK Up+ (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 5-3-4. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: |
| ===== |
| 6 Attacks. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: Dorky Face | Class: Dorky Face |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 29 | 4668 | 777 | 12 | 7 | 39 | 132 | 13 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 131 | SP: 68 | Gil: 41 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [80] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |

```

```

|[IMMUNE]|      [0] |      [0] |      1 sec. |  2 |      [ ] |      [YES] |
|=====|
| DROPS: 1/4 |Common: Ether |Rare: Poison (M) |
|=====o=====|
| STEAL: 1/4 |Common: Ether |Rare: Gris-Gris Bag |
|=====o=====|
| LOCATION(S):| 1. Chapter 10 (Shinra Mansion). |
|              | 2. Mission 2-2-4. |
|              | 3. Mission 8-3-3. |
|=====|
| ATTACKS: |
| ===== |
| 3 Attacks. |
|=====|

```

```

.===== .=====
|Name: Nightmare | | Class: Funny Face |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 34 | 10200 | 888 | 32 | 8 | 48 | 153 | 17 |
|=====o=====o=====o=====o=====o=====o=====|
| EXP: 420 | SP: 120 | Gil: 58 | Auto-Status: MP 0 |
|=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE]| [IMMUNE]| [60] | [IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1 sec. | 2 | [ ] | [YES] |
|=====|
| DROPS: 1/2 |Common: Mind Stone |Rare: Silence (M) |
|=====o=====|
| STEAL: 100% |Common: Gris-Gris Bag |Rare: MP Mako Stone |
|=====o=====|
| LOCATION(S):| 1. Final Dungeon. |
|              | 2. Mission 8-3-3. |
|              | 3. Mission 8-3-4. |
|=====|
| ATTACKS: |
| ===== |
| 4 Attacks. |
|=====|

```

```

.===== .=====
|Name: Pumpkin | | Class: Funny Face |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 63 | 13450 | 999 | 37 | 8 | 77 | 193 | 20 |
|=====o=====o=====o=====o=====o=====o=====|
| EXP: 1138 | SP: 156 | Gil: 132 | Auto-Status: MP 0 |
|=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE]| [IMMUNE]| [140] | [IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 0.7 sec. | 2 | [ ] | [YES] |
|=====|
| DROPS: 1/2 |Common: Poison (M) |Rare: Silence (M) |
|=====o=====|
| STEAL: 100% |Common: Gris-Gris Bag |Rare: Death (M) |
|=====o=====|

```



```

| LOCATION(S):| 1. Mission 8-6-2.
|              | 2. Mission 8-6-3.
|=====
| ATTACKS:
| =====
| 3 Attacks.
|=====

```

```

.=====
|Name: Jack 'o Lantern |          | Class: Funny Face |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
|  82   | 92850 | 2222 | 187      | 9         | 173   | 180   | 24   |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 2265      | SP: 200          | Gil: 189 | Auto-Status: MP 0,
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|  [ ] | [ ] | [ ]      | [IMMUNE]|| [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0]   | [0]   | 1 sec. | 2   | [ ]   | [YES] |
|=====
| DROPS: 1/2 |Common: Gris-Gris Bag x2      |Rare: Stop (M)
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Gris-Gris Bag x2      |Rare: MP Stone
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 2-5-3.
|              | 2. Mission 6-6-1.
|              | 3. Mission 9-3-6.
|=====

```

```

| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

.=====
|Name: Shadow Monk |          | Class: Funny Face |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
|  83   | 158540 | 3333 | 188      | 9         | 224   | 242   | 25   |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 2902      | SP: 260          | Gil: 238 | Auto-Status: MP 0,
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|  [ ] | [ ] | [ ]      | [IMMUNE]|| [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0]   | [0]   | 0.5 sec. | 2   | [ ]   | [YES] |
|=====
| DROPS: 1/2 |Common: Dark Matter          |Rare: Soul of Thamasa
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Gris-Gris Bag x4      |Rare: Soul of Thamasa
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 9-6-2.
|              | 3. Mission 9-3-6.
|=====
| ATTACKS:
| =====
| 4 Attacks.
|=====

```

```

.=====
|Name: Experiment No. 118 |                               | Class: Funny Face |
|=====
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  90 | 132500 | 1111 |   106   |     9    |  124  |  172  |   23  |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1374      | SP: 460                | Gil: 0    | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
|  [ ] | [ ] | [ ] | [IMMUNE]|| [IMMUNE]| [IMMUNE]| [150] |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1 sec. | 2 | [ ] | [YES] |
|=====
| DROPS: 1/2 |Common: Silence (M)                |Rare: Death (M) |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Gris-Gris Bag x2            |Rare: MP Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 5-3-6. |
|=====
| ATTACKS:
| =====
| 3 Attacks.
'=====

```

```

.=====
|Name: Gargoyle |                               | Class: Gargoyle |
|=====
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  34 |  6668 |  999 |   13   |     21   |   41  |  152  |   40  |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 378      | SP: 240                | Gil: 56   | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
|  [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [30] | [0] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1.7 sec. | 3 | [ ] | [YES] |
|=====
| DROPS: 1/4 |Common: Earring                |Rare: Circlet |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: MAG Mako Stone            |Rare: Sprint Shoes |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 10. |
|              | 2. Mission 2-2-4. |
|              | 3. Mission 6-2-6. |
|=====
| ATTACKS:
| =====
| 7 Attacks.
'=====

```

```

.=====
|Name: Evilgoyle |                               | Class: Gargoyle |
|=====
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  35 | 13668 |  999 |   23   |     24   |   42  |  158  |   43  |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 770      | SP: 280                | Gil: 73   | Auto-Status: --- |

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE]| [IMMUNE]| [90] | [0] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1.7 sec. | 3 | [ ] | [YES] |
=====
| DROPS: 1/4 |Common: Magic Stone |Rare: Circlet |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Circlet |Rare: Hypno Crown |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Chapter 12. |
| | 2. Mission 7-3-1. |
| | 3. Mission 8-3-4. |
=====
| ATTACKS:
| =====
| 7 Attacks.
'=====

```

```

.===== .=====
|Name: Demon | | Class: Gargoyle |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 41 | 19182 | 999 | 41 | 25 | 48 | 158 | 44 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1095 | SP: 308 | Gil: 133 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE]| [IMMUNE]| [160] | [50] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1.3 sec. | 3 | [ ] | [YES] |
=====
| DROPS: 1/4 |Common: MAG Up+ (M) |Rare: Darkness (M) |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Hypno Crown |Rare: MAG Up++ (M) |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 2-2-6. |
| | 2. Mission 6-3-4. |
| | 3. Mission 7-3-2. |
=====
| ATTACKS:
| =====
| 7 Attacks.
'=====

```

```

.===== .=====
|Name: Horned Devil | | Class: Gargoyle |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 63 | 72800 | 9999 | 153 | 31 | 202 | 188 | 52 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 3996 | SP: 372 | Gil: 172 | Auto-Status: MP 0 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1.3 sec. | 3 | [ ] | [YES] |

```

```

=====
| DROPS: 1/4 |Common: Royal Crown |Rare: Darkness (M) |
|=====o=====
| STEAL: 1/2 |Common: Hypno Crown |Rare: Royal Crown |
|=====o=====
| LOCATION(S):| 1. Mission 2-5-4. |
| | 2. Mission 9-3-6. |
|=====
| ATTACKS:
| =====
| 5 Attacks.
'=====

```

```

.===== .=====
|Name: Belial | | Class: Gargoyle |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 90 | 112680 | 9999 | 237 | 33 | 242 | 204 | 55 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 4524 | SP: 408 | Gil: 198 | Auto-Status: MP 0 |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 0.5 sec. | 3 | [ ] | [YES] |
|=====
| DROPS: 1/4 |Common: Royal Crown x2 |Rare: Royal Crown x2 |
|=====o=====
| STEAL: 1/2 |Common: Gold Hairpin |Rare: SP Turbo Magic (M) |
|=====o=====
| LOCATION(S):| 1. Mission 9-5-6. |
|=====
| ATTACKS:
| =====
| 5 Attacks.
'=====

```

```

.===== .=====
|Name: Experiment No. 119 | | Class: Gargoyle |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 91 | 188500 | 9999 | 99 | 28 | 107 | 166 | 48 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 2022 | SP: 892 | Gil: 0 | Auto-Status: MP 0 |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1 sec. | 3 | [ ] | [YES] |
|=====
| DROPS: 1/4 |Common: Drainra (M) |Rare: Drainga (M) |
|=====o=====
| STEAL: 1/2 |Common: Drainra (M) |Rare: Drainga (M) |
|=====o=====
| LOCATION(S):| 1. Mission 5-4-1. |
|=====
| ATTACKS:
| =====

```

| 6 Attacks.

```
=====
.=====
Name: Grashstrike | Class: Grashstrike |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 13 | 1430 | 24 | 8 | 11 | 8 | 8 | 11 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 9 | SP: 20 | Gil: 5 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [0] | [0] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [0] | [0] | [0] | 1.3 sec. | 2 | [ ] | [NO] |
|=====
| DROPS: 1/8 | Common: Potion | Rare: AP Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% | Common: Remedy | Rare: ATK Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 2-1-1. |
| | 2. Mission 8-2-2. |
| | 3. Mission 8-4-1. |
|=====
| ATTACKS:
| =====
| 3 Attacks.
```

```
=====
.=====
Name: Head Hunter | Class: Grashstrike |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 21 | 2810 | 33 | 20 | 13 | 20 | 9 | 19 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 124 | SP: 64 | Gil: 38 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [0] | [50] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [0] | [0] | [0] | 1 sec. | 2 | [ ] | [NO] |
|=====
| DROPS: 1/8 | Common: Potion | Rare: ATK Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% | Common: Remedy | Rare: LCK Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Chapter 11. |
| | 2. Mission 2-2-5. |
| | 3. Mission 8-5-2. |
|=====
| ATTACKS:
| =====
| 3 Attacks.
```

```
=====
.=====
Name: Garnet Mole | Class: Grashstrike |
=====
```

```

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 66 | 5735 | 127 | 88 | 16 | 43 | 12 | 38 |
|=====o=====|
| EXP: 290 | SP: 92 | Gil: 42 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [100] | [250] |
|=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [200] | [0] | [0] | 0.8 sec. | 2 | [ ] | [NO] |
|=====|
| DROPS: 1/8 | Common: Potion | Rare: AP Mako Stone |
|=====o=====|
| STEAL: 100% | Common: Remedy | Rare: ATK Mako Stone |
|=====o=====|
| LOCATION(S): | 1. Mission 2-3-6. |
| | 2. Mission 6-4-4. |
| | 3. Mission 7-5-1. |
|=====|
| ATTACKS: |
| ===== |
| 2 Attacks. |
|=====|

```

```

.===== .=====
|Name: Man Hunter | Class: Grashstrike |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 72 | 86800 | 255 | 182 | 17 | 99 | 15 | 52 |
|=====o=====|
| EXP: 864 | SP: 108 | Gil: 48 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [150] | [250] |
|=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [250] | [120] | [0] | 0.7 sec. | 2 | [IMMUNE] | [NO] |
|=====|
| DROPS: 1/8 | Common: Potion | Rare: Power Stone |
|=====o=====|
| STEAL: 100% | Common: Remedy | Rare: AP Stone |
|=====o=====|
| LOCATION(S): | 1. Mission 9-5-3. |
|=====|
| ATTACKS: |
| ===== |
| 6 Attacks. |
|=====|

```

```

.===== .=====
|Name: Killing Stinger | Class: Grashstrike |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 77 | 93850 | 564 | 193 | 19 | 133 | 17 | 63 |
|=====o=====|
| EXP: 1078 | SP: 128 | Gil: 56 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [250] | [IMMUNE] |
|=====o=====|

```

```

| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [250] | [250] | [0] | 0.3 sec. | 2 | [IMMUNE] | [NO] |
|=====|
| DROPS: 1/8 |Common: Potion |Rare: Power Stone |
|=====o=====|
| STEAL: 100% |Common: Remedy |Rare: Mind Stone |
|=====o=====|
| LOCATION(S):| 1. Mission 9-6-2. |
| | 2. Mission 9-6-3. |
|=====|
| ATTACKS:
| =====
| 5 Attacks.
|=====|

```

```

.===== .=====
|Name: Grangalan | | Class: Grangalan |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 34 | 12050 | 999 | 32 | 148 | 34 | 223 | 33 |
|=====o=====|
| EXP: 970 | SP: 200 | Gil: 300 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 3 sec. | 6 | [ ] | [YES] |
|=====|
| DROPS: 100% |Common: Potion |Rare: Hi-Potion |
|=====o=====|
| STEAL: 100% |Common: Hi-Potion |Rare: X-Potion |
|=====o=====|
| LOCATION(S):| 1. Final Dungeon. |
|=====|
| ATTACKS:
| =====
| 3 Attacks.
|=====|

```

```

.===== .=====
|Name: Grangalan Jr. | | Class: Grangalan |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 32 | 7880 | 999 | 30 | 147 | 29 | 221 | 37 |
|=====o=====|
| EXP: 668 | SP: 24 | Gil: 100 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.7 sec. | 5 | [ ] | [YES] |
|=====|
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====|
| STEAL: --- |Common: --- |Rare: --- |
|=====o=====|
| LOCATION(S):| 1. Final Dungeon (from Grangalan). |
|=====|

```

```
| ATTACKS:
| =====
| 2 Attacks.
|=====
```

```
.=====
|Name: Grangalan Jr. Jr. | | Class: Grangalan |
```

```
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 31 | 6350 | 999 | 28 | 42 | 40 | 220 | 40 |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 120 | SP: 1 | Gil: 50 | Auto-Status: --- |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.7 sec. | 4 | [ ] | [YES] |
```

```
|=====
| DROPS: --- |Common: --- |Rare: --- |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: --- |Common: --- |Rare: --- |
```

```
|=====
| LOCATION(S):| 1. Final Dungeon (from Grangalan). |
```

```
| ATTACKS:
| =====
| 2 Attacks.
|=====
```

```
.=====
|Name: Grannygalan | | Class: Grangalan |
```

```
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 90 | 312800 | 9999 | 222 | 158 | 208 | 252 | 39 |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 4350 | SP: 1000 | Gil: 1000 | Auto-Status: --- |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 2.3 sec. | 6 | [IMMUNE] | [YES] |
```

```
|=====
| DROPS: 100% |Common: Mind Stone |Rare: Mind Stone x2 |
```

```
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Energy Suit |Rare: Energy Suit |
```

```
|=====
| LOCATION(S):| 1. Mission 9-4-6. |
```

```
| ATTACKS:
| =====
| 3 Attacks.
|=====
```

```
.=====
|Name: Mama Grangalan | | Class: Grangalan |
```

```
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 80 | 175800 | 9999 | 244 | 155 | 228 | 250 | 44 |
```



```

=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 2900      | SP: 200          | Gil: 500 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.5 sec. | 5 | [IMMUNE] | [YES] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: --- |Common: ---          |Rare: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: --- |Common: ---          |Rare: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 9-4-6 (from Grannygalan). |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| ATTACKS:
| =====
| 3 Attacks.
'=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====
| Name: Me Grangalan | Class: Grangalan |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 70 | 143500 | 9999 | 255 | 58 | 248 | 248 | 53 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1450      | SP: 24          | Gil: 100 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.5 sec. | 4 | [IMMUNE] | [YES] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: --- |Common: ---          |Rare: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: --- |Common: ---          |Rare: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 9-4-6 (from Mama Grangalan). |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| ATTACKS:
| =====
| 2 Attacks.
'=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====
| Name: Malboro | Class: Malboro |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 38 | 48760 | 1235 | 53 | 21 | 52 | 142 | 56 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 2040      | SP: 336          | Gil: 141 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
| [WEAK]| [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [127] | 2.7 sec. | 6 | [IMMUNE] | [NO] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: 100% |Common: Talisman          |Rare: Tarot Cards |
=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

=====o=====
| STEAL: 100% |Common: SPR Up+ (M)           |Rare: SPR Up++ (M)           |
|=====o=====
| LOCATION(S):| 1. Final Dungeon.                 |
|              | 2. Mission 9-1-1.                       |
|=====
| ATTACKS:
| =====
| 3 Attacks.
'=====

```

```

.=====
|Name: Land Malboro |                               | Class: Malboro |
|=====
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   63  | 264680 | 3230 |   141   |    24    |   113  |   144  |   63  |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 8860      | SP: 460          | Gil: 183 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [127] | 0.7 sec. | 6 | [IMMUNE] | [NO] |
|=====
| DROPS: 100% |Common: Talisman           |Rare: Tarot Cards           |
|=====o=====
| STEAL: 100% |Common: Darkness (M)       |Rare: Darkness (M)         |
|=====o=====
| LOCATION(S):| 1. Mission 2-4-1.
|=====
| ATTACKS:
| =====
| 4 Attacks.
'=====

```

```

.=====
|Name: Gaea Malboro |                               | Class: Malboro |
|=====
| Level: |  HP: |  MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|   73  | 1285650| 6583 |   174   |    26    |   142  |   153  |   74  |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 23925     | SP: 688          | Gil: 262 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|[HALVE]| [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [191] | 0.3 sec. | 6 | [IMMUNE] | [NO] |
|=====
| DROPS: 100% |Common: Mythril           |Rare: Mythril x2           |
|=====o=====
| STEAL: 100% |Common: Ribbon           |Rare: Ribbon               |
|=====o=====
| LOCATION(S):| 1. Mission 2-5-6.
|              | 2. Mission 6-6-5.
|=====
| ATTACKS:
| =====
| 4 Attacks.

```

```

=====
Name: Malboro Great | Class: Malboro
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck:
  99 | 3385000 | 9950 | 182 | 202 | 199 | 208 | 88
=====o=====o=====o=====o=====o=====o=====o=====o=====
EXP: 31936 | SP: 928 | Gil: 293 | Auto-Status: ---
=====o=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop:
[HALVE] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE]
=====o=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float:
[IMMUNE] | [IMMUNE] | [255] | 0 sec. | 6 | [IMMUNE] | [NO]
=====
DROPS: 100% | Common: Tarot Cards | Rare: Crystal Orb
=====o=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 100% | Common: Super Ribbon | Rare: Super Ribbon
=====o=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Mission 9-6-4.
=====
ATTACKS:
=====
3 Attacks.
=====

```

```

=====
Name: Mover | Class: Mover
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck:
  41 | 5870 | 889 | 3 | 233 | 66 | 250 | 10
=====o=====o=====o=====o=====o=====o=====o=====o=====
EXP: 118 | SP: 2000 | Gil: 0 | Auto-Status: ---
=====o=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop:
[ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE]
=====o=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float:
[IMMUNE] | [IMMUNE] | [0] | 0.7 sec. | 2 | [IMMUNE] | [NO]
=====
DROPS: 1/2 | Common: Silver Armlet | Rare: Silver Armlet
=====o=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 1/2 | Common: Circlet | Rare: Hypno Crown
=====o=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Final Dungeon.
| 2. Mission 8-5-2.
=====
ATTACKS:
=====
4 Attacks.
=====

```

```

=====
Name: Mover RE | Class: Mover
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck:
  60 | 14860 | 3333 | 88 | 234 | 102 | 251 | 12
=====o=====o=====o=====o=====o=====o=====o=====o=====
EXP: 281 | SP: 4000 | Gil: 0 | Auto-Status: ---
=====

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.7 sec. | 2 | [IMMUNE] | [NO] |
=====
| DROPS: 1/2 |Common: Gold Armlet |Rare: Gold Armlet |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Hypno Crown |Rare: Lunar Harp |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 2-3-3. |
| | 2. Mission 6-4-1. |
| | 3. Mission 8-6-1. |
=====
| ATTACKS:
| =====
| 5 Attacks.
'=====

```

```

===== .=====
|Name: Mover EX | | Class: Mover |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 72 | 34860 | 6723 | 102 | 238 | 244 | 254 | 16 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 863 | SP: 8000 | Gil: 0 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.7 sec. | 2 | [IMMUNE] | [NO] |
=====
| DROPS: 1/2 |Common: Rune Bangle |Rare: Rune Bangle |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Mythril x2 |Rare: Flare (M) |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 2-5-2. |
| | 2. Mission 6-5-5. |
| | 3. Mission 7-6-5. |
=====
| ATTACKS:
| =====
| 5 Attacks.
'=====

```

```

===== .=====
|Name: Three Stars | | Class: Mover |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 80 | 67850 | 9999 | 135 | 242 | 255 | 255 | 20 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1293 | SP: 20000 | Gil: 0 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.5 sec. | 2 | [IMMUNE] | [NO] |

```

```

=====
| DROPS: 1/2 |Common: Mythril Armlet |Rare: Mythril Armlet |
|=====o=====
| STEAL: 1/2 |Common: Tri-Fire (M) |Rare: Tri-Thundaga (M) |
|=====o=====
| LOCATION(S):| 1. Mission 9-5-2. |
| | 2. Mission 9-5-3. |
|=====
| ATTACKS:
| =====
| 4 Attacks.
'=====

```

```

.===== .=====
|Name: Hungry | | Class: Hungry |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 26 | 9767 | 375 | 33 | 11 | 33 | 26 | 55 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 302 | SP: 96 | Gil: 112 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [0] | [0] | [0] |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [ ] | [0] | [0] | 1 sec. | 4 | [ ] | [NO] |
|=====
| DROPS: 1/4 |Common: Potion |Rare: Titanium Bangle |
|=====o=====
| STEAL: 1/4 |Common: Potion |Rare: Titanium Bangle |
|=====o=====
| LOCATION(S):| 1. Mission 8-1-6. |
|=====
| ATTACKS:
| =====
| 5 Attacks.
'=====

```

```

.===== .=====
|Name: Most Hungry | | Class: Hungry |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 72 | 137800 | 6250 | 104 | 14 | 121 | 34 | 72 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 2330 | SP: 136 | Gil: 153 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [250] | [0] | [250] |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 1 sec. | 4 | [ ] | [NO] |
|=====
| DROPS: 1/4 |Common: HP Stone |Rare: HP Stone x2 |
|=====o=====
| STEAL: 1/2 |Common: Potion |Rare: Power Stone |
|=====o=====
| LOCATION(S):| 1. Mission 2-5-4. |
| | 2. Mission 2-5-5. |
| | 3. Mission 2-5-6. |
|=====

```

| ATTACKS:
| =====
| 5 Attacks.
|=====

.=====.

|Name: Very Hungry | | Class: Hungry |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 91 | 398500 | 7830 | 187 | 23 | 151 | 38 | 99 |
|=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 3074 | SP: 264 | Gil: 184 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [] | [] | [] | [] | | [IMMUNE]| [0] | [IMMUNE]| [IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 0.7 sec. | 4 | [] | [NO] |
|=====|
| DROPS: 1/4 |Common: Potion |Rare: Power Stone |
|=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/2 |Common: Potion |Rare: Smart Consumer (M) |
|=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 9-5-2.
| | 2. Mission 9-5-4.
|=====

| ATTACKS:
| =====
| 5 Attacks.
|=====

.=====.

|Name: Mandragora | | Class: Mandragora |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 29 | 1776 | 384 | 11 | 4 | 13 | 6 | 2 |
|=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 77 | SP: 80 | Gil: 18 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
|[WEAK] | [] | [] | [] | | [IMMUNE]| [IMMUNE]| [IMMUNE]| [IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [0] | [0] | 2 sec. | 2 | [] | [NO] |
|=====|
| DROPS: 1/8 |Common: SPR Mako Stone |Rare: Cure (M) |
|=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/4 |Common: Esuna (M) |Rare: Cura (M) |
|=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 6-1-5.
| | 2. Mission 8-1-6.
| | 3. Mission 8-2-5.
|=====

| ATTACKS:
| =====
| 3 Attacks.
|=====

.=====.

|Name: Razor Weed | | Class: Mandragora |


```

| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
| [WEAK] | [ ] | [ ] | [ ] || [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [250] | [0] | 1 sec. | 2 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/8 | Common: SPR Mako Stone | Rare: Esuna (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/4 | Common: Regen (M) | Rare: Regen (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 2-4-3. |
| | 2. Mission 6-5-2. |
| | 3. Mission 9-3-1. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 3 Attacks.
'=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.=====|.=====|
| Name: Chive | | Class: Mandragora |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 92 | 98980 | 9753 | 198 | 7 | 173 | 10 | 20 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 977 | SP: 280 | Gil: 34 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
| [WEAK] | [ ] | [ ] | [ ] || [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [0] | 0.7 sec. | 2 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/8 | Common: Mind Stone | Rare: MBarrier (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/4 | Common: Barrier (M) | Rare: Wall (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 9-5-6. |
| | 2. Mission 9-6-1. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS:
| =====
| 4 Attacks.
'=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.=====|.=====|
| Name: Slaps | | Class: Slaps |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 27 | 2280 | 387 | 16 | 238 | 5 | 1 | 37 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 228 | SP: 64 | Gil: 72 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning:| Gravity:|| Poison: | Silence: | Stun: | Stop: |
| [WEAK] | [ ] | [ ] | [ ] || [IMMUNE] | [IMMUNE] | [IMMUNE] | [0] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [0] | [0] | 3.3 sec. | 5 | [ ] | [YES] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 1/4 | Common: Star Pendant | Rare: Potion |

```



```

=====o=====
| STEAL: 100% |Common: White Cape           |Rare: Hi-Potion           |
=====o=====
| LOCATION(S):| 1. Mission 6-2-3.           |
|              | 2. Mission 8-2-5.           |
|              | 3. Mission 8-4-5.           |
=====
| ATTACKS:
| =====
| 3 Attacks.
'=====

```

```

.=====
|Name: Hornets |                               | Class: Slaps |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 50 | 5604 | 432 | 53 | 240 | 23 | 3 | 68 |
=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 438 | SP: 100 | Gil: 86 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [WEAK] | [ ] | [ ] | [ ] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [0] |
=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] | [50] | [0] | 2.7 sec. | 5 | [ ] | [YES] |
=====
| DROPS: 1/4 |Common: Star Pendant           |Rare: Hi-Potion           |
=====o=====
| STEAL: 100% |Common: White Cape           |Rare: Hi-Potion           |
=====o=====
| LOCATION(S):| 1. Mission 6-3-4.           |
|              | 2. Mission 7-3-3.           |
|              | 3. Mission 8-5-3.           |
=====
| ATTACKS:
| =====
| 3 Attacks.
'=====

```

```

.=====
|Name: Killer Bee |                               | Class: Slaps |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 89 | 8280 | 587 | 137 | 251 | 112 | 5 | 88 |
=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 912 | SP: 112 | Gil: 124 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [WEAK] | [ ] | [ ] | [ ] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [50] |
=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] | [100] | [0] | 1 sec. | 5 | [ ] | [YES] |
=====
| DROPS: 1/4 |Common: Zeio Nut               |Rare: Zeio Nut           |
=====o=====
| STEAL: 100% |Common: White Cape           |Rare: MAG Mako Stone     |
=====o=====
| LOCATION(S):| 1. Mission 9-2-4.           |
|              | 2. Mission 9-2-5.           |
|              | 3. Mission 9-2-6.           |

```

```
|=====|
| ATTACKS:
| =====
| 3 Attacks.
|=====|
```

```
.=====.
```

```
|Name: Giant Hornets | Class: Slaps |
```

```
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 96 | 13850 | 989 | 228 | 253 | 186 | 7 | 102 |
```

```
|=====o=====|
| EXP: 1586 | SP: 128 | Gil: 338 | Auto-Status: --- |
```

```
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [WEAK] | [ ] | [ ] | [ ] || [IMMUNE]| [IMMUNE]| [IMMUNE]| [100] |
```

```
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [200] | [0] | 0.7 sec. | 5 | [ ] | [YES] |
```

```
|=====|
| DROPS: 1/4 |Common: Magic Stone |Rare: Hi-Potion |
```

```
|=====o=====|
| STEAL: 100% |Common: White Cape |Rare: Luck Stone |
```

```
|=====|
| LOCATION(S):| 1. Mission 6-6-4.
| | 2. Mission 6-6-6.
| | 3. Mission 9-4-3.
|=====|
```

```
| ATTACKS:
| =====
| 3 Attacks.
|=====|
```

```
.=====.
```

```
|Name: Dual Horn | Class: Dual Horn |
```

```
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 31 | 12800 | 24 | 36 | 210 | 7 | 47 | 4 |
```

```
|=====o=====|
| EXP: 954 | SP: 128 | Gil: 77 | Auto-Status: YES |
```

```
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [HALVE]| [HALVE]| [HALVE] | [IMMUNE]|| [100] | [IMMUNE]| [IMMUNE]| [IMMUNE]|
```

```
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [100] | [0] | 1 sec. | 8 | [IMMUNE] | [NO] |
```

```
|=====|
| DROPS: 25/32|Common: Four Slots |Rare: Mystile |
```

```
|=====o=====|
| STEAL: 1/2 |Common: Remedy x4 |Rare: Remedy x6 |
```

```
|=====|
| LOCATION(S):| 1. Mission 6-3-1.
| | 2. Mission 8-4-6.
|=====|
```

```
| ATTACKS:
| =====
| 3 Attacks.
|=====|
```

```
.=====.
```

```

Name: Diceratops | | Class: Dual Horn |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 52 | 25980 | 27 | 77 | 233 | 8 | 48 | 6 |
|=====o=====|
| EXP: 2688 | SP: 156 | Gil: 158 | Auto-Status: YES |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [HALVE] | [HALVE] | [HALVE] | [IMMUNE]|| [IMMUNE] | [IMMUNE] |[IMMUNE] |[IMMUNE] |
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] | [100] | [0] | 0.8 sec. | 8 | [IMMUNE] | [NO] |
|=====|
| DROPS: 25/32|Common: Mythril |Rare: Aegis Armlet |
|=====o=====|
| STEAL: 1/2 |Common: ATK Mako Stone x2 |Rare: Pearl Necklace |
|=====o=====|
| LOCATION(S):| 1. Mission 2-2-6. |
| | 2. Mission 2-3-1. |
|=====|

```

ATTACKS:
=====
4 Attacks.

```

Name: Wyerd | | Class: Dual Horn |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 55 | 48799 | 29 | 133 | 254 | 9 | 48 | 7 |
|=====o=====|
| EXP: 5966 | SP: 244 | Gil: 263 | Auto-Status: YES |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [HALVE] | [HALVE] | [HALVE] | [IMMUNE]|| [IMMUNE] | [IMMUNE] |[IMMUNE] |[IMMUNE] |
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] | [IMMUNE] | [0] | 0.3 sec. | 8 | [IMMUNE] | [NO] |
|=====|
| DROPS: 25/32|Common: Aegis Armlet |Rare: Aegis Armlet |
|=====o=====|
| STEAL: 1/2 |Common: Remedy x8 |Rare: Pearl Necklace |
|=====o=====|
| LOCATION(S):| 1. Mission 6-4-4. |
| | 2. Mission 7-4-6. |
| | 3. Mission 8-6-2. |
|=====|

```

ATTACKS:
=====
4 Attacks.

```

Name: Grand Horn | | Class: Dual Horn |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 98 | 65040 | 33 | 224 | 248 | 9 | 49 | 10 |
|=====o=====|
| EXP: 8673 | SP: 308 | Gil: 297 | Auto-Status: YES |
|=====o=====|

```

```

| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [HALVE] | [HALVE] | [HALVE] | [IMMUNE] || [IMMUNE] | [IMMUNE] |[IMMUNE] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [0] | 0 sec. | 8 | [IMMUNE] | [NO] |
|=====|
| DROPS: 25/32 |Common: Aegis Armlet x2 |Rare: Pearl Necklace x2 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/2 |Common: Pearl Necklace |Rare: Quake (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 2-4-6. |
| | 2. Mission 6-5-4. |
| | 3. Mission 7-6-2. |
|=====|
| ATTACKS:
| =====
| 4 Attacks.
'=====|

```

Oo*-*oO

BOSS CLASSES

```

.===== .=====
|Name: Behemoth | Class: Behemoth |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 6 | 7870 | 122 | 8 | 10 | 11 | 9 | 8 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 7 | SP: 16 | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:|| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] || [IMMUNE] | [0] | [IMMUNE] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [200] | [200] | [0] | 0.8 sec. | 5 | [IMMUNE] | [NO] |
|=====|
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. [BOSS] Chapter 1. |
|=====|
| ATTACKS: | ZACK's VIT & SPR: .. & .. |
| ===== |=====|
| Left-Right Claw [Physical attack] |
| Left-Right Claw [Physical attack, Gravity] |
| Left-Right Tail [Physical attack, ignores Vitality] |
| Left-Right Tail [Physical attack, Gravity] |
| Spin Tail [Physical attack, ignores Vitality] |
| Heave [Physical Attack, Gravity] |
'=====|

```

```

.===== .=====
|Name: Experiment No. 88 | Class: Behemoth |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 18 | 9999 | 172 | 25 | 150 | 24 | 205 | 43 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 58 | SP: 56 | Gil: 0 | Auto-Status: --- |

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [HALVE]| [HALVE]| [WEAK] | [IMMUNE]||[IMMUNE] | [IMMUNE]| [IMMUNE]| [IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 0.8 sec. | 5 | [IMMUNE] | [NO] |
=====
| DROPS: 1/8 |Common: Hi-Potion |Rare: Bronze Bangle |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: X-Potion |Rare: X-Potion |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. [BOSS] Chapter 4: VR Training. |
=====
| ATTACKS:
| =====
| Left-Right Claw [Physical attack]
| Left-Right Claw [Physical attack, Gravity]
| Left-Right Tail [Physical attack, ignores Vitality]
| Left-Right Tail [Physical attack, Gravity]
| Spin Tail [Physical attack, ignores Vitality]
| Heave [Physical Attack, Gravity]
'=====

```

```

.===== .=====
|Name: Sea Hulk | | Class: Behemoth |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 36 | 52800 | 187 | 44 | 22 | 31 | 23 | 33 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1052 | SP: 220 | Gil: 78 | Auto-Status: YES |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] ||[IMMUNE] | [0] | [IMMUNE]| [IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [240] | [0] | 0.8 sec. | 5 | [IMMUNE] | [NO] |
=====
| DROPS: 100% |Common: Hi-Potion |Rare: Iron Bangle |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Iron Bangle |Rare: Titanium Bangle |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 10-4-3. |
=====
| ATTACKS:
| =====
| Left-Right Claw [Physical attack]
| Left-Right Claw [Physical attack, Gravity]
| Left-Right Tail [Physical attack, ignores Vitality]
| Left-Right Tail [Physical attack, Gravity]
| Spin Tail [Physical attack, ignores Vitality]
| Heave [Physical Attack, Gravity]
'=====

```

```

.===== .=====
|Name: Behemoth King | | Class: Behemoth |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 41 | 118780 | 321 | 62 | 14 | 52 | 11 | 39 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 3280 | SP: 316 | Gil: 96 | Auto-Status: --- |

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [0] | 0.8 sec. | 5 | [IMMUNE] | [NO] |
=====
| DROPS: 100% |Common: Goddess Key |Rare: Goddess Key |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Iron Bangle |Rare: X-Potion |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Final Dungeon. |
=====
| ATTACKS:
| =====
| Left-Right Claw [Physical attack]
| Left-Right Claw [Physical attack, Gravity]
| Left-Right Tail [Physical attack, ignores Vitality]
| Left-Right Tail [Physical attack, Gravity]
| Spin Tail [Physical attack, ignores Vitality]
| Heave [Physical Attack, Gravity]
'=====

```

```

.===== .=====
|Name: Experiment No. 110 | Class: Behemoth |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 52 | 48509 | 483 | 64 | 18 | 55 | 17 | 72 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 5769 | SP: 468 | Gil: 0 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | | [IMMUNE] | [0] | [IMMUNE] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [200] | [240] | [0] | 0.8 sec. | 5 | [IMMUNE] | [NO] |
=====
| DROPS: 100% |Common: Hi-Potion |Rare: Titanium Bangle |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Titanium Bangle |Rare: X-Potion |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 5-2-4. |
=====
| ATTACKS:
| =====
| Left-Right Claw [Physical attack]
| Left-Right Claw [Physical attack, Gravity]
| Left-Right Tail [Physical attack, ignores Vitality]
| Left-Right Tail [Physical attack, Gravity]
| Spin Tail [Physical attack, ignores Vitality]
| Heave [Physical Attack, Gravity]
'=====

```

```

.===== .=====
|Name: Jabberwock | Class: Behemoth |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 67 | 287580 | 5260 | 212 | 19 | 123 | 18 | 42 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 11572 | SP: 1108 | Gil: 143 | Auto-Status: --- |

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] ||[IMMUNE] | [0] |[IMMUNE]| [IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [200] | [240] | [0] | 0.7 sec. | 5 | [IMMUNE] | [NO] |
=====
| DROPS: 100% |Common: Carbon Bangle |Rare: Fat Chocobo Feather |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Fat Chocobo Feather |Rare: Fat Chocobo Feather x2 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 2-4-4. |
| | 2. Mission 9-2-6. |
=====

```

```

| ATTACKS:
| =====
| Left-Right Claw [Physical attack]
| Left-Right Claw [Physical attack, Gravity]
| Left-Right Tail [Physical attack, ignores Vitality]
| Left-Right Tail [Physical attack, Gravity]
| Spin Tail [Physical attack, ignores Vitality]
| Heave [Physical Attack, Gravity]
'=====

```

```

.===== .=====
|Name: Humbaba | | Class: Behemoth |
=====

```

```

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 99 | 898500 | 7890 | 255 | 23 | 245 | 21 | 44 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 19018 | SP: 2660 | Gil: 186 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] ||[IMMUNE] |[IMMUNE] |[IMMUNE]| [IMMUNE]|
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.7 sec. | 5 | [IMMUNE] | [NO] |
=====
| DROPS: 100% |Common: Fat Chocobo Feather |Rare: Fat Chocobo Feather x2 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Fat Chocobo Feather x2 |Rare: Fat Chocobo Feather x3 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 6-6-6. |
=====

```

```

| ATTACKS:
| =====
| Left-Right Claw [Physical attack]
| Left-Right Claw [Physical attack, Gravity]
| Left-Right Tail [Physical attack, ignores Vitality]
| Left-Right Tail [Physical attack, Gravity]
| Spin Tail [Physical attack, ignores Vitality]
| Heave [Physical Attack, Gravity]
'=====

```

```

.===== .=====
|Name: Ifrit | | Class: Ifrit |
=====

```

```

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 8 | 6720 | 403 | 17 | 20 | 14 | 30 | 12 |
=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

| EXP: 321          | SP: 180          | Gil: 430 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|[ABSORB]| [WEAK] | [ ] | [ ] || [0] | [0] |[IMMUNE]| [0] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [IMMUNE] | [IMMUNE] | 1 sec. | 5 | [IMMUNE] | [NO] |
|=====|
| DROPS: 1/8 |Common: Hi-Potion          |Rare: Wrist Band |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: Potion          |Rare: ATK Up (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. [BOSS] Chapter 2. |
|              | 2. Mission 5-1-1. |
|=====|
| ATTACKS: | ZACK's VIT & SPR: .. & .. |
|===== |=====|
| {Double Punch} [Physical Attack, ~40 Damage x2] |
| {Kick} [Physical Attack, ~67 Damage] |
| Flame Shot [Magical Attack, Fire, ~30 Damage x3] |
| Hellfire [Magical Attack, Fire, Scene, No Block, ~400 Damage] |
|
| BATTLE NOTES: o Mission 5-1-1 Ifrit gives 133 Exp, 133 Gil.
|=====
'=====

```

```

.===== .=====
|Name: Ifrit (Mission 8-1-1) | Class: Ifrit |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 9 | 7820 | 403 | 18 | 20 | 15 | 30 | 12 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 162          | SP: 180          | Gil: 173 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|[ABSORB]| [WEAK] | [ ] | [ ] || [0] | [0] |[IMMUNE]| [0] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
| [0] | [IMMUNE] | [IMMUNE] | 0.7 sec. | 5 | [IMMUNE] | [NO] |
|=====|
| DROPS: 1/8 |Common: Hi-Potion          |Rare: Wrist Band |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% |Common: Potion          |Rare: ATK Up (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. Mission 8-1-1. |
|=====|
| ATTACKS: | ZACK's VIT & SPR: .. & .. |
|===== |=====|
| {Double Punch} [Physical Attack, ~40 Damage x2] |
| {Kick} [Physical Attack, ~67 Damage] |
| Flame Shot [Magical Attack, Fire, ~30 Damage x3] |
| Hellfire [Magical Attack, Fire, Scene, No Block, ~400 Damage] |
'=====

```

```

.===== .=====
|Name: Experiment No. 113 | Class: Ifrit |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 48 | 43500 | 1738 | 62 | 33 | 93 | 36 | 72 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====|

```



```

| EXP: 1155      | SP: 772      | Gil: 0      | Auto-Status: ---
|=====o=====|
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
|[ABSORB]| [ ] | [ ] | [ ] | [[IMMUNE] | [[IMMUNE] | [[IMMUNE] | [[IMMUNE] |
|=====o=====|
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 0.2 sec. | 5 | [IMMUNE] | [NO] |
|=====|
| DROPS: 1/8 | Common: MAG Mako Stone | Rare: Hyper Wrist |
|=====o=====|
| STEAL: 1/2 | Common: ATK Up+ (M) | Rare: ATK Up++ (M) |
|=====o=====|
| LOCATION(S):| 1. Mission 5-3-1. |
|=====|
| ATTACKS:
| =====
| {Double Punch} [Physical Attack]
| {Kick} [Physical Attack]
| Flame Shot [Magical Attack, Fire]
| Hellfire [Magical Attack, Fire, Scene, No Block]
|=====

```

```

.===== .=====
|Name: Mako Ifrit | | Class: Ifrit |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 81 | 2262870| 7980 | 118 | 48 | 214 | 44 | 102 |
|=====o=====|
| EXP: 9222 | SP: 888 | Gil: 0 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
|[ABSORB]| [ ] | [ ] | [ ] | [[IMMUNE] | [[IMMUNE] | [[IMMUNE] | [[IMMUNE] |
|=====o=====|
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 0.1 sec. | 5 | [ ] | [NO] |
|=====|
| DROPS: 1/8 | Common: HP Stone | Rare: Hyper Wrist |
|=====o=====|
| STEAL: 1/2 | Common: Kaiser Knuckles | Rare: Costly Punch (M) |
|=====o=====|
| LOCATION(S):| 1. Mission 9-5-1. |
|=====|
| ATTACKS:
| =====
| {Double Punch} [Physical Attack]
| {Kick} [Physical Attack]
| Flame Shot [Magical Attack, Fire]
| Hellfire [Magical Attack, Fire, Scene, No Block]
|=====

```

```

.===== .=====
|Name: Guard Spider | | Class: Guard Spider |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 10 | 7225 | 0 | 17 | 54 | 14 | 12 | 16 |
|=====o=====|
| EXP: 162 | SP: 1 | Gil: 120 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [WEAK] | [IMMUNE] | [[IMMUNE] | [[IMMUNE] | [[IMMUNE] | [[IMMUNE] |

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 2 sec. | 5 | [IMMUNE] | [NO] |
=====
| DROPS: 100% |Common: Potion |Rare: Hi-Potion |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Potion |Rare: Bulletproof Vest |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. [BOSS] Chapter 3: Banora Village. |
| | 2. Mission 3-1-2. |
=====
| ATTACKS: | ZACK's VIT & SPR: 60 & 20 |
| ===== |=====
| {Robot Claw} [Physical Attack, ignores Vitality, ~135 Damage] |
| Formula 97 Machine Gun [Physical Attack, 5*~25 Damage] |
| EM Field [Magical Attack, Thunder, 5*~30 Damage] |
| Spider Web [Inflicts Stop] |
'=====

```

```

=====
Name: Arachno | Class: Guard Spider |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 26 | 28400 | 0 | 33 | 56 | 33 | 13 | 29 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 522 | SP: 1 | Gil: 220 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 2 sec. | 5 | [IMMUNE] | [NO] |
=====
| DROPS: 100% |Common: Bulletproof Vest |Rare: Shinra Alpha |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Shinra Alpha |Rare: Shinra Alpha |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 1-2-6. |
| | 2. Mission 7-2-2. |
=====
| ATTACKS:
| =====
| 4 Attacks.
'=====

```

```

=====
Name: Guard Scorpion | Class: Guard Spider |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 32 | 49180 | 0 | 35 | 58 | 32 | 14 | 32 |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1872 | SP: 1 | Gil: 333 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 1.7 sec. | 5 | [IMMUNE] | [NO] |
=====
| DROPS: 100% |Common: Bulletproof Vest |Rare: Shinra Alpha |

```

```

=====o=====
| STEAL: 1/2 |Common: Shinra Alpha           |Rare: Shinra Beta           |
=====o=====
| LOCATION(S):| 1. [BOSS] Chapter 7: Junon Raid.         |
|              | 2. Mission 3-2-4.                       |
=====
| ATTACKS:                                         | ZACK's VIT & SPR: 95 & 49 |
| =====                                         | '=====                   |
| {Claw Swipe}           [Physical Attack, ~575 Damage] |
| Formula 98 Machine Gun [Physical Attack, 5*~225 Damage] |
| EM Field                [Magical Attack, Thunder, 5*~170 Damage] |
| Target Search          [Lock on target for Tail Laser] |
| Tail Laser             [Magical Attack, Thunder, ignores Spirit, |
|                        Scene, No Block, ~1750 Damage] |
'=====

```

```

=====
|Name: Red Scorpion |                               | Class: Guard Spider |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 63 | 96080 | 0 | 68 | 61 | 61 | 15 | 43 |
=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 3318 | SP: 1 | Gil: 415 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [IMMUNE] | 1.3 sec. | 5 | [IMMUNE] | [NO] |
=====
| DROPS: 100% |Common: Shinra Alpha           |Rare: Shinra Beta           |
=====o=====
| STEAL: 1/2 |Common: Shinra Beta           |Rare: Shinra Beta+         |
=====o=====
| LOCATION(S):| 1. Mission 1-4-2.                 |
|              | 2. Mission 3-3-2.                 |
=====
| ATTACKS:
| =====
| 4 Attacks.
'=====

```

```

=====
|Name: Tarantula |                               | Class: Guard Spider |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 69 | 247800 | 0 | 161 | 63 | 64 | 17 | 46 |
=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 6380 | SP: 1 | Gil: 521 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [IMMUNE] | 0.7 sec. | 5 | [IMMUNE] | [NO] |
=====
| DROPS: 100% |Common: Shinra Beta           |Rare: Shinra Beta+         |
=====o=====
| STEAL: 1/2 |Common: Shinra Beta+           |Rare: Shinra Beta+         |
=====o=====

```

| LOCATION(S):| 1. Mission 1-5-3.
| | 2. Mission 7-5-3.

| ATTACKS:
| =====

| 5 Attacks.

.=====.

|Name: Guardian Eyes | | Class: Guard Spider |

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 75 | 315400 | 0 | 175 | 68 | 68 | 19 | 48 |

| EXP: 8083 | SP: 1 | Gil: 611 | Auto-Status: ---

| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [] | [] | [] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE]|[IMMUNE]

| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [IMMUNE] | 0.7 sec. | 5 | [IMMUNE] | [NO]

| DROPS: 100% |Common: Shinra Beta x2 |Rare: Shinra Beta+

| STEAL: 1/2 |Common: Shinra Beta+ |Rare: SP Turbo Attack (M)

| LOCATION(S):| 1. Mission 1-5-6.
| | 2. Mission 7-5-6.

| ATTACKS:
| =====

| 5 Attacks.

.=====.

|Name: Scarlet Pick | | Class: Guard Spider |

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 88 | 657450 | 0 | 222 | 72 | 82 | 20 | 53 |

| EXP: 9854 | SP: 1 | Gil: 703 | Auto-Status: ---

| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [] | [] | [] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE]|[IMMUNE]

| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [IMMUNE] | 0.3 sec. | 5 | [IMMUNE] | [NO]

| DROPS: 100% |Common: Adamantite |Rare: Adamantite x2

| STEAL: 1/2 |Common: Shinra Beta+ |Rare: SP Barrier (M) x2

| LOCATION(S):| 1. Mission 9-3-4.

| ATTACKS:
| =====

| 5 Attacks.

.=====.

```

Name: Black Widow |                               | Class: Guard Spider |
=====
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  96   | 1538500|    0   |    254   |    85    |    86   |    22   |    56   |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 12313   | SP: 1           | Gil: 818 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ]  | [ ]  | [ ]  | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]|[IMMUNE] | [IMMUNE] | 0.3 sec. | 5   | [IMMUNE] | [NO] |
|=====
| DROPS: 100% |Common: Shinra Beta           |Rare: Shinra Beta+ x2 |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2  |Common: Shinra Beta+ x2       |Rare: SP Barrier (M)  |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 9-4-4. |
|=====
| ATTACKS:
| =====
| 5 Attacks.
'=====

```

```

.=====
Name: Bahamut |                               | Class: Bahamut |
=====
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  15   |  8740 |  424  |    18    |    69    |    14   |   102  |   16   |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 446   | SP: 300          | Gil: 680 | Auto-Status: |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ]  | [ ]  | [ ]  | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]|[IMMUNE] | [IMMUNE] | 1.3 sec. | 5   | [IMMUNE] | [YES] |
|=====
| DROPS: 100% |Common: Potion           |Rare: Force Bracelet |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2  |Common: Potion           |Rare: Hi-Potion      |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. [BOSS] Chapter 3. |
|              | 2. Mission 5-1-2. |
|=====
| ATTACKS:                               | ZACK's VIT & SPR: 60 & 20 |
| =====                               |=====
| {Claw Slash} [Physical Attack] |
| {Jump}       [Physical Attack, ~80 Damage] |
| Ray          [Physical Attack, 5*~40 Damage] |
| Lightning Bolt [Magical Attack, Lightning, 2*~80 Damage] |
| Mega Flare    [Magical Attack, Gravity Based, Scene, No Block,
|               Damage = ~62.5% of Current HP]
'=====

```

```

.=====
Name: Bahamut (Mission 8-1-4) |                               | Class: Bahamut |
=====
| Level: |   HP: |   MP: | Strength: | Vitality: | Magic: | Spirit:|  Luck: |
|  17   | 10320 |  820  |    20    |    99    |    27   |   102  |   22   |

```

```

=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 654          | SP: 408          | Gil: 380 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [HALVE]| [HALVE]| [HALVE] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 1 sec. | 5 | [IMMUNE] | [YES] |
=====
| DROPS: 1/2 |Common: Wrist Band          |Rare: Power Wrist          |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Bulletproof Vest     |Rare: Shinra Alpha        |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 8-1-4.          |
=====
| ATTACKS:
| =====
| {Claw Slash} [Physical Attack]
| {Jump}       [Physical Attack]
| Ray          [Physical Attack]
| Lightning Bolt [Magical Attack, Lightning]
| Mega Flare   [Magical Attack, Gravity Based, Scene, No Block,
|              Damage = ~62.5% of Current HP]
'=====

```

```

.===== .=====
|Name: Bahamut Fury | Class: Bahamut Fury |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 20 | 18000 | 312 | 25 | 111 | 36 | 118 | 30 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 1152          | SP: 456          | Gil: 1520 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [HALVE]| [HALVE]| [HALVE] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 3 sec. | 12 | [IMMUNE] | [YES] |
=====
| DROPS: 100% |Common: Potion          |Rare: Hi-Potion          |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Hi-Potion       |Rare: Hi-Potion         |
=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. [BOSS] Chapter 5.    |
|              | 2. Mission 5-1-4.      |
=====
| ATTACKS:
| ===== | ZACK's VIT & SPR: 93 & 46 |
| ===== |
| {Claw} [Physical Attack, 4*~100 Damage]
| Hexafang [Physical Attack, 3*~240 Damage]
| Cluster Sphere [Magical Attack, ~715 Damage]
| Exa Flare [Magical Attack, Gravity Based, Depletes HP/MP/AP]
'=====

```

```

.===== .=====
|Name: Bahamut Fury (Mission 8-5-6) | Class: Bahamut Fury |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 20 | 99999 | 1380 | 79 | 117 | 38 | 104 | 64 |
=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

| EXP: 1411      | SP: 1184      | Gil: 560 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|[IMMUNE]| [IMMUNE]| [IMMUNE] | [IMMUNE]|| [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 2.3 sec. | 12 | [IMMUNE] | [YES] |
|=====|
| DROPS: 100% |Common: Thundaga (M)      |Rare: Thundaga (M) x2 |
|=====o=====|
| STEAL: 1/2 |Common: Hi-Potion      |Rare: X-Potion |
|=====o=====|
| LOCATION(S):| 1. Mission 8-5-6. |
|=====|
| ATTACKS:
| =====
| {Claw}          [Physical Attack]
| Hexafang        [Physical Attack]
| Cluster Sphere  [Magical Attack]
| Exa Flare       [Magical Attack, Gravity Based, Depletes HP/MP/AP]
| .....+3 Attacks
|=====

```

```

.=====
|Name: Genesis (1st) | | Class: Genesis |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 20 | 14800 | 525 | 39 | 74 | 38 | 88 | 32 |
|=====o=====|
| EXP: 3318      | SP: 2004      | Gil: 5000 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE]|| [30] | [80] | [30] | [IMMUNE] |
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 0.4 sec. | 4 | [IMMUNE] | [NO] |
|=====|
| DROPS: 100% |Common: MBarrier (M)      |Rare: MBarrier (M) |
|=====o=====|
| STEAL: 100% |Common: Elixir      |Rare: Elixir x2 |
|=====o=====|
| LOCATION(S):| 1. [BOSS] Chapter 6. |
|=====|
| ATTACKS: | ZACK's VIT & SPR: 95 & 49 |
| ===== |=====
| {Quadruple Rapier} [Physical Attack, 4*~100 Damage]
| {Black Feather Shot} [Physical Attack, 5*~50 Damage, inflicts Poison]
| Dark Energy [Magical Attack, ~740 Damage]
| Osmose [Magical Attack, Absorbs MP]
| Regen [Magical Attack, Self, inflicts Regen]
| {Physical Defense} [Nullifies Physical Attacks]
| {Magical Defense} [Nullifies Magical Attacks]
| Onyx Dance [Magical Attack, Gravity Based, Reduces MP,
| Inflicts Curse, Scene, No Block]
|=====

```

```

.=====
|Name: Genesis (Mission 5-1-5) | | Class: Genesis |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |

```

```

| 20 | 14800 | 525 | 39 | 74 | 38 | 88 | 32 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 785 | SP: 420 | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE] | [30] | [80] | [30] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [IMMUNE] | 0.4 sec. | 4 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 100% | Common: ATK Mako Stone | Rare: ATK Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% | Common: MAG Mako Stone | Rare: MAG Mako Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 5-1-5. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: | ZACK's VIT & SPR: 95 & 49 |
| ===== | '===== |
| {Quadruple Rapier} [Physical Attack, 4*~100 Damage] |
| {Black Feather Shot} [Physical Attack, 5*~50 Damage, inflicts Poison] |
| Dark Energy [Magical Attack, ~740 Damage] |
| Osmose [Magical Attack, Absorbs MP] |
| Regen [Magical Attack, Self, inflicts Regen] |
| {Physical Defense} [Nullifies Physical Attacks] |
| {Magical Defense} [Nullifies Magical Attacks] |
| Onyx Dance [Magical Attack, Gravity Based, Reduces MP, |
| Inflicts Curse, Scene, No Block] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```

```

.===== .=====
|Name: Angeal Penance | Class: Angeal Penance |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 25 | 27800 | 544 | 37 | 107 | 44 | 163 | 24 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 4711 | SP: 3000 | Gil: 4000 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [50] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [IMMUNE] | 0.7 sec. | 5 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 100% | Common: Lightning Armlet | Rare: Lightning Armlet |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 100% | Common: Bronze Armlet | Rare: Bronze Armlet |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. [BOSS] Chapter 6: Bath House. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: | ZACK's VIT & SPR: 95 & 49 |
| ===== | '===== |
| {Double Trident Slash} [Physical Attack, 2*~360 Damage] |
| Arrogant Wings [Physical Attack, 2*(4*~100) Damage] |
| {Charge} [Physical Attack, ignores Vitality, ~780 Damage] |
| {Lazy Anger} [Magical Attack, ~950 Damage] |
| {Thunder from Behind} [Magical Attack, Thunder, ~1400 Damage] |
| {Defense} [Barrier + Magic Barrier] |
| {Recover} [Heals ~2400 HP] |
| Unleash of Anger [Magical Attack, ignores Spirit, No Block, Scene, |
| ~2400 Damage] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```



```

=====
Name: Angeal Penance (Mission 5-1-6) | Class: Angeal Penance |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 25 | 27800 | 544 | 37 | 107 | 44 | 163 | 24 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
EXP: 952 | SP: 468 | Gil: 0 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
 [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [50] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
[IMMUNE] | [IMMUNE] | [247] | 0.7 sec. | 5 | [IMMUNE] | [NO] |
=====
DROPS: 1/4 | Common: Hi-Potion | Rare: Lightning Armlet |
=====o=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 100% | Common: Bronze Armlet | Rare: Bronze Armlet |
=====o=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. [BOSS] Chapter 6: Bath House. |
=====
ATTACKS: | ZACK's VIT & SPR: 95 & 49 |
=====
{Double Trident Slash} [Physical Attack, 2*~360 Damage] |
Arrogant Wings [Physical Attack, 2*(4*~100) Damage] |
{Charge} [Physical Attack, ignores Vitality, ~780 Damage] |
{Lazy Anger} [Magical Attack, ~950 Damage] |
{Thunder from Behind} [Magical Attack, Thunder, ~1400 Damage] |
{Defense} [Barrier + Magic Barrier] |
{Recover} [Heals ~2400 HP] |
Unleash of Anger [Magical Attack, ignores Spirit, No Block, Scene, |
~2400 Damage] |
=====

```

```

=====
Name: General's Tank | Class: Tank |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 26 | 26860 | 0 | 32 | 175 | 18 | 40 | 20 |
=====o=====o=====o=====o=====o=====o=====o=====o=====
EXP: 918 | SP: 1 | Gil: 336 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
 [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
[IMMUNE] | [IMMUNE] | [IMMUNE] | 2.3 sec. | 5 | [IMMUNE] | [NO] |
=====
DROPS: % | Common: Bronze Bangle | Rare: Bulletproof Vest |
=====o=====o=====o=====o=====o=====o=====o=====o=====
STEAL: % | Common: HP Mako Stone | Rare: Power Attack Materia |
=====o=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. [BOSS] Chapter 7: Junon Raid. |
| 2. Mission 3-2-3. |
=====
ATTACKS: | ZACK's VIT & SPR: 95 & 49 |
=====
{Body Assault} [Physical Attack, ~525 Damage] |
Gatling Gun [Physical Attack, ignores Vitality, 7*~75 Damage] |
=====

```

| 203mm Cannon [Physical Attack, ignores Vitality, ~1100 Damage] |
| Eject! [Summons Machines] |

=====

.=====.

| Name: Gross Panzer | | Class: Tank |

=====

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |

| 43 | 78600 | 0 | 61 | 177 | 22 | 43 | 22 |

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

| EXP: 1960 | SP: 1 | Gil: 453 | Auto-Status: --- |

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

| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |

| [] | [] | [] | [] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |

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

| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |

| [IMMUNE] | [IMMUNE] | [127] | 2.3 sec. | 5 | [IMMUNE] | [NO] |

=====

| DROPS: 100% | Common: HP Mako Stone x2 | Rare: Lightning Armlet |

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

| STEAL: % | Common: HP Stone | Rare: Vital Slash (M) |

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

| LOCATION(S): | 1. Final Dungeon. |

=====

| ATTACKS:

| =====

| 2 Attacks.

=====

.=====.

| Name: Martial Tank | | Class: Tank |

=====

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |

| 77 | 108770 | 0 | 98 | 183 | 24 | 44 | 24 |

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

| EXP: 4980 | SP: 1 | Gil: 486 | Auto-Status: --- |

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

| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |

| [] | [] | [] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |

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

| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |

| [IMMUNE] | [IMMUNE] | [IMMUNE] | 2 sec. | 5 | [IMMUNE] | [NO] |

=====

| DROPS: 100% | Common: Carbon Bangle | Rare: Shinra Alpha |

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

| STEAL: 1/2 | Common: Blast Wave (M) | Rare: Exploder Blade |

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

| LOCATION(S): | 1. Mission 1-4-4. |

| | 2. Mission 7-4-4. |

=====

| ATTACKS:

| =====

| 4 Attacks.

=====

.=====.

| Name: Grandpanzer | | Class: Tank |

=====

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |

| 82 | 380486 | 0 | 201 | 186 | 26 | 46 | 26 |

```

=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 11011      | SP: 1          | Gil: 596 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [191] | 1 sec. | 5 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: 100% |Common: HP Stone          |Rare: HP Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Adamantite       |Rare: Adaman Bangle |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 9-3-3. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| ATTACKS:
| =====
| 4 Attacks.
'=====o=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

.=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
|Name: Goliath | | Class: Tank |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 99 | 880000 | 0 | 255 | 192 | 28 | 48 | 31 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 23264      | SP: 1          | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [255] | 0.3 sec. | 5 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: 100% |Common: Adamantite x2      |Rare: Adamantite x4 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 1/2 |Common: Adamantite       |Rare: Full Cure (M) |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Mission 9-6-5. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| ATTACKS:
| =====
| 4 Attacks.
'=====o=====o=====o=====o=====o=====o=====o=====o=====o=====

```

```

.=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
|Name: Support Machine | | Class: Support Machine |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 12 | 1470 | 0 | 10 | 6 | 9 | 2 | 3 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 12      | SP: 1          | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] |[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [0] | 2 sec. | 2 | [ ] | [YES] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====o=====
| DROPS: --- |Common: --- |Rare: --- |

```

```

=====o=====
| STEAL: --- |Common: --- |Rare: --- |
|=====o=====
| LOCATION(S):| 1. Chapter 7: Junon Raid (Used by General Tank). |
| | 2. Mission 3-2-3 (Used by General Tank). |
|=====o=====
| ATTACKS:
| =====
| 3 Attacks.
'=====o=====

```

```

.===== .=====
|Name: Panzer Jr. | | Class: Support Machine |
|=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 30 | 2270 | 0 | 27 | 8 | 11 | 4 | 3 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 23 | SP: 1 | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] |[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [0] | 3 sec. | 3 | [ ] | [YES] |
|=====o=====
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====
| STEAL: --- |Common: --- |Rare: --- |
|=====o=====
| LOCATION(S):| 1. Final Dungeon (Used by Gross Panzer). |
|=====o=====
| ATTACKS:
| =====
| 1 Attack.
'=====o=====

```

```

.===== .=====
|Name: Support Machine + | | Class: Support Machine |
|=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 73 | 2880 | 0 | 53 | 10 | 30 | 6 | 4 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 39 | SP: 1 | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] |[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [0] | 1.7 sec. | 3 | [ ] | [YES] |
|=====o=====
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====
| STEAL: --- |Common: --- |Rare: --- |
|=====o=====
| LOCATION(S):| 1. Mission 1-4-4 (Used by Martial Tank). |
| | 2. Mission 7-4-4 (Used by Martial Tank). |
|=====o=====
| ATTACKS:
| =====
| 5 Attacks.

```



```

=====
Name: Sephiroth (Mission 5-2-2) | Class: Sephiroth |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 36 | 52820 | 9999 | 40 | 120 | 38 | 128 | 62 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 1522 | SP: 400 | Gil: 0 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
[ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
[IMMUNE] | [IMMUNE] | [IMMUNE] | 1.5 sec. | 6 | [ ] | [NO] |
=====
DROPS: 1/4 | Common: Hyper Wrist | Rare: Iron Bangle |
=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 100% | Common: Hi-Potion | Rare: Hi-Potion |
=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Mission 5-2-2. |
=====
ATTACKS:
=====
{Double Slash} [Physical Attack]
{Quadruple Slash} [Physical Attack]
Focus Slash [Physical Attack, ignores Vitality]
Firaga [Magical Attack]
Blizzaga [Magical Attack]
Heartless Angel [Reduces HP to 1]
Octaslash [Physical Attack, Scene, No Block]
=====

```

```

=====
Name: Experiment No. 124 | Class: Sephiroth |
=====
Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
 88 | 428750 | 9999 | 140 | 128 | 140 | 60 | 10 |
=====o=====o=====o=====o=====o=====o=====o=====
EXP: 9264 | SP: 1000 | Gil: 0 | Auto-Status: --- |
=====o=====o=====o=====o=====o=====o=====o=====
Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
[HALVE] | [HALVE] | [HALVE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
=====o=====o=====o=====o=====o=====o=====o=====
Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
[IMMUNE] | [IMMUNE] | [IMMUNE] | 1 sec. | 6 | [ ] | [NO] |
=====
DROPS: 1/4 | Common: Power Stone | Rare: Power Stone |
=====o=====o=====o=====o=====o=====o=====o=====
STEAL: 100% | Common: Magic Stone | Rare: Magic Stone |
=====o=====o=====o=====o=====o=====o=====o=====
LOCATION(S): | 1. Mission 5-4-6. |
=====
ATTACKS:
=====
{Double Slash} [Physical Attack]
{Quadruple Slash} [Physical Attack]
Focus Slash [Physical Attack, ignores Vitality]
Firaga [Magical Attack]
Blizzaga [Magical Attack]
Heartless Angel [Reduces HP to 1]
Octaslash [Physical Attack, Scene, No Block]
=====

```

```

=====
.=====
Name: Fire Materia | Class: Huge Materia |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 30 | 14352 | 505 | 2 | 104 | 35 | 155 | 10 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 48 | SP: 104 | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
|[ABSORB] | [WEAK] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
|[IMMUNE] | [IMMUNE] | [IMMUNE] | 4 sec. | 4 | [ ] | [YES] |
|=====
| DROPS: --- | Common: --- | Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: --- | Common: --- | Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. During the fight with Sephiroth (1st). |
| | 2. Mission 5-2-2 (Sephiroth). |
|=====
| ATTACKS:
| =====
| 5 Attacks.
=====

```

```

=====
.=====
Name: Ice Materia | Class: Huge Materia |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 30 | 14352 | 505 | 2 | 104 | 35 | 155 | 10 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 48 | SP: 104 | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
|[IMMUNE] | [ABSORB] | [WEAK] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
|[IMMUNE] | [IMMUNE] | [IMMUNE] | 4 sec. | 4 | [ ] | [YES] |
|=====
| DROPS: --- | Common: --- | Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: --- | Common: --- | Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. During the fight with Sephiroth (1st). |
| | 2. Mission 5-2-2 (Sephiroth). |
|=====
| ATTACKS:
| =====
| 5 Attacks.
=====

```

```

=====
.=====
Name: Thunder Materia | Class: Huge Materia |
=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 30 | 14352 | 505 | 2 | 104 | 35 | 155 | 10 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|

```



```

| EXP: 48          | SP: 104          | Gil: 0          | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [WEAK] |[IMMUNE]| [ABSORB] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 4 sec. | 4 | [ ] | [YES] |
|=====|
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. During the fight with Sephiroth (1st). |
| | 2. Mission 5-2-2 (Sephiroth). |
|=====|
| ATTACKS:
| =====
| 5 Attacks.
|=====

```

```

.===== .=====
|Name: Support Materia | Class: Huge Materia |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 30 | 14352 | 505 | 2 | 104 | 35 | 155 | 10 |
|=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 48          | SP: 104          | Gil: 0          | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [HALVE] |[HALVE]| [HALVE] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 4 sec. | 4 | [ ] | [YES] |
|=====|
| DROPS: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: --- |Common: --- |Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S):| 1. During the fight with Sephiroth (1st). |
| | 2. Mission 5-2-2 (Sephiroth). |
|=====|
| ATTACKS:
| =====
| 6 Attacks.
|=====

```

```

.===== .=====
|Name: Red Materia | Class: Huge Materia |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 31 | 14352 | 999 | 4 | 133 | 36 | 144 | 10 |
|=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 48          | SP: 132          | Gil: 100        | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|[ABSORB] |[WEAK] | [IMMUNE] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE]|
|=====o=====o=====o=====o=====o=====o=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 4 sec. | 10 | [ ] | [YES] |
|=====|

```

```

| DROPS: --- |Common: --- |Rare: ---
|=====o=====
| STEAL: --- |Common: --- |Rare: ---
|=====o=====
| LOCATION(S):| 1. Final Dungeon Materia Chamber.
|=====
| ATTACKS:
| =====
| 2 Attacks.
'=====

```

```

.=====
|Name: Blue Materia | | Class: Huge Materia |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 31 | 14352 | 999 | 4 | 133 | 36 | 144 | 10 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 48 | SP: 132 | Gil: 100 | Auto-Status: ---
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|[IMMUNE] |[ABSORB] | [WEAK] | [IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [IMMUNE] | 4 sec. | 10 | [ ] | [YES] |
|=====
| DROPS: --- |Common: --- |Rare: ---
|=====o=====
| STEAL: --- |Common: --- |Rare: ---
|=====o=====
| LOCATION(S):| 1. Final Dungeon Materia Chamber.
|=====
| ATTACKS:
| =====
| 3 Attacks.
'=====

```

```

.=====
|Name: Yellow Materia | | Class: Huge Materia |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 31 | 14352 | 999 | 4 | 133 | 36 | 144 | 10 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 48 | SP: 132 | Gil: 100 | Auto-Status: ---
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
|[WEAK] |[IMMUNE] |[ABSORB] | [IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE] |[IMMUNE] | [IMMUNE] | 4 sec. | 10 | [ ] | [YES] |
|=====
| DROPS: 1/2 |Common: Hi-Potion |Rare: X-Potion
|=====o=====
| STEAL: --- |Common: --- |Rare: ---
|=====o=====
| LOCATION(S):| 1. Final Dungeon Materia Chamber.
|=====
| ATTACKS:
| =====
| 3 Attacks.
'=====

```



```

=====o=====
| EXP: 9726      | SP: 1268      | Gil: 207 | Auto-Status: --- |
=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
=====o=====
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.2 sec. | 5 | [IMMUNE] | [NO] |
=====o=====
| DROPS: 100% | Common: ATK Mako Stone      | Rare: AP Mako Stone |
=====o=====
| STEAL: 1/2 | Common: Sky Chocobo Armlet | Rare: Platinum Bangle |
=====o=====
| LOCATION(S):| 1. Mission 9-2-3. |
=====o=====
| ATTACKS:
| =====
| 6 Attacks.
'=====o=====

```

```

=====o=====
| Name: G Hetairos | Class: Genesis |
=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 72 | 418750 | 7380 | 131 | 38 | 135 | 19 | 48 |
=====o=====
| EXP: 14398      | SP: 1424      | Gil: 233 | Auto-Status: --- |
=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
=====o=====
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [0] | 0.1 sec. | 5 | [IMMUNE] | [NO] |
=====o=====
| DROPS: 100% | Common: Mythril      | Rare: Mythril |
=====o=====
| STEAL: 1/2 | Common: Hyper Wrist | Rare: Kaiser Knuckle |
=====o=====
| LOCATION(S):| 1. Mission 3-5-3. |
| | 2. Mission 3-5-5. |
=====o=====
| ATTACKS:
| =====
| 8 Attacks.
'=====o=====

```

```

=====o=====
| Name: Hollander | Class: Hollander |
=====o=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 37 | 98540 | 156 | 20 | 6 | 42 | 82 | 37 |
=====o=====
| EXP: 9977      | SP: 1780      | Gil: 3000 | Auto-Status: --- |
=====o=====
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [HALVE]| [HALVE]| [HALVE] | [IMMUNE]||[IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
=====o=====
| Death: | Blow Away:| Zantetsuken:| Action Time:| Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 2 sec. | 4 | [IMMUNE] | [NO] |
=====o=====

```

```

| DROPS: 100% |Common: Status Ward           |Rare: Status Ward           |
|=====o=====|
| STEAL: 100% |Common: Dark Matter           |Rare: Dark Matter x2        |
|=====o=====|
| LOCATION(S):| 1. [BOSS] Gongaga Reactor. |
|=====|
| ATTACKS:           | ZACK's VIT & SPR: 150 & 43|
|=====|
| {Bag Slap}         | [Physical Attack, ~150 Damage]|
| Deathly Breath     | [Magical Attack, inflicts Poison, Curse, Silence, Cancels positive effects, ~820 Damage]|
| {Invincible}       | [Grants Invincible status temporarily]|
| {Recover}           | [Recovers HP, ~7600 HP]|
| Funny Worm          | [Summons 6 Land Worms with 4400 HP]|
| Dimensional Missile| [Physical Attack, Gravity Based, Scene, No Block, Damage = ~75% of current HP]|
|=====|

```

```

.=====|.=====
|Name: Hollander (Mission 5-2-3) | Class: Hollander |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 37 | 98540 | 156 | 20 | 6 | 42 | 82 | 37 |
|=====o=====|
| EXP: 1753 | SP: 308 | Gil: 85 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [HALVE]| [HALVE]| [HALVE] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE]|
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [IMMUNE] | [IMMUNE] | 2 sec. | 4 | [IMMUNE] | [NO] |
|=====|
| DROPS: 100% |Common: Magic Mako Stone |Rare: Magic Stone |
|=====o=====|
| STEAL: 100% |Common: MP Mako Stone |Rare: MP Stone |
|=====o=====|
| LOCATION(S):| 1. [BOSS] Mission 5-2-3. |
|=====|
| ATTACKS:           | ZACK's VIT & SPR: ... & ..|
|=====|
| 6 Attacks. |
|=====|

```

```

.=====|.=====
|Name: G Shadow Scythe | Class: Genesis Shadow |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 36 | 5072 | 24 | 43 | 180 | 17 | 30 | 44 |
|=====o=====|
| EXP: 0 | SP: 24 | Gil: 0 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: |Lightning:| Gravity:| Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] |[IMMUNE] |[IMMUNE] |[IMMUNE]| [200]|
|=====o=====|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [100] | [0] | 2 sec. | 4 | [IMMUNE] | [YES] |
|=====|
| DROPS: 1/8 |Common: Hi-Potion |Rare: Elixir |
|=====o=====|
| STEAL: 100% |Common: Hi-Potion |Rare: Elixir |
|=====|

```

```

=====o=====
| LOCATION(S):| 1. Final Dungeon, Genesis Avatar Fight. |
|=====
| ATTACKS: |
| ===== |
| 1 Attack. |
|=====

```

```

.===== .=====
|Name: G Shadow Knight | | Class: Genesis Shadow |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 36 | 5500 | 61 | 33 | 64 | 29 | 70 | 46 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 0 | SP: 24 | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | |[IMMUNE] |[IMMUNE] |[IMMUNE]| [200] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [100] | [0] | 1.3 sec. | 4 | [ ] | [YES] |
|=====
| DROPS: 1/8 |Common: Soma |Rare: Elixir |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Soma |Rare: Elixir |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Final Dungeon, Genesis Avatar Fight. |
|=====
| ATTACKS: |
| ===== |
| 3 Attacks. |
|=====

```

```

.===== .=====
|Name: G Shadow Mage | | Class: Genesis Shadow |
|=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 36 | 4463 | 124 | 17 | 29 | 40 | 180 | 42 |
|=====o=====o=====o=====o=====o=====o=====o=====
| EXP: 0 | SP: 24 | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====
| Fire: | Ice: |Lightning:| Gravity:| | Poison: |Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | |[IMMUNE] |[IMMUNE] |[IMMUNE]| [200] |
|=====o=====o=====o=====o=====o=====o=====o=====
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]| [100] | [0] | 2.3 sec. | 4 | [ ] | [YES] |
|=====
| DROPS: 1/8 |Common: Ether |Rare: Elixir |
|=====o=====o=====o=====o=====o=====o=====o=====
| STEAL: 100% |Common: Ether |Rare: Elixir |
|=====o=====o=====o=====o=====o=====o=====o=====
| LOCATION(S):| 1. Final Dungeon, Genesis Avatar Fight. |
|=====
| ATTACKS: |
| ===== |
| 3 Attacks. |
|=====

```

```

.===== .=====
|Name: Genesis Avatar | | Class: Genesis Avatar |

```

```

=====
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 53 | 600000 | 2301 | 57 | 26 | 48 | 20 | 36 |
|-----o-----o-----o-----o-----o-----o-----o-----|
| EXP: 0 | SP: 0 | Gil: 0 | Auto-Status: Null-Physical |
|-----o-----o-----o-----o-----o-----o-----o-----|
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
|-----o-----o-----o-----o-----o-----o-----o-----|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]|[IMMUNE] | [IMMUNE] | 3 sec. | 20 | [IMMUNE] | [YES] |
|-----o-----o-----o-----o-----o-----o-----o-----|
| DROPS: --- |Common: --- |Rare: --- |
|-----o-----o-----o-----o-----o-----o-----o-----|
| STEAL: --- |Common: --- |Rare: --- |
|-----o-----o-----o-----o-----o-----o-----o-----|
| LOCATION(S):| 1. [BOSS] Final Dungeon. |
|-----o-----o-----o-----o-----o-----o-----o-----|
| ATTACKS: | ZACK's VIT & SPR: .. & .. |
| ===== |=====|
| Shadow Flare [Magical Attack, 4*~800 Damage] |
| Over Drive [Magical Attack, Gravity Based, Reduces MP+AP, |
| Cancels positive statuses] |
| Flare [Magical Attack] |
| Purgatorial Wave [Physical Attack, Gravity Based, Scene, No Block, |
| Damage = 75% of Current HP] |
|
| BATTLE NOTES: o If you kill the sword (230000 HP), the battle will be over. |
| ===== This is much faster than killing Genesis Avatar himself. |
|=====

```

```

.===== .=====
|Name: Materia | (Sword) | Class: Genesis Avatar |
|-----o-----o-----o-----o-----o-----o-----o-----|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit:| Luck: |
| 50 | 230000 | 5000 | 60 | 81 | 54 | 128 | 36 |
|-----o-----o-----o-----o-----o-----o-----o-----|
| EXP: 0 | SP: 0 | Gil: 0 | Auto-Status: --- |
|-----o-----o-----o-----o-----o-----o-----o-----|
| Fire: | Ice: | Lightning:| Gravity:| Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE]||[IMMUNE] |[IMMUNE] |[IMMUNE] |[IMMUNE] |
|-----o-----o-----o-----o-----o-----o-----o-----|
| Death: |Blow Away:|Zantetsuken:|Action Time:|Stagger:| Interrupt: | Float: |
|[IMMUNE]|[IMMUNE] | [IMMUNE] | --- | 20 | [IMMUNE] | [NO] |
|-----o-----o-----o-----o-----o-----o-----o-----|
| DROPS: --- |Common: --- |Rare: --- |
|-----o-----o-----o-----o-----o-----o-----o-----|
| STEAL: --- |Common: --- |Rare: --- |
|-----o-----o-----o-----o-----o-----o-----o-----|
| LOCATION(S):| 1. [BOSS] Final Dungeon. |
|-----o-----o-----o-----o-----o-----o-----o-----|
| ATTACKS: None. |
| ===== |
| BATTLE NOTES: o If you kill this sword (230000 HP), the battle will be over. |
| ===== This is much faster than killing Genesis Avatar himself. |
|=====

```

```

.===== .=====
|Name: Genesis (Final Boss)| | Class: Genesis |
|=====

```



```

| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 46 | 99999 | 9999 | 51 | 37 | 43 | 48 | 61 |
|=====o=====|
| EXP: 0 | SP: 0 | Gil: 0 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
|[IMMUNE] | [IMMUNE] | [IMMUNE] | 0.3 sec. | 4 | [IMMUNE] | [NO] |
|=====|
| DROPS: --- | Common: --- | Rare: --- |
|=====o=====|
| STEAL: --- | Common: --- | Rare: --- |
|=====o=====|
| LOCATION(S): | 1. [BOSS] Final Dungeon. |
|=====|
| ATTACKS: | ZACK's VIT & SPR: .. & .. |
|=====|
| {Thrust} [Physical Attack, 1*~175 + 1*~300 Damage] |
| {Right Kick} [Physical Attack] |
| {Left Kick} [Physical Attack] |
| Twister Strike [Physical Attack] |
| Dancing Sword [Physical Attack, 6*~200 Damage, 1*~725 Damage, |
| Last slash ignores Vitality] |
| Homing [Magical Attack, 4*~425 Damage] |
| Magic Sword [Magical Attack, 4*~600 Damage] |
| Flash [Magical Attack] |
| Apocalypse [Physical Attack, Scene, No Block, ~1350 Damage] |
|=====|

```

```

.=====|
| Name: Experiment No. 114 | Class: Zack |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 43 | 105000 | 9999 | 67 | 58 | 103 | 28 | 10 |
|=====o=====|
| EXP: 1698 | SP: 176 | Gil: 0 | Auto-Status: --- |
|=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [200] | [200] |
|=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
|[IMMUNE] | [200] | [191] | 2.3 sec. | 5 | [IMMUNE] | [NO] |
|=====|
| DROPS: 100% | Common: VIT Mako Stone | Rare: ATK Mako Stone |
|=====o=====|
| STEAL: 1/2 | Common: MAG Mako Stone | Rare: MAG Mako Stone x2 |
|=====o=====|
| LOCATION(S): | 1. Mission 5-3-2. |
|=====|
| ATTACKS: |
|=====|
| 9 Attacks. |
|=====|

```

```

.=====|
| Name: Experiment No. 123 | Class: Zack |
|=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |

```

```

| 72 | 435850 | 999 | 124 | 102 | 185 | 29 | 10 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 4797 | SP: 1 | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [ ] | [ ] | [ ] | [ ] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [IMMUNE] | 1.3 sec. | 5 | [IMMUNE] | [NO] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: 100% | Common: Power Stone | Rare: HP Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 1/2 | Common: Guard Stone | Rare: Magic Stone |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. Mission 5-4-5. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: |
| ===== |
| 13 Attacks. |
'=====|

```

```

.===== .=====
|Name: Minerva | Class: Minerva |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Level: | HP: | MP: | Strength: | Vitality: | Magic: | Spirit: | Luck: |
| 100 | 10000000 | 999999 | 255 | 201 | 255 | 255 | 255 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| EXP: 0 | SP: 40000 | Gil: 0 | Auto-Status: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Fire: | Ice: | Lightning: | Gravity: | Poison: | Silence: | Stun: | Stop: |
| [HALVE] | [HALVE] | [HALVE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] | [IMMUNE] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| Death: | Blow Away: | Zantetsuken: | Action Time: | Stagger: | Interrupt: | Float: |
| [IMMUNE] | [IMMUNE] | [IMMUNE] | 2 sec. | 5 | [IMMUNE] | [YES] |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| DROPS: --- | Common: --- | Rare: --- |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| STEAL: 25% | Common: Phoenix Down x99 | Rare: Phoenix Down x99 |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| LOCATION(S): | 1. [BOSS] Mission 9-6-6. |
|=====o=====o=====o=====o=====o=====o=====o=====o=====|
| ATTACKS: | ZACK's VIT & SPR: 255 & 255 + BARRIER + MBARRIER |
| ===== | ===== |
| Moment Slash [Physical Attack, 1st Hit: Max 4520 Damage, 2nd Hit: Max 5725 |
| Damage. Double Damage if your Luck is below 155] |
| Photon Feather [Physical Attack, Max 2712 Damage*x] |
| Crimson Flare [Magical Attack, Max 30148 Damage] |
| Cocytus [Magical Attack, Max 14322 Damage] |
| Thor Hammer [Magical Attack, Max 21534 Damage] |
| Ultima [Magical Attack, casting time is only 2 secs, BLOCK AGAINST |
| THIS or it does 99999 Damage, With Block: Max 64583 Damage] |
| Anti Material [Physical Guard for 20 seconds, Casts in 1 sec] |
| Anti Magic [Magical Guard for 20 seconds, Casts in 1 sec] |
| Absolute Barrier [Invincibility for 20 seconds, Casts in 2 sec] |
| Blessing Light [Recovers some HP, Casts in 1.3 sec] |
| Judgement Arrow [Physical Attack, Reduces HP/MP/AP, Scene, No Block, |
| Max 33150 Damage, Ignores all status effects except |
| Invincibility] |
'=====|

```


what's wrong and missing. So, here goes.

On another note, I would like to see lists like these more often. It's even become a Frequently Asked Question on the boards: "Is the official Guide good?" It takes a bit of a study (and money, unfortunately) to find out, but lists like these will at least hand out some facts of what official Guides *should* have covered*, but did not. After all, they're working with a large team of people, plus they're getting paid for their work, so you should expect some quality work. I ask any other FAQ Writers to consider making lists like this.

Note: This list is "under construction". The things below stand out, but there may be more and more to come. If you find anything, let me know!

0. IT'S NOT FREE!

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0.0. The Bradygames Guide costs \$17.99 USA or \$19.99 CAN.

0.1. *Wink* You could also donate to me and help me and *thousands* of other gamers by expanding the online gaming help community more rapidly!

0.2. Seriously though, that guide only gives you pretty pictures on paper.. You can print those for free by going to my artwork section. ;)

0.3. Furthermore and lastly, don't forget that Bradygames has a whole team working on Guides. The Japanese Ultimania was out some 6 months before their Guide came on the market, which is *plenty* of time to make an excellent translation. Still making errors and leaving information out is quite unacceptable, but people buy the Guide because it's the only official one available. We're talking about a monopoly here.

But now on to the real list:

1. Errors and Typos.

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1.1. Page 76: In the lower right paragraph, the Guide tells the player to ignore the Nibelheim boy for the next secret. Ouch. If you ignore him, you can NOT complete the remaining secrets later. Never.

1.20. Page 98: Mission 1-2-1 has the wrong Boss Location. It's also placed behind red dotted lines according to the map.

1.21. Page 136: Mission 7-2-1 misses the Boss Location on the map.

1.22. Page 149: Mission 8-5-5 has the wrong starting position. You'd actually have to cross the red dotted lines to get anywhere according to the map.

1.23. Page 155: Mission 9-4-2 misses the Boss Location on the map.

1.24. Page 156: Mission 9-4-5 has the treasures Curaga and Magic Master swapped in locations. It's the other way around than presented.

1.25. Page 161: Mission 10-2-3 has a strategy in which it tells the player to use Fire against a Magic Pot during a series of attacks. Should be Fira.

1.26. Page 118: Mission 4-2-6 is missing it's Mission Name. The name that's missing is: "The Five Saints of Wutai".

1.27. Page 149. Mission Map 8-5-6 is missing a treasure chest: Carbon Bangle.

Started the Enemy Encyclopedia. Only added all storyline bosses so far. Some small blanks are currently in several entries. It will be perfected out later.

March 19th-28th, 2008.

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Crisis Core has been out for a couple of days now, and you can notice. I have completely re-checked the Walkthrough, which is pretty much complete as of now. I also re-did most names, so most of them should be correct. I will give this another go soon. I also added a few tricks on Stat/Gil/SP maxing which will prove extremely useful. Let's see.. I added a Level Up chart too, and I added a small and experimental Donation section at the end of the document. We'll see how all of that works out.

In the next few updates, I will complete a Materia Fusion section, re-check the Guide more (help is welcome), add more detailed info here and there, finish the Enemy Encyclopedia, get more Hard Mode data, etc. Enough work, so it seems!

March 31th, 2008.

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- o Three Donations notices are placed in the Guide. Bless those who donate. :)
- o Fixed small errors, and continued with corrections.
- o Materia Fusion section expanded. Next up will be more examples.

April 9th, 2008.

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- o Happy birthday to me. To the donators, thank you so much! :)
- o Feedback emails and corrections implemented.
- o More updates are on their way.

April 11th - 18th, 2008.

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- o Added another bulk of enemy entries. It's slowly getting done.
- o Small corrections from feedback.
- o Added items to the enemy encyclopedia.

April 20th, 2008.

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- o Enemy Encyclopedia completed.
- o Added a Legend for the Enemy Encyclopedia.
- o DMW Section corrected and updated.
- o Added battle mechanics formulas.
- o Added a correct Missile Slashing Table.

April 22th, 2008.

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- o Added Bradygames Appendix List.
- o Added Missable Things section.

June 26th, 2008.

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- o Many small corrections.

Anything past this date will likely be small revisions.

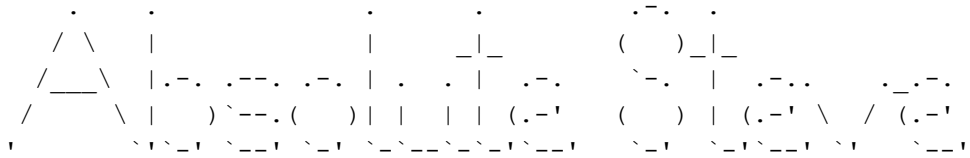
July 25th, 2008.

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- o Added in the Genji Shield/Magic Pot section.
- o Many small corrections.

August 22th, 2008.

and other trusted websites from the list while adding 'CheatCC'. This is a serious violation of simple authorship rights and it has been going on for over a decade and a half. If you ever receive an email from CheatCC regarding the hosting of your guide, I would *highly* recommend you to friendly decline the offer and check the CheatCC website within a week to see if they have taken your guide (or someone else's guide) without permission. If you have given permission to CheatCC before, I would recommend that you revoke your permission and have your guides removed from that site; otherwise you are indirectly supportive.



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