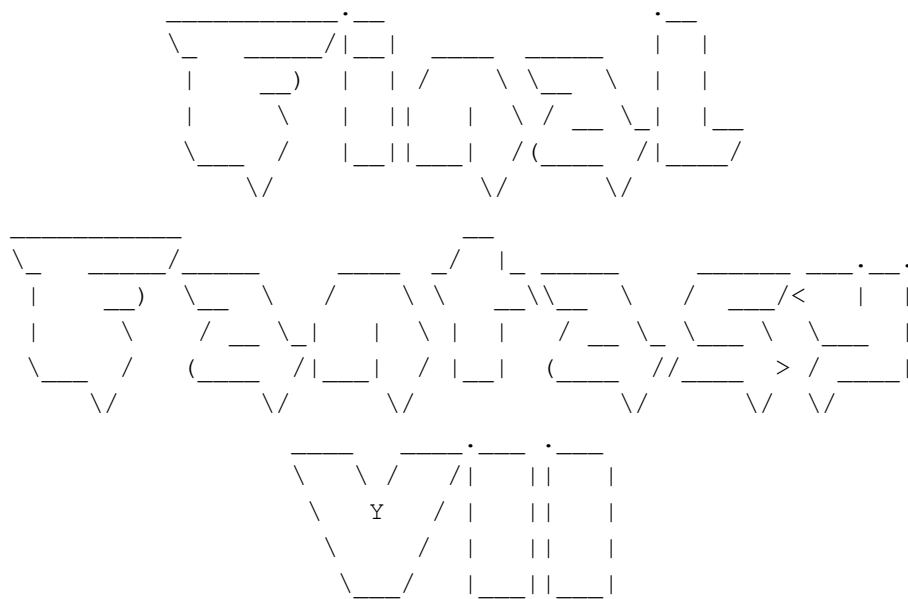


Final Fantasy VII FAQ/Walkthrough

by DjSiXpAcK14

Updated to v1.5 on Aug 21, 2003



-----FOR PC & PSX-----

-----By DjSiXpAcK14-----

Final Fantasy VII
Personal Computer
Sony Playstation
FAQ & Walkthrough
Copyright 2003 by DjSiXpAcK14
Version 1.5
August 21, 2003

"There ain't no gettin' offa this train."

=====
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=====
1. Intro
=====

I think this is the first FAQ for both PC and PSX on GameFAQs, and the first one ever on CheatHappens.

=====
2. Version Info
=====

=====
Version 1.5
=====

Sarah (firegirl666@sailormoon.com) says that there's a tool called GOLDFINGER that will give you access to the movies like on the PC. So I guess it's not JUST the PC Movies Guide!

According to Ziethian, Cid has another weapon. I put it in Cid's Weapons section.

Well, I guess until now Cid wasn't good enough for my character section... He's in there now. Thanks, fatedrummer!

=====
Version 1.4
=====

Accidentally uploaded when I wasn't supposed to, so I changed something back.

=====
Version 1.3
=====

Thanks to Raekwon917, I am now aware of the true power of each character's Ultimate Weapon. Thanks!

=====
Version 1.2
=====

Thanks to "kailvamp11", I now know how you were supposed to get the first number in the locker combo for Vincent (officially, I just guessed it...not like I found it from someone else's FAQ...).

Much thanks!

=====
Version 1.0
=====

Completed:

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=====
3. The Basics
=====

=====
Controls
=====

This is a description of all the buttons and their functions while playing the game.

PSX/PC - Description.

CIRCLE/OK - The action button. It picks up items and selects items on menus.

X/CANCEL - Run. When the D-Pad is pressed to any direction, hold the X button to run. It's also the CANCEL Button.

TRIANGLE/MENU - Displays the status screen.

SQUARE/SWITCH - No permanent function.

L1/TARGET - Change view (world map)

R1/CAMERA - Change view (world map)

L2/PAGEUP - Change view, then change angle (world map)

R2/PAGEDOWN - Change view, then change angle (world map)

D-Pad/UP, DOWN, LEFT, RIGHT - used to move the character in a given direction.

Start/NONE - Change view (world map)

Select/NONE - Change view (world map)

=====
4. Characters
=====

Much of this information from the Official Final Fantasy VII Site at:
<http://www.squaresoft.com/web/games/ff7/>

=====
Cloud Strife
=====

Job: Mercenary (ex-member of SOLDIER)
Age: 21
Weapon: Sword
Height: 5' 7"
Birthdate: August 19
Birthplace: Nibelheim
Blood Type: AB

The main character of Final Fantasy VII. Originally a member of SOLDIER, he is now a mercenary who will take any job. After being hired by AVALANCHE, he gradually gets caught up in a massive struggle for the life of the planet. His enormous sword can cut almost anything in two.

=====
Barret Wallace
=====

Job: Leader of Avalanche
Age: 35
Weapon: Gun-arm
Height: 6' 5"
Birthdate: December 15
Birthplace: Corel Village
Blood Type: O

Head of the underground resistance movement, AVALANCHE. He's fighting the mega-conglomerate, Shinra, Inc. which has monopolized Mako energy, building special reactors to suck it out of the planet. Barret depends on brute strength and his "Gun-arm" to see him through. His wife died in an accident several years ago, and he now lives with his daughter Marlene.

=====
Tifa Lockhart
=====

Job: Bar Hostess
Age: 20
Weapon: Glove
Height: 5' 5"
Birthdate: May 3
Birthplace: Nibelheim
Blood Type: B

Bright and optimistic, Tifa always cheers up the others when they're down. But don't let her face fool you, she can decimate almost any enemy with her fists. She is one of the main members of AVALANCHE. She and Cloud were childhood friends, and although she has strong feelings for him, she will never admit it.

=====

Aeris Gainsborough

=====

Job: Flower Seller
Age: 22
Weapon: Rod
Height: 5' 3"
Birthdate: February 7
Birthplace: Unknown
Blood Type: O

Young, beautiful, and somewhat mysterious, Aeris meets Cloud while selling flowers on the streets of Midgar. She decides to join him soon after. Her unusual abilities enable her to use magic, but she seems more interested in the deepening love triangle between herself, Cloud and Tifa.

=====

Red XIII

=====

Job: Beast
Age: 48
Weapon: Headdress
Height: N/A
Birthdate: Unknown
Birthplace: Cosmo Canyon
Blood Type: Unknown

Just like his name says, he is an animal with fire-red fur. But under this fierce exterior is an intelligence surpassing that of any human's. His sharp claws and fangs make him good at close-range fighting, but other than that, not much else is known about him. It's not even certain "Red XIII" is his real name. A real enigma.

=====

Cait Sith

=====

Job: Toysaurus
Age: N/A
Weapon: Megaphone
Height: 3' 3"
Birthdate: N/A
Birthplace: N/A
Blood Type: N/A

Cait Sith rides around on the back of a huge stuffed Mog he magically brought to life. Megaphone in hand, he's always shouting orders and creating dopey attacks. When his slot machine attack works, the enemy camp looks like an overturned toy box. His hobby is fortune-telling, but like his personality, it's pretty unreliable.

=====

Cid Highwind

=====

Job: Pilot
Age: 32
Weapon: Spear
Height: 5' 8"

Birthdate: February 22
Birthplace: Unknown
Blood Type: B

Cid is a tough talking, warm-hearted old pilot who hasn't forgotten his dreams. There's no better pilot who ever flew either on air or by sea. He believes someday he'll fly to the ends of the universe. With his hand-made spear and knowledge of machinery, he throws himself into any attack regardless of the danger.

=====
Yuffie Kisaragi
=====

Job: Materia Hunter (Ninja)
Age: 16
Weapon: Knife, Boomerang, Origami (for throwing)
Height: 5' 2"
Birthdate: November 20
Birthplace: Wutai
Blood Type: A

Although you'd never know if you looked at her, Yuffie comes from a long line of ninja ancestors. She forced herself into the group just to get a certain something... She's sneaky, arrogant and "way" selfish. But with her super shuriken and her special skills, there isn't anyone else you'd rather have on your side in a fight.

=====
Vincent Valentine
=====

Job: Unemployed
Age: 27
Weapon: Gun
Height: 6' 0"
Birthdate: October 13
Birthplace: Unknown
Blood Type: A

A mystical man, stern and upright while at the same time dark and mysterious. His past connection with Shinra is what made him join Cloud and the others. He may seem frail at first glance, but hidden inside his body lurks a fearsome power.

=====
Sephiroth
=====

Job: Unemployed, Ex-SOLDIER
Age: Unknown
Weapon: Masamune Blade
Height: Unknown
Birthdate: Unknown
Birthplace: Unknown
Blood Type: Unknown

Little is known about the mighty Sephiroth other than the fact that he was most likely the strongest fighter on the planet. He was once a member of SOLDIER, but according to Shinra's newspapers, he was killed. His reappearance

brings Cloud and his friends much trouble...

=====
6. Walkthrough
=====

Hey. Most of the items in this game aren't TOO hard to find, so I'll point them out.

Opening Cutscene

=====
Sector 1 Train Station
=====

That was cool. We need to follow those dudes!

You'll get into a battle with 2 Shinra soldiers.

As of now, your magic consists only of Ice and Bolt, so I recommend that you just attack.

Now run where the other guys went.

=====
Sector 1 Area
=====

Go talk to the guy with the red headband.

You get to name yourself. I recommend you leave it as is.

You end up meeting another guy you can name, Barret. After that, you see a short

Cutscene

Follow Biggs into the reactor.

=====
Sector 1 Reactor Entrance
=====

Follow the others.

=====
Sector 1 Security Room
=====

Go talk to Barret. Now talk to Biggs. After he opens the door, talk to Jessie. Follow Jessie into the elevator.

=====
Sector 1 Elevator
=====

Push the pink down button.

Leave.

=====
Sector 1 Machinery Room
=====

Follow Jessie down the stairs and out the door at the bottom.

=====
Sector 1 Ladder Area
=====

Talk to Jessie, then climb down the ladder.

Take the blue POTION. Then run down the ladder and climb down the next.

=====
Sector 1 Catwalks
=====

Run across the pipe and climb down the ladder.

There's a save point here. Save if you want and head to the other end of the catwalk.

=====
Sector 1 Main Valve
=====

Take the RESTORE MATERIA, then run to the valve for some conversation.

```
////////////////////////////////////  
*****  
Boss:      Mecha-Scorpion  
Rec. Level: 7  
HP:        Not very many  
Weak:      Bolt  
Strong:    None  
*****  
\\////////////////////////////////\\
```

Just keep attacking. Be sure to use your Limit Break if you get it, and heal if you get low on health.

When Cloud warns Barret about attacking, DON'T ATTACK. Just wait until his tail goes down.

When you win the battle, you'll get the ASSAULT GUN.

You have 10 minutes to get out. Run!

=====
Sector 1 Catwalks
=====

Save if you had trouble with the boss, then climb the ladder and run to the next.

=====
Sector 1 Ladder Area
=====

Run up the ladder and check on Jessie.
Then follow Jessie through the door.

=====
Sector 1 Machinery Room
=====

Run up all the stairs to the door at the top.

=====
Sector 1 Elevator
=====

Push the button. Leave.

=====
Sector 1 Security Room
=====

Talk to Jessie.

Now talk to Biggs.

Follow them out.

=====
Sector 1 Reactor Entrance
=====

Cutscene

=====
Burning Tunnel Area
=====

Run up the stairs and around the corner.

=====
Sector 8 Wreckage Area
=====

I recommend that you buy a flower from the Flower Girl, but it's not required.
Follow her out of the area.

=====
Sector 8 Fountain Area
=====

Run down until you come to a blue item. It's a POTION. Now continue to the
bottom of the screen.

=====
Sector 8 Streets
=====

Here, you'll encounter multiple groups of soldiers. Fight them if you want the
experience, otherwise, choose Later! every time.

Eventually, you'll end up in what looks like a dead end.

Cutscene

=====
Cargo Car
=====

Follow the guys out.

=====
Car 1
=====

Go talk to Jessie, then Barret.

Cutscene

=====
Sector 7 Station
=====

Go talk to Barret and follow him out.

=====
Sector 7 Tower Base
=====

Go left to the end.

=====
Sector 7 Slums
=====

Go talk to Barret. Little baby? Oh well. Enter the bar.

=====
Seventh Heaven
=====

Nothing you say really matters. You can name Tifa! Woo!

Now leave.

Ride the pinball machine! Woo! I need one of these.

=====
Avalanche Meeting Room
=====

Talk to Barret. Ride the pinball machine back up.

=====
Seventh Heaven
=====

Leave. Ahh. The classic FFVII long, boring flashback. Get used to it.

=====
Avalanche Meeting Room
=====

Ride the pinball machine.

=====
Seventh Heaven
=====

Talk to Barret. Let's go check on the Weapons Shop man. Leave.

NOTE: Yeah, Marlene's like 5 years old. Of course she can take care of the bar!

=====
Sector 7 Slums
=====

There's some Materia you can buy in the house with the blue and orange sign above it.

However, we need to go in the building beside it.

=====
Sector 7 Weapons Shop
=====

Well, there aren't any weapons except for the ASSAULT RIFLE, which we already have.

However, there's some IRON BANGLES for sale. Buy 3 and equip them. I'd also spread out your materia (Cloud - Lightning, Barret - Ice, Tifa - Restore) and sell your BRONZE BANGLES.

Head up the stairs.

=====
Sector 7 Slums
=====

Re-enter the building.

=====
Beginner's Hall
=====

Take the ALL materia. There aren't too many of them, so treasure the ones you get.

Then take the ETHER from the treasure chest. There's also a save point and a bunch of losers here. Leave.

=====
Sector 7 Slums
=====

The room on top is an inn, so go back into the Sector 7 Weapons Shop.

=====
Sector 7 Weapons Shop
=====

Run past the crowd to the Sector 7 Tower Base.

=====

Sector 7 Tower Base

=====

Run to the right.

=====

Sector 7 Train Station

=====

Enter the train.

=====

Car 1

=====

Go talk to Tifa. Uh-oh!

=====

Car 2

=====

Run to the end. If you talk to the guy in the disco suit and choose the first option, you'll get a HI-POTION. Continue to the end.

=====

Car 3

=====

Keep going!

=====

Car 4

=====

Run to the other side.

=====

Car 5

=====

Talk to Tifa.

=====

Winding Tunnel

=====

Run down the tunnel as Barret instructed.

=====

Security Beam Tunnel

=====

Check the hole and choose to Go down.

=====

Sector 5 Air Vent

=====

Take the ETHER and climb down the ladder.

=====
Sector 5 Upper Ladder Area
=====

Climb down.

=====
Wedge's Area
=====

Climb up the ladder closest to you (other than the one you just came down).

=====
Jessie's Air Vent
=====

Take the POTION, then head down the ladder at the left side of the air vent.

=====
Biggs' Catwalks
=====

Talk to Biggs. Take the TENT, then notice there's a save point. Climb up the ladder beside where Biggs was.

=====
Sector 5 Machinery Room
=====

Slide down the slide, then run past the stairs to the door.

=====
Sector 5 Ladder Area
=====

Head back down all the ladders.

=====
Sector 5 Catwalks
=====

Go across the pipes and down the ladder. Save if you want and head down the catwalk to the Sector 5 Main Valve.

=====
Sector 5 Main Valve
=====

Run up to the valve. You'll find out what that stuff about Tifa and her dad means later.

Set the bomb on the valve and leave.

=====
Sector 5 Catwalks
=====

Climb back up the ladder, then across the pipes and up the ladder at the end.

=====

talk to her again.

=====
Sector 5 Slums Church Back
=====

Jump over to where the steps are, then climb them and jump the gap.
We have to save Aeris! Choose to Hold on a minute, then push the barrel
furthest the left. That should land on top of him.
Now wait until Aeris calls again, tell her to Hold on, then push the barrel in
the back middle (N).

 N
W E
 S

When she calls again, either push the right barrel (E) over or just tell her to
Run!

Jump out the hole in the roof.

=====
Sector 5 Rooftops
=====

Just run across the rooftops until your SOLDIER candidate calls. Then run to
the left, off the rooftops.

=====
Sector 5 Garbage Area 1
=====

Run past the save point out the yellow-lighted area.

=====
Sector 5 Garbage Area 2
=====

Go to the first yellow light you come to.

=====
Sector 5 Slums
=====

There's not much you'll want to buy here. Possibly some TITAN BANGLES.

HOWEVER, BUY SOME FIRE MATERIA for use against the next boss.

You can also steal a little kid's 5 GIL if you're really mean.

When you're done, go through the yellow light beside the green and white bus.

=====
Aeris' Garden
=====

Here, you'll find an ETHER, some COVER materia, and a save point. Enter Aeris'
House.

=====
Aeris' House
=====

Go upstairs.

=====
Aeris' House 2F
=====

Take the POTION and PHOENIX DOWN, then walk slowly along the shelf and stairs,
then down them.

=====
Aeris' House
=====

Leave.

=====
Aeris' Garden
=====

Leave.

=====
Sector 5 Slums
=====

Go back to the Sector 5 Garbage Area 2. It's all the way to the left.

=====
Sector 5 Garbage Area 2
=====

Run to the left to AHHH! AERIS!

=====
Sector 6 Passage
=====

Run up the wooden ramp, then across the steel bridge. Run down the pink ramp,
then through the tunnel. Finally, run up the rusted thin steel ramp, then down
the wooden ramp and through the passage.

=====
Sector 6 Playground
=====

Talk to Aeris. Then follow the cart.

=====
Sector 6 Garbage Area
=====

Run to the upper side of the screen.

=====
Wall Market
=====

Assuming that UP is NORTH, go to the very southeast.

=====
Honey Bee Inn
=====

Talk to the dude with gray hair and a purple vest. Ask him about Tifa, then leave.

=====
Wall Market
=====

Now go north to the northwest corner.

=====
Wall Market 2
=====

Run through the pink things at the north side of the area.

=====
Corneo Hall
=====

Talk to the man here and leave.

NOTE: Some of us are really going to enjoy what happens next. When I say us, I DON'T mean me.

=====
Wall Market 2
=====

There's a weapons shop here selling some stuff. They have the more powerful MYTHRIL ARMLETS, a MYTHRIL ROD for Aeris, and a METAL KNUCKLE for Tifa. I'd buy it all, but it's your call.

Run back to the Wall Market.

=====
Wall Market
=====

|-----Tiara Mini Side Quest-----
|

|At this point, I recommend that you do this side quest. Go into the Materia shop at the northeast corner of the area.
|

|NOTE: This side quest isn't really necessary, so follow the line to the left if you don't want to do it.
|

|=====
|Wall Market Materia Shop
|=====

|Talk to the guy. Looks like you need to find out what's in the vending machine in the inn. Leave.
|

|=====
|Wall Market
|=====

|
|Go to the southeast corner and go into the building with the YO sign.

|
|=====

|Wall Market Inn

|=====

|
|You have to spend the night to find out what's in the vending machine, so go
|ahead and do so. The more money you spend on an item, the better the item you
|get in return.

|
|Now leave.

|
|=====

|Wall Market

|=====

|
|Go back to the Materia Shop.

|
|=====

|Wall Market Materia Shop

|=====

|
|Give it to the guy.
|200 - DIAMOND TIARA
|100 - RUBY TIARA
|50 - GLASS TIARA

|
Now leave.

=====
Wall Market
=====

Now go into the yellow-lit building in the northwest corner.

=====
Wall Market Dress Shop
=====

Talk to the girl behind the counter. Leave.

=====
Wall Market
=====

Looks like we need to talk to the dress shop girl's dad. Go up.

=====
Wall Market 2
=====

Run to the first building on the left with the IN sign.

=====
Wall Market Bar
=====

Talk to the guy with the brown hat. It doesn't really matter what you choose.
Then leave.

=====
Wall Market 2
=====

Let's head back to the dress shop. Run to the south.

=====
Wall Market
=====

Go back into the dress shop.

=====
Wall Market Dress Shop
=====

Talk to the dad. You'll get a dress. It could be cotton, it could be silk. But you'll get a dress. Head into the dressing room.

Now leave. We need a wig.

=====
Wall Market
=====

Go north.

=====
Wall Market 2
=====

Enter the gym, which is the closest building to you.

=====
Wall Market Gym
=====

Talk to the dude in blue shorts. You need to push 3 buttons in the same sequence over and over. It's not that hard, just get more than the other guy.

Whether you win or not determines how...clean...the wig is.

My record is 20 squats. ;-). You'll get the BLONDE WIG. Leave.

=====
Wall Market 2
=====

Head back to Wall Market.

=====
Wall Market
=====

Re-enter the Dress shop.

=====
Wall Market Dress Shop
=====

Go into the dressing room. Aeris gets a pretty hot dress. Looks like she's looking forward to the whole Corneo thing.

Leave.

NOTE: If you talk to the lady that's been waiting in line t whole time, she calls you weird. I can't imagine why.

=====

Wall Market

=====

Go north.

=====

Wall Market 2

=====

To Corneo Hall!

=====

Corneo Hall

=====

Talk to the man, who says you're "hot too". Eww.

=====

Corneo's Mansion

=====

Run up the stairs, then down the stairs to the left.

=====

Corneo's West Room

=====

Run down the stairs and talk to Tifa. When you get a chance, take the ETHER and keep talking.

After you regroup with the girls, give Tifa any stuff you bought her and give her some Materia if you want, you'll be fighting a boss soon.

Leave.

=====

Corneo's Mansion

=====

Go through the big double doors here.

=====

Corneo's Office

=====

Just run up to one of them.

=====

Corneo's East Room

=====

Run to the right for a PHOENIX DOWN. Talk to all the guys, then talk to Scotch.

You'll get into 2 battles. Scotch is slightly harder than the other guys, but not too much.

After you're done, leave.

=====
Corneo's Mansion
=====

Let's go help Aeris. She's in Corneo's West Room.

=====
Corneo's West Room
=====

Pick up Aeris and leave.

=====
Corneo's Mansion
=====

Re-enter Corneo's Office.

=====
Corneo's Office
=====

Go behind the curtain.

=====
Corneo's Bedroom
=====

This is where the magic happens. You'll go through the a bunch of talking, then be faced with these choices:

- Because I've given up on life
- Because I'm sure I'll win
- Because I'm clueless

Well, the correct answer is always #2, but you won't see him again for a while if you do at all. No matter what you pick, the same thing happens.

=====
Sector 6 Sewerway
=====

Check on the girls.

```

////////////////////////////////////////
*****
Boss:      Aps
Rec. Level: 10
HP:       1,800
Weak:     Fire
Strong:   None
*****
\\

```

Use that FIRE materia I told you to buy and you should be doin' pretty good. Aeris' Limit Break heals you and Cloud's and Tifa's Limit Breaks hurt him.

Just attack him and use magic in between Limit Breaks.

At the end you'll get a PHOENIX DOWN. Climb the stairs here and take the POTION, then climb back down the stairs and climb up the ladder. Run across, then climb down the ladder, up the stairs and take the STEAL materia. Jump down the hole at the end.

=====
Sector 6 Sewerway 2
=====

Run down the stairs, up where there's no railing, then up the ladder at the end.

=====
Train Graveyard
=====

There's a save point here and a bunch of items. In the barrels you'll find a HI-POTION and an ECHO SCREEN, and in other areas you'll find a HI-POTION and 2 POTIONS.

To get through here, climb up the first ladder, then run across the train tops until you run into some weird structure. Jump ontop of it, then run down onto the ground. Now run under the weird structure and into the train. Then run down, out, and up the ladder. Now go up to the next ladder, go down it, then go back into the train. Now go up out of the train, then out of the screen.

If you want to pick up the items, they're not too hard to find, but you'll have to get them yourself.

=====
Train Graveyard 2
=====

Here you can find an ETHER in a barrel and a POTION and HI-POTION in the open.

Run under the overturned train, then into the front car of a train to move it. When it's finished moving, jump back in again. Then run around the train and hop into the other train. Then climb up the ladder and jump onto the moving train. Run across it and climb down the ladder. Then, run out of the screen.

=====
Sector 7 Train Station
=====

Run to the other side of the screen.

=====
Sector 7 Tower Base
=====

Whoa. That Wedge is supernatural. Head into the caged area and save. Then climb the stairs.

=====

Go to Aeris' Garden.

=====
Aeris' Garden
=====

To Aeris' House!

=====
Aeris' House
=====

Now you get to witness a BUNCH of talking. When it's done, run upstairs.

=====
Aeris' House 2F
=====

Go talk to Barret. Then go back down the stairs.

=====
Aeris' House
=====

Leave.

=====
Aeris' Garden
=====

Retreat to the Sector 5 Slums.

=====
Sector 5 Slums
=====

Go back to the Sector 5 Garbage Area 2.

=====
Sector 5 Garbage Area 2
=====

Now go to the Sector 6 Passage.

=====
Sector 6 Passage
=====

Make your way back to the Sector 6 Playground.

=====
Sector 6 Playground
=====

Now go past the slide to the Sector 6 Garbage Area.

=====
Sector 6 Garbage Area
=====

Go up.

=====
Wall Market
=====

Go to the northwest to Wall Market 2.

=====
Wall Market 2
=====

Go into the Weapons Shop with the MACHINE & GUN sign above the door.

=====
Wall Market Weapons Shop
=====

Talk to the man in green clothes for some BATTERIES. :-\. You'll need them.
Leave.

=====
Wall Market 2
=====

Follow those kids off screen to see "somethin awesome".

=====
Bottom of the Wall
=====

Talk to that kid, then climb the golden shiny wire of hope.

=====
Middle of the Wall
=====

Run to the top of the wire, then jump onto the garbage to the left. Run under
the wire and jump over to the socket. Put in a battery.

Hmm. That helps out. Well, actually it does. Run to the top of the reddish
white tube onto the propeller. Then cross and climb up the railroad track. Put
a battery in place, then climb up to where Cloud starts talking.

It took me a while to figure this out, but jump as you're hearing or just after
hearing the SQUEAK. Then climb up the tube.

=====
Top of the Wall
=====

Well, you could probably get something special if you get a battery in that
socket, but it's probably no big deal anyway.

Run up the tube, then climb up the wire. After you get to the top, climb down
the wire back onto the tube and run up the tube.

=====
Outside Shinra H.Q.
=====

At this point, you have a choice. You can either bust on in or run up enough stairs to kill 7 goats.

That's a lot of stairs. This walkthrough's going to assume you busted in, but if you take the stairs, which are to the left, you'll get an ELIXIR, and the brilliant creators of this game couldn't count too well, so actually there's probably enough stairs for 90 or 100 floors.

You'll end up at the 59th Floor.

So anyway, run through the front doors!

=====
1st Floor
=====

Battle the guards, then run up the stairs to the 2nd Floor.

=====
2nd Floor
=====

Run up more stairs.

=====
3rd Floor
=====

Run into the elevator.

=====
H.Q. Elevator 1
=====

Oh balogna. Just keep stopping the elevator and battling until you get to the 59th Floor.

=====
59th Floor
=====

Go fight the soldiers guarding the other elevators. After the battle, you'll get KEYCARD 60. Now enter the elevator they were guarding.

=====
H.Q. Elevator 2
=====

Push the 60" button. Then talk to Barret and Tifa.

Cutscene

=====
60th Floor
=====

Run out of the security camera's view, then through the red-lighted door.

The trick here is to run from statue to statue either while the guard behind it

is moving or when there's no guard at all behind it. Same thing when signaling your friends.

If you lose, regardless of where you are, you will have to fight and start all over. So if you stink at this, you will be at a high level before you make it.

Climb the stairs.

=====
61st Floor
=====

There's 2 guys in gray here. One of them will ask you what you're doin. Answer "... " and he'll think you're from the repair division and give you KEYCARD 62.

Now climb the stairs to the 62nd Floor.

=====
62nd Floor
=====

Run to the left and talk to the guy in the room. It's Domino, the mayor of Midgar. He has a little puzzle for you, and you need to guess the passcode. It's randomized, so you can either guess it, or follow these instructions to find out what it is and get his secret prize.

Check the signs outside the libraries. There's:
Scientific Research Library
Urban Dev. Reserach Library
Peace Preservation/Weapon Dev. Research Library
Space Dev. Research Library

Now in each library, there's a file that shouldn't be there. Such as an economic report in the Peace Preservation/Weapon Dev. Research Library.

There is a number at the beginning of each file name. Look at the number on the files that don't belong in that library. Match the number with the letters in the title of the file. If the file start with a 4, then check the fourth letter and... well, you get the idea.

Then, unscramble the letters and BOOM. The password. Give it to Domino for the KEYCARD 65 and the ELEMENTAL materia if you got it on your first try. Go up.

=====
63rd Floor
=====

Sigh. A puzzle. Here's how to do it.

First, talk to the computer, which will give you the ability to open only 3 doors.

Second, run to the right and all the way to the top. Open this door.

Third, run through the door until you run into another door. Don't open IT, however, open the door to the south of it. Now you can enter the room with a red light and take the A COUPON.

Fourth, hop into the air vent. Once in there, go down the other hole that doesn't lead back to the computer.

Fifth, take the B COUPON and go out the door. Open the door to the left here. It should give you access to the room with the C COUPON.

Finally, climb back into the air duct and drop down into the room with the

computer.

And there you have it. If you could understand what I was saying, you now have a STAR PENDANT, FOUR SLOTS, and an ALL materia.

Go up the stairs to the 64th Floor.

=====
64th Floor
=====

This is where you can get Cait Sith's best weapon when you re-visit Midgar toward the end of the game, so don't forget it. There IS a PHOENIX DOWN in an open locker here, though.

When you're finished, climb the stairs to the 65th floor.

=====
65th Floor
=====

GRR. I hate puzzles.

It's not the treasure chest in the room with you now, but you need to find the unlocked treasure chest. You'll get some MIDGAR PARTS. Then you take them into the middle room and put them in place. This causes another one to unlock. Do this over and over until you get KEYCARD 66.

Ascend the stairs.

=====
66th Floor
=====

Let's see what's goin on in that meeting. Run to the bathroom in the northwest corner or the room. Go into the stall.

=====
H.Q. Bathroom Stall
=====

Run to the toilet and choose to climb up.

=====
66th Floor Air Vent
=====

Check out the lighted vent closest to the camera. After that amazingly exciting meeting, climb back down into the H.Q. Bathroom Stall.

=====
H.Q. Bathroom Stall
=====

Leave.

=====
66th Floor
=====

Run back to the stairs. You'll see Hojo. Follow him up the stairs.

=====
67th Floor
=====

Run to the left where you'll see Hojo, a strange lab specimen, and Jenova.

This is the point where I fought with the STOOPIDEST enemy ever. It was called the Warning Board. It's a T.V. with a fist flashing on it. It was so stupid.

Sorry, just had to say that. Now go past all the stuff to the treasure chest, where you'll get POISON materia. I recommend you save here. Also ride the elevator up.

=====
68th Floor
=====

Go after Hojo. Whoa. A party member. He actually has a real name, but it's stupid, so just name him Red XIII.

```
////////////////////////////////////
*****
Boss:      HO512 + HO512-opt A, B, C
Rec. Level: 12
HP:       1,000
Weak:     Ice
Strong:   Poison
*****
\\////////////////////////////////\\
```

Ignore the little guys, just go for the big guy. The little guys die when you kill the big guy. He only has 1000 HP, so he's not that bad. Use ice when you can.

The HO512-opts each have 300 HP. At the end of the battle, you get a TALISMAN.

Assemble your party however you want. Don't forget the ENEMY SKILL materia in the tank. Now go up the ramp and take the 2 POTIONS. Then talk to the dude in gray. The loser gives you KEYCARD 68, which helps you almost none.

Follow the man in gray to the end of the hall and take the 2 more POTIONS. Then go down the steps.

=====
67th Floor
=====

Down...

=====
66th Floor
=====

Now go to the elevator where the others said they'd be waiting.

=====
H.Q. Elevator 2
=====

Check the panel. It's okay. It had to happen.

=====
67th Floor
=====

Talk to whoever you wish, but all you REALLY need to do is check the door, check on Aeris, then re-check the door and get some sleep.

Whoa. Go out and check the guard's body. Then wake Tifa up. Now go talk to Red XIII or Barret. Talk to Barret again. Then talk to Tifa.

Now go to where Red XIII first was. Talk to him, then ride the elevator behind him.

=====
68th Floor
=====

Follow the trail of blood up the stairs.

=====
69th Floor
=====

Follow the yellow brick road.

=====
Top Floor
=====

Go check the President's body. He doesn't have a real name. Now go out to see Rufus.

=====
Top Floor Balcony
=====

How fun.

=====
69th Floor
=====

YES. REMOVE CLOUD AND TIFA'S MATERIA. You'll get to use it again when you're Cloud.

Now put materia on your people as if you're going to fight a boss...

and hop into the elevator, not the stairs.

=====
H.Q. Elevator 2
=====

Push the button.

////////////////////////////////////

Boss: Hundred Gunner

Rec. Level: 12
HP: 1,600
Weak: Bolt
Strong: Poison

\\

Just keep using magic due to the fact that only Barret can attack. BE SURE to use Bolt and Limit Breaks as much as possible. Eventually, you'll win and some other guy will show up.

////////////////////////////////////

Boss: Heli Gunner
Rec. Level: 12
HP: 1,000
Weak: Bolt
Strong: Poison

\\

Same plan as last time. Don't attack anyone who falls asleep. Just keep the Bolt and Limit Breaks comin!

The AB Cannon can put you to sleep AND hurts you. The C Cannon just hurts. The Flying Cannon and Spinning Bodyblow attacks hurt about 150.

After the battle, you switch back to Cloud.

=====
Top Floor Balcony
=====

////////////////////////////////////

Boss: Rufus & Dark Nation
Rec. Level: 12
HP: Rufus: 500 Dark Nation: 140
Weak: None
Strong: None

\\

He's only got 500 HP! Dark Nation casts Barrier, which makes it hard to attack him non-magically. Thus, USE MAGIC. If Dark Nation uses MBarrier, try physical attacks.

You don't have to kill Dark Nation, but if you get tired of his stupid Bolt attacks, go ahead.

When he says, "Heh, that's all for today", he's done. You get a PROTECT VEST for winning.

Re-enter the building.

=====
Top Floor
=====

Run down the stairs.

I think Barret would make a great leader. Oh well. Choose your party, but if you only pick the guys, Aeris and Tifa will call it an "interesting combination". What do they know anyway?

Heh. Funny. If you put yourself with the girls, Barret says "Thought you'd do that." What do you expect? He's young and single.

Leave.

=====
World Map
=====

Make your way northeast to the dot on the map. It's Kalm. Be prepared for a very long, very boring flashback.

=====
Kalm
=====

Here's some stuff you might want to buy:

EARTH materia
MYTHRIL SABER

and depending on your 2 favorite other characters:

CANNON BALL
MYTHRIL CLAW
FULL METAL STAFF

Red XIII doesn't have a new weapon just yet.

After you're finished buying what you want, head into the inn your friends went into.

=====
Kalm Inn 1F
=====

Head upstairs.

=====
Kalm Inn 2F
=====

Talk to Barret. Hey, I'll give you a hint on the story. Well, no I won't.

You get to fight a monster. You can only attack or use items...hmm...it looks like you can use the items you have NOW. That's weird.

=====
Nibelheim
=====

Run past Sephiroth into the main city.

Go into the house with double doors to the right.

=====
Tifa's House 1F

=====
Go upstairs.

=====
Tifa's House 2F
=====

Go into Tifa's room and play the piano. Choose "Just a little..." Normally, you'd have to remember this stuff, but I'll remind you later.

Do..Re..Mi..Ti..La..Do..Re..Mi..So..Fa..Do..Re..Do..Forget it...

Now go back down the stairs.

=====
Tifa's House 1F
=====

Leave.

=====
Nibelheim
=====

Now go into the Inn Sephiroth went into.

=====
Nibelheim Inn 1F
=====

Go upstairs.

=====
Nibelheim Inn 2F
=====

Talk to Sephiroth, then talk to him again. Choose to sleep.

=====
Nibelheim
=====

Talk to Sephiroth.

Cutscene

=====
Mt. Nibel Bridge
=====

Talk to Tifa. Then follow her up the bridge and talk to her again.

=====
Mt. Nibel Path 2
=====

Now you can see all of Sephiroth's gear. ALL that mastered materia...

Go to the right, up the path and into the cave.

=====

Mako Cave

=====

Run to the exit at the other side.

=====

Mt. Nibel Reactor Area

=====

Run into the reactor.

=====

Mt. Nibel Reactor

=====

Run along the pipes, then onto the board, and onto the chains. Then climb down and enter the hole Sephiroth did.

=====

Mt. Nibel Jenova Room

=====

Run up the stairs and talk to Sephiroth. Then close the valve Sephiroth specified. Talk to Sephiroth twice. Now you get to see a dude that looks like one of my friends.

Cutscene

That's kinda gross and it doesn't show up when you come here later.

=====

Kalm Inn 2F

=====

Save and rest. You don't wanna have to sit through THAT again.

=====

Shinra Mansion

=====

Run up the stairs and to the right.

=====

East Shinra Mansion

=====

Run past the soldier to the very conspicuous looking wall. Go through it.

=====

Shinra Mansion Secret Stairs

=====

Run all the way to the bottom.

=====

Shinra Mansion Tunnel

=====

Run through the door at the end.

=====
Shinra Mansion Lab
=====

Talk to Sephiroth, then leave.

=====
West Shinra Mansion
=====

Go out of the bedroom and down the stairs.

=====
Shinra Mansion
=====

Run to the east.

=====
East Shinra Mansion
=====

Go back to the secret stairs.

=====
Shinra Mansion Secret Stairs
=====

Go down the stairs.

=====
Shinra Mansion Tunnel
=====

Run to the end and enter the lab.

=====
Shinra Mansion Lab
=====

Just run to the other end and talk to Sephiroth.

Leave.

=====
Shinra Mansion Tunnel
=====

Go to the other end and up the stairs.

=====
Shinra Mansion Secret Stairs
=====

Go up the stairs to the top.

=====
East Shinra Mansion

=====
Go back to the main part of the mansion.

=====
Shinra Mansion
=====

Leave.

=====
Nibelheim
=====

IT'S ON FIRE! Run down the stairs!

Now check the house with the open door.

Soon you see perhaps the coolest

Cutscene

It's the desktop on my PC. :-D.

Cutscene

=====
Mt. Nibel Reactor
=====

Go down to the Jenova Room. You'll run into Tifa. Follow her into the room.

=====
Mt. Nibel Jenova Room
=====

Man. Tifa's a loser. Go talk to her. Then go after Sephiroth.

=====
Mt. Nibel Jenova Room 2
=====

Now, you'll see perhaps the 2nd coolest

Cutscene

=====
Kalm Inn 2F
=====

Go downstairs.

=====
Kalm Inn 1F
=====

Go talk to whoever's down her for the PHS. It's a cell phone. Now leave.

=====
Kalm

=====
Make sure you have at least 2000 GIL.
Leave.

=====
World Map
=====

If you couldn't get to 2000 GIL, run around and do some battles.
Go southeast to the next dot. It's the Chocobo Ranch.

=====
Chocobo Ranch
=====

Talk to the chocobo closest to you. Choose Wark, not Warrrk. You'll see a very
interesting dance and get the CHOCO/MOG summon materia. Woo! Your first!

Now go into the barn in the back of the area.

=====
Chocobo Barn
=====

Go talk to the kid. It's Choco Billy! When he asks you, buy the CHOCOBO LURE
materia. Then when you can buy greens from him, buy 2-5 of the cheapest kind,
the GYSAHL GREENS.

Now equip your CHOCOBO LURE materia and leave.

=====
Chocobo Ranch
=====

Leave.

=====
World Map
=====

Keep running around on the chocobo tracks until you get in a battle. Once in
the battle, throw the Chocobo some of your GYSAHL GREENS and fight off the bad
guys. If you kill the bad guys and the Chocobo's still there, you've captured a
Chocobo!

After you catch one, head to the marshes to the west of the ranch. The Midgar
Zolom lives here, and he'll eat you alive if you're not fast enough to avoid
him. Try to just run into the marshes avoiding any moving shadows. You probably
won't have any trouble. Just get to the grassy place on the other side and
dismount from your Chocobo. Run into the cave.

=====
Midgar Zolom Death Site
=====

Ewww. Leave.

=====
World Map

=====
Enter the cave.

=====
Turks Cave
=====

None of the items here are necessary, but here's how to get them.

From the entrance, go right to the end. You'll find an ETHER and a TENT. Then head back to the entrance and go left. At the fork, go to Cloud's left. Open the treasure chest, there's a MIND SOURCE inside. Continue down the path the other way and through the hole.

=====
Turks Cave 2
=====

After the talking, you can head through the entryway in the middle of the screen for an ELIXIR and a HI-POTION. When you're done, follow Rude out of the cave.

=====
World Map
=====

On this side of the mountains, there is Fort Condor and Junon Harbor. If you go to Fort Condor NOW and give them a bunch of money, you can play a mini-game. However, I suggest you go straight to the dot west of you on the map. That's Junon.

NOTE: It IS possible to get Yuffie in the woods around here. If you fight her, beat her up, then she'll ask you some questions. You have to answer them all correctly to get her to come with you. Here's the questions and the correct answers:

DON'T GO TO THE SAVE POINT OR ACCESS THE MENU.

Q: One more time, let's go one more time!

A: Not interested.

Q: You're pretty scared of me, huh?!

A: Petrified...

Q: I'm gonna leave! I mean it!

A: Wait a second!

Q: So you want me to go with you?

A: That's right

Q: All right! I'll go with you!

A: Let's hurry

That should do it. You may have to fight a bunch of times to find her, though..

Anyway, head to Junon. Save just outside of it.

=====
Junon Town

=====
Run up the stairs your friends are huddled around. You'll see Priscilla, who gives you SHIVA summon materia. Woo!

Shiva's an Ice-type. Follow Priscilla.

=====
Mr. Dolphin Beach
=====

Talk to Priscilla.

This has to be the most *tedious* and annoying mini-game in the entire game. You have to align yourself so that when Mr. Dolphin jumps, he takes you on top of the pole coming off of the tower. Grr.

* = Big word.

However, I have figured out the secret, and am willing to share it with you.

Here's the tower and the pole.

```
T|  
O|-----  
W|           Pole+  
E|---X-----  
R|
```

Go about right there, with your feet being X and your head under the pole where you can't see it.

Ha! Blow the whistle to show Mr. Dolphin who's the man.

Then climb up the high voltage tower.

=====
Junon Airport
=====

Cutscene

Wow. Maybe someday you'll get to ride in the Highwind.

Head toward the camera. Then when the view changes, run onto the large elevator and push the button. Woo! Cheery music!

The door you need to get to is under that canopy coming out of the large canopy. Go there.

=====
Junon Airport Path
=====

Go ahead and go into the room the soldier told you to.

=====
Junon Locker Room
=====

Check the slightly open locker and choose to change.

Here's the lyrics for the song, in case you're extremely bored and have no sense of rhythm:

Rufus---
Rufus Shinra----
We---are---Shinra Company----
The new---President----
Oh---Oh----
Shinra---
Oh---Oh oh----
Shinra, Inc.---
Realization---of the new era
New----President Ru---fus---
Oh---Oh----
Shinra---
Oh---Oh oh----
Shinra, Inc.---
Building---the new era---
Shinra---forev--er---

Say Got it!

Basically all you have to remember is how to shoulder your gun, which is SQUARE/OK.

Leave.

=====
Junon Airport Path
=====

Follow the guys out.

=====
Junon 2nd Street
=====

Follow the soldiers into the alley.

=====
Junon Main Street
=====

The better you are, the better the TV ratings get.

If you're good, they'll send you POTIONS. If not, they'll send you a GRENADE.
Good luck!

After that, you'll see President Rufus and Heidegger. It won't let you move. Eventually, the dude in maroon will ask you a question, but the answers aren't too great. It doesn't matter what you pick, you'll still end up in the locker room.

=====
Junon Locker Room
=====

Here, you are told about the show for President Rufus. Try hard, you'll get a FORCE STEALER if you do any good (that's a new sword for Cloud).

You press whatever buttons it tells you, and left/right. It's not too hard, but if you get it right, Rufus' mood will go up 10 points.

Leave when you're done.

=====
Junon Airport Path
=====

Follow them out.

=====
Junon 2nd Street
=====

Run down the street, past that thing Rufus and Heidegger got on.

=====
Underwater Reactor Tunnel
=====

Go out the exit in front of you.

=====
Junon Dock Street
=====

Run to the end.

=====
Junon Dock
=====

Alright. Show your stuff! The special ending doesn't really work if you're facing the wrong way, due to the fact that the game won't let you turn around.

Hehe. After the showing you can't move, but if you push the right buttons, you can:

Shrug your shoulders
Put your hand on your waist
Scratch your back with your gun

After the loser leaves, board the boat.

=====
Cargo Area
=====

You need to talk to all of your undercover friends. Down here, you'll find Yuffie (if you have her) and Aeris. You'll also find an ETHER and an ALL materia.

Talk to your friends down here, then go up the stairs.

=====
Main Deck
=====

That's Tifa up there lookin' around. Talk to her, then run to the other end of

After the talking, run up the stairs.

=====
Costa Del Sol
=====

If you don't have Red XIII in your party, you can kick him with a soccer ball.
Cool.

Barret can be found in the Inn in his sailor suit. ;-).

Enter the building with "Costa del Sol" beside it, then go downstairs. You'll find a POWER SOURCE and a FIRE RING.

There's a guy in the corner of the Bar you should talk to. He's selling some PLATINUM BANGLES that you should buy.

There's also a guy selling materia at what looks like a lemonade stand.

When you're finished buying, go down the stairs at the far side of the town.

=====
Costa del Sol Beach
=====

Heh. I always choose "That girl in the bikini?" just for the fun of it.

Go talk to Hojo. Then leave.

=====
Costa del Sol
=====

Leave.

=====
World Map
=====

Go west until you run into a cliff, then run around and on top of it. Go northwest until you find a dirt road. Follow it to the cave at the end.

=====
Corel Mountain Pass
=====

Talk to the man here, then continue past him.

NOTE: You may encounter some Needle Kisses on the way. They travel in groups and are immune to Lightning attacks. They are, however, a great source of EXP.

=====
Corel Reactor
=====

Run down the stairs onto the railroad tracks, then run along the railroad tracks out of the screen.

=====

Railroad Tracks

=====

Run down the tracks until the screen changes.

Now on this railroad track, the track could fall out from under you. There's some items you can get, but falling is really annoying, so just push SQUARE/OK quickly.

Alright. Run until you can go up or down, and go up. At the end, take the W MACHINE GUN and head back to the UP/DOWN fork. This time go down.

When you come to another junction, go up. Take the TURBO ETHER and TRANSFORM materia. Then go back and to the next junction. Go up and to the end.

=====

Railroad Bridge

=====

Run past your friends to the wooden box. Choose to "do it". Then run out of the box and further down the track. You'll hear some chirping. Climb up the wall.

How cute. If you take their treasure, which is 10 PHOENIX DOWNS, you'll have to fight one of those big birds usually behind the 3 hard tiny birds.

Now head back the way you came to the end.

=====

Railroad Tracks

=====

Now go down at the last junction.

=====

Railroad Bridge

=====

Now run across the bridge you just lowered to the end.

=====

Corel Bridge

=====

Here you may encounter an enemy called simply "Bomb". Just run if you encounter this bad boy.

=====

Corel

=====

If Barret's in your party, go talk to him. If not, run up to the man in blue.

The only thing here you want to buy is some CARBON BANGLES from the fat man.

Make sure you have at least 3000 GIL, then run to the left past the Gold Saucer sign.

=====

Tram Station

=====

Run up the stairs to your friends. When you get asked, decide to board the tram.

What a sad story.

Cutscene

=====
Gold Saucer Entrance
=====

Talk to the lady at the entrance. You can buy a single pass for 3000 GIL or a lifetime pass for 30000 GIL. You probably only have enough for the cheaper one, so don't feel bad.

=====
Station Square
=====

Talk to whoever you want to go with, then head to Wonder Square.

=====
Wonder Square
=====

Yay! Someone you can name. However, trust me, this guy's a loser. If you're like me, you'll NEVER put him in your party again.

When he's finished being his loser self, he'll be in your party. Head to Battle Square.

=====
Corel Prison
=====

Follow Barret to the next screen, then save at the save point if you're bored.

Go into the house here.

=====
Trashed House
=====

Man. I hate flashbacks. Leave the way you came in.

=====
Corel Prison
=====

Go south into the big truck.

=====
Mr. Coates' Room
=====

Talk to Mr. Coates and leave.

=====
Corel Prison

Q: One more time, let's go one more time!

A: Not interested.

Q: You're pretty scared of me, huh?!

A: Petrified...

Q: I'm gonna leave! I mean it!

A: Wait a second!

Q: So you want me to go with you?

A: That's right

Q: All right! I'll go with you!

A: Let's hurry

That should do it. You may have to fight a bunch of times to find her, though.

When you're finished, go west until you run into the ocean. Then go north until you cross the river. Navigate yourself through the canyon until you come to a city. If you try to go past it, your buggy will break down. So just stop there and enter the city.

=====

Cosmo Canyon

=====

Talk to the man under the sign. Choose No. Then run up the stairs and talk to Red XIII. Follow your friends into the Weapons Shop.

=====

Cosmo Weapons Shop

=====

Woo! Weapons for everyone! And SILVER ARMLETS! Buy weapons for your main party and head up the stairs and outside.

=====

Cosmo Canyon

=====

Go up the stairs and through the entryway.

=====

Secret Tunnel Entrance

=====

There's a materia shop here.

Climb up the ladder here.

=====

Bugenhagen's Front Yard

=====

Go inside the house.

=====

Bugenhagen's House

=====

Talk to Red XIII. Then leave.

=====
Bugenhagen's Front Yard
=====

Climb down the ladder.

=====
Secret Tunnel Entrance
=====

Go through the door furthest to the right.

=====
Cosmo Kitchen
=====

Talk to Cait Sith. Pick TWO other people to go with you and leave.

=====
Secret Tunnel Entrance
=====

Climb back up the ladder.

=====
Bugenhagen's Front Yard
=====

Enter Bugenhagen's house.

=====
Bugenhagen's House
=====

Now go through the door by the table.

=====
Cosmo Observatory
=====

Talk to Bugenhagen.

Cutscene

Cutscene

Leave.

=====
Bugenhagen's House
=====

Leave.

=====
Bugenhagen's Front Yard
=====

Climb down.

=====
Secret Tunnel Entrance
=====

Go out.

=====
Cosmo Canyon
=====

Descend the stairs and go through the hole.

=====
Cosmo Weapons Shop
=====

Go down the stairs and out.

=====
Cosmo Canyon
=====

Go down the stairs and to the fire in the middle of the canyon.

Talk to the characters in this order:
Aeris, Tifa, Barret, Red XIII.

Then, choose your party and head back into the Weapons Shop.

=====
Cosmo Weapons Shop
=====

Save here. Then head up the stairs and out.

=====
Cosmo Canyon
=====

Follow Bugenhagen into the Secret Tunnel Entrance.

=====
Secret Tunnel Entrance
=====

I'm sure you haven't figured this out, but this room is actually the entrance to a secret tunnel.

Go talk to Bugenhagen.

=====
Cosmo Ladder Area
=====

Climb down all the chutes and ladders ;-) to the hole at the bottom.

=====
Secret Tunnel

=====
Here you'll find yourself in a BUNCH of battles. There aren't any items you can get YET, but there's a bunch of weird-shaped rocks you can break open. The only one your REALLY NEED to break open is the odd shaped one. It's the one in the 3rd cave.

After you're finished, go through the cave that opened due to you breaking the rock.

=====
Slippery Tunnel
=====

See that brown stuff in the upper-left corner of the screen? If you run on it, you won't be able to stop until you hit some spikes. Yes, it hurts.

Go across the brown stuff and head down.

=====
Secret Tunnel
=====

Take the ADDED EFFECT materia and go back.

=====
Slippery Tunnel
=====

Go back to the path on the right side of the screen. Head up, then when you see a small stairway leading down, go down it.

Once down here, continue down the left pathway for a BLACK M-PHONE. Then go to the end of the upper-right pathway for an ETHER.

Now go back up the stairs and go through the way in the upper-left corner of the screen.

=====
5-Way Cave
=====

Alright. From left to right, caves 1, 2, 3, 4, 5.
1 leads to 5.
2 leads to the place you need to go.
3 leads to a dead end.
4 leads to a Stinger and an X-POTION.
5 leads to 1.

Caves 2 & 4 both lead to spider webs. At them, you'll fight Stingers. They're big spiders with 2200 HP. They're not too hard and it doesn't play boss music, but they're definitely worth listing.

To get a FAIRY RING, go through cave 2, then go through the cave at the bottom left corner. Hold down and right and you'll end up on the same ledge as that treasure chest. The FAIRY RING is inside.

When you're finished, go through the second spider web. You'll have to fight another Stinger. After you destroy him, run past him but hug the left wall. Eventually, you'll go down a path you didn't see before. You'll get to a

NOTE: You got the SERAPH COMB. It's a weapon for Red XIII.

=====
Nibelheim
=====

Whoa.

NOTE: There's a bunch of people in black capes here. Some of them have items. There's a guy by a furnace in Tifa's house that will give you a TURBO ETHER, a guy in the southeastern-most house on the second floor that'll give you a LUCK SOURCE, another dude in the General Store with an ELIXIR, and finally, a man outside the Shinra Mansion who will give you a MIND PLUS.

You can run around talking to people here, but they'll all say the town never burnt down.

Enter the Shinra Mansion when you're done.

=====
Shinra Mansion
=====

NOTE: This is where you can get the second secret character, Vincent Valentine. Although his last name isn't too great, he's really cool-lookin. If you check the note on the left side of the room, it'll say there's 4 numbers in the combination to a safe containing the key to get to the person whoever wrote this put to sleep.

HINT #1:
The lid of the box with the most oxygen.

HINT #2:
Behind the Ivory's short of tea and ray.

HINT #3:
The creek in the floor near the chair on the second floor...
then to the left five steps, up nine steps, left two steps, and up six steps.

HINT #4:
Huh? I thought there were 4 numbers. It's invisible. The hint is:
The fourth row has been written in invisible ink. Dial (4) is (Right 97)

Alright. So the 4th number is 97.

This from kailvamp11:
"You open a chest on the third or second floor I cant remember but anyways the number is written on the lid of the chest it is in a room with many plants".

So yeah. The number is 36.

Okay. Now if you go through the doorway to the left of the stairs, you'll find a piano. Hey...Behind the Ivory's short of tea and ray. Check behind the piano. BOOM! (Left 10) written on the floor.

If you actually follow HINT #3, you'll get to (Right 59).

So the entire passcode is:

Hey! Sephiroth threw some materia at you! Perhaps next time he'll throw us some money!

Take the DESTRUCT materia and leave.

=====
Shinra Mansion Tunnel
=====

Run to the stairs.

=====
Shinra Mansion Secret Stairs
=====

Go up the stairs.

=====
East Shinra Mansion
=====

Go back to the main part of the mansion.

=====
Shinra Mansion
=====

Leave.

=====
Nibelheim
=====

Go north, past the Shinra Mansion. We're going past Mt. Nibel like Sephiroth said.

=====
World Map
=====

Looks like it's bye-bye buggy.

Head north to Mt. Nibel.

=====
Mt. Nibel Path 1
=====

FIGHT ALL OF THE BATTLES YOU GET INTO. Well, if you have Vincent then you don't need to, but otherwise fight them! They're a good source of EXP and the next boss is pretty hard.

Run along the path until you get a chance to go up. Go up until you come to the treasure chest. Inside, you'll find a RUNE BLADE.

Climb back down and go to the bridge.

NOTE: If you go the way Cloud and Sephiroth went in the flashback, you can get a SNIPER CR and some ELEMENTAL materia. The SNIPER CR is a stinky but accurate

=====
Poor buggy. I'm gonna miss it.

Go northwest to the final dot on this continent, Rocket Town!

=====
Rocket Town
=====

The weapons shop doesn't have much of anything EXCEPT they have GOLD ARMLETS!
Woo!

You can find some BARRIER, EXIT, and TIME materia at the materia shop. I never use any of it, but hey, maybe you do.

When you're finished, go into the house closest to the rocket.

=====
Shera's House
=====

Take the DRILL ARM from the treasure chest, then head out the back door.

=====
Tiny Bronco Area
=====

Head back into the house.

=====
Shera's House
=====

Go out the front door.

=====
Rocket Town
=====

Head toward the rocket.

=====
Rocket Launch Pad
=====

Go up and down the stairs until you come to a large set of stairs. Go up them, then up the ladder, then into the rocket.

=====
Shinra No. 26
=====

Talk to the man in blue.

Woo! A named character! It's Cid, who's power is only surpassed by the number of bad words he can say in one minute. Ha. And you thought Barret was a potty mouth.

When you get the choices, ask about the rocket. Then leave.

Cutscene

Oh great. Broncos can't swim either. Now is when I recommend that you complete Yuffie's Sub-Quest, so that's what we're going to do now before we go to the Temple of Ancients.

If you don't want to do Yuffie's Sub-Quest, press Ctrl+F to bring up the search function of your browser, and type in "peanuts". It'll take you to the place where Yuffie's Sub-Quest ends.

So go just a little southwest and get off onto that brown continent.

Once off the plane, go north. At the top of a mountain, Yuffie will take your materia and get you in a fight with Shinra soldiers.

Grrr. I don't like her. Head north after the battle.

Go across the 2 bridges, then head south, then east, then north under the bridge. Then go across the next bridge and up to Wutai, which happens to be the place Aeris' non-biological mom's husband was sent.

Enter Wutai.

```
=====
Wutai
=====
```

Go into the building beside the save point.

```
=====
Item Shop
=====
```

Open the treasure chest for MP ABSORB materia! Woo!

CRAP!

Follow her!

```
=====
Wutai
=====
```

Now go into the building closest to the entrance.

```
=====
Wutai Residence
=====
```

MORE weirdos? Well...where's the other weirdos?

Check the divider. HA! Grr. Follow her out.

```
=====
Wutai
=====
```

Where could that loser be?

Hmm. Go all the way to the left side of the screen. Hey...that pot's moving!

Check it! Punch it 3 times.

=====

Wutai Residence 2

=====

Follow Yuffie downstairs.

Talk to her. Choose whichever lever you want. It yields the same outcome.

Leave.

=====

Wutai

=====

Now go up the path in the northwest corner of the town.

=====

Battle Tower Courtyard

=====

Go through the doorway on the left and pull that stick. It reveals some doors.
Go in them.

=====

Wutai Secret Room

=====

Oh great. Don Corneo. In the treasure chests you'll find a SWIFT BOLT and an ELIXIR. Head up the stairs.

=====

Yuffie's House

=====

Go to the southeastern room and open the secret door. Go through to find a treasure chest. Inside is a HAIRPIN. How helpful. It's a long range weapon for Red XIII.

Leave out the front door.

=====

Battle Tower Courtyard

=====

Talk to Reno. Follow him away.

=====

Wutai

=====

NOTE: At this point, you should stock up on FIRE VEILs and SWIFT BOLTs at the Item Shop. Just because you don't have materia doesn't mean you can't use magic!

Run to the save point, then go northeast until the screen changes.

And that's Yuffie's sub-quest. You might want to try to work your way up the Battle Tower. However, I recommend that Yuffie is in Level 30 before you try it. Come back later when you have the LEVIATHAN SCALES.

=====
World Map
=====

Head south, back to the Tiny Bronco. Get on.

I like peanuts.

Those of you joining us from Rocket Town, we're going to find the Temple of the Ancients.

The Temple of the Ancients is the dot at the bottom of the map, toward the middle. However, you'll need the KEYSTONE to get in, and the man who has it resides in the Gold Saucer. That's right. Dio.

There's no way there for the Tiny Bronco, so find your way back to the Buggy.

You may want to try to get Vincent now, since you're in the Nibelheim area.

Here's the "getting Vincent" information:

NOTE: This is where you can get the second secret character, Vincent Valentine. Although his last name isn't too great, he's really cool-lookin. If you check the note on the left side of the room, it'll say there's 4 numbers in the combination to a safe containing the key to get to the person whoever wrote this put to sleep.

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Alright. So the 4th number is 97.

This from kailvamp11:

"You open a chest on the third or second floor I cant remember but anyways the number is written on the lid of the chest it is in a room with many plants".

So yeah. The number is 36.

Okay. Now if you go through the doorway to the left of the stairs, you'll find a piano. Hey...Behind the Ivory's short of tea and ray. Check behind the piano. BOOM! (Left 10) written on the floor.

If you actually follow HINT #3, you'll get to (Right 59).

So the entire passcode is:

36, 10, 59, 97.

If you go up the stairs to the West Shinra Mansion, you'll find a safe. Type in the combination in 20 seconds to unlock it. You'll have to fight a rather challenging boss, though, so you might want to save first.

```

////////////////////////////////////////
*****
Boss:          Lost Number
Rec. Level: 30
HP:           7,000
Weak:         None
Strong:       None
*****
\////////////////////////////////////

```

That's right. I recommend that you level up to Lv. 30 before taking him on. He has no weaknesses and no strengths. He's just really strong.

If he changes to a different color, try attacking without using magic.

When he dies, you'll get the COSMO MEMORY, Red XIII's Lv. 4 Limit Break. You'll also get ODIN summon materia and the KEY TO THE BASEMENT.

After you beat him, go to the mansion and unlock the door you passed in Cloud's flashback. Select the coffin. It'll open and Vincent will talk to you. When you get the choice, talk about Sephiroth. Keep trying to talk to him until he says "Let me be alone". Then leave and try to go up the stairs. Vincent will come out and decide to join you.

Once on the Buggy, make your way back to Corel, located north of the giant sand pit to the east.

```

=====
Corel
=====

```

Head west to the Tram Station.

```

=====
Tram Station
=====

```

Board the tram.

```

=====
Gold Saucer Entrance
=====

```

Buy a ticket if you need to and enter.

```

=====
Station Square
=====

```

Go to Battle Square.

```

=====

```

Battle Square

=====

Run up the stairs until the screen changes, then go up the stairs to the right and through the doorway.

=====

Dio's Show Room

=====

Check that spinning egg.

Choose What do I gotta do? when you get the chance.

Good luck. It's fully-randomized. Battle until you can't battle any more.

Regardless of how good you do, you get the KEYSTONE. If you do good, though, Dio will throw in some extra items. Leave when you're done.

=====

Battle Square

=====

Head back to Station Square.

=====

Station Square

=====

Go out.

=====

Gold Saucer Entrance

=====

Talk to the man in front of the tram. Pfft. Hope there's not a fire.

=====

Hotel Square

=====

Just stay away from Barret...he's got the Cetra.

=====

Event Square

=====

You get to act out in a play. It's not hard to figure out what you're SUPPOSED to do, but hey, it's fun to mess things up.

If you do good, you'll get to kiss her.
If you do bad, you'll get slapped. Hard.

Wow. How realistic can a game get?

=====

Round Square

=====

Man. And it's boring too. The developers at Squaresoft must have been on dates

before.

Push the correct directional button to see what Aeris is looking at.

Cutsscenes

Wow. She doesn't make sense either. The people at Squaresoft are brilliant.

=====
Station Square
=====

Follow Cait Sith to the Battle Square!

=====
Battle Square
=====

Follow him to Speed Square.

=====
Speed Square
=====

To Wonder Square!

=====
Wonder Square
=====

Go talk to him, then follow him to Chocobo Square.

=====
Chocobo Square
=====

Run into the Race Registration.

=====
Race Registration
=====

Chase Cait Sith around and out.

=====
Chocobo Square
=====

Darn.

=====
Hotel Square Bedroom
=====

Check that weird cabinet in the corner for an ELIXIR. Leave.

=====
Hotel Square
=====

Leave.

Go to Station Square.

=====
Station Square
=====

Exit to the tram.

=====
Gold Saucer Entrance
=====

Board the tram.

=====
Tram Station
=====

Go back to Corel.

=====
Corel
=====

Exit to the World Map.

=====
World Map
=====

Alright. Now let's go to the Temple of the Ancients. As mentioned before, it's the dot in the bottom middle.

To get there, you need to first get back to the Tiny Bronco. Then you need to head north up above the middle-western continent, then head east all the way around the eastern continent. After you head south around the tip of the east island, you should be heading toward Fort Condor.

Finally, go west around the islands to that dot we mentioned earlier. Get off the Tiny Bronco and walk to the Temple.

=====
Temple Courtyard
=====

Run up the stairs in front of you. Check that dude's body too.

=====
Temple Entrance
=====

Hmm. With enemies like that, who needs friends?

Put the KEYSTONE in place.

I think they could have thought of something better than floating through the floor.

=====
Temple Maze
=====

Woo. Looks like fun, eh?

I'm going to guide you through this. Try not to get lost.

Run up the short steps in front of you.
Go down the ramp.
Climb down the vines.
Open the treasure chest for a TRIDENT.
Run down the stairs, climb up the vines.
Run up the stairs and take the TURBO ETHER.
Climb up the vines here, then take the MIND SOURCE.
Go down the stairs and through the doorway.

=====
Nyum Nyum's Room
=====

Hey. I couldn't think of anything else. There's a SILVER RIFLE in the chest.

Talk to the weird man for a lecture. Then you can buy stuff from him, rest, or save your game.

Well, you can sell him stuff, too, but what would he need your stuff for?

Yep. Back to the maze.

=====
Temple Maze
=====

Go up the stairs and down the vines.
Go down through the doorway.
Go down the huge stairway.
Go through the doorway and down the steps.
Climb down the vines.
Take the ROCKET PUNCH, Barret's coolest looking weapon, from the chest.
Go down the stairs and up the vines.
Go up the stairs, through the doorway, and down the stairs.
Climb the vines and take the LUCK PLUS, then climb back down.
Go up the stairs, through the doorway, and down the stairs.
Go through the doorway, then through the next doorway.

We'll get that other chest later.

=====
Boulder Passage
=====

Alright. All those boulders have one little nook in them that if you are in that nook, you won't be crushed. Use that to your advantage. If you DO get crushed, you'll be sent back to the beginning.

After you get to the pool, your point where you go when you're crushed is changed to there. Continue to the end where the boulders stop.

When you get to the end, Aeris will have you return to the pool. After her

talking, take the MORPH materia and head to the end you haven't been through yet. The Nyum Nyum guy's there, too.

=====
Clock Room
=====

This room is NOT fun.

Here's the rooms and where they lead.

- 1 - A treasure chest containing a battle with a Jemnezmy and 2 Frogs.
- 2 - Blocked.
- 3 - A treasure chest containing a battle with 2 "8 eye a"s. They're hard.
- 4 - A treasure chest containing the PRINCESS GUARD, Aeris' ultimate weapon.
- 5 - That treasure chest in the Temple Maze, contains a RIBBON.
- 6 - Go here to progress.
- 7 - A treasure chest containing the TRUMPET SHELL, a weapon for Cait Sith.
- 8 - A treasure chest containing a MEGALIXIR.
- 9 - Blocked.
- 10- Where you came in.
- 11- Blocked.
- 12- Dead end for now.

If you get bored, you might want to get knocked off one of the hands by the second hand. You'll have to fight 2 Ancient Dragons. They have 2400 HP and are pretty powerful. They're weak against wind.

The ODIN summon seems to work pretty well on these bad boys. You get 1600 EXP for winning.

There's also a treasure chest down here containing the NAIL BAT, a weapon for Cloud. It's extremely powerful, but has no materia slots. It's good if you don't use much magic.

You'll end up back in the Temple Maze when you're finished.

As mentioned above, go into doorway #6 when you're ready.

NOTE: Doorway #4 is marked as IIII. Shouldn't it be IV?

=====
Chasing Room
=====

Alright. You need to go in the same door the guy's going to come out. Here's the doors excluding the one leading out:

- 1
- 2 3 4 5
- 6 7 8 9

Here's where the doors lead to:

- 4
- 7 9 2 6
- 3 8 5 1

So there you go. If he goes into doorway #4 from the first drawing, YOU go into doorway #2 from the second drawing.

The WORK GLOVE, a weapon for Tifa, is in the treasure chest at the bottom.

Wait...why are we at Gongaga?

Who cares. The Tiny Bronco is just south of your current position. Hop on.

You'll have to go east, past where the Temple was. Then go up and around to the top of the eastern continent. Go to the southeastern dot on the northern continent. It's the Bone Village.

=====
Bone Village
=====

If you climb up the ladder and go out the exit there, you'll find yourself in a never-ending forest. You need the LUNAR HARP to make it stop doing that.

So talk to the man in the doorway and tell him to Start diggin'. When he gives you the choices, choose Lunar Harp.

Put all the people at the top of the ladder, on the upper area. Spread them out.

If you can't figure it out, the LUNAR HARP is located just to the right of the smoke and up just a little from the cliff.

After you get it, buy some DIAMOND BANGLES from the man and continue into the forest on the upper level of the village.

=====
Sleeping Forest
=====

Run into the light. Then when the screen changes, you can see a little red dot floating around. It goes from left to right. So if you miss it on the left side, go to the right side.

When you get it, it's the KUJATA materia. Kujata is a large warthog.

After you get that, go to the brighter end of the path.

=====
Road to the City of the Ancients
=====

There's a treasure chest here containing a WATER RING.

Run up the rock stairs and through the log. Then go to the end.

After the screen changes, run along the strange path to the end.

NOTE: I just discovered that the SILVER RIFLE is blue.

=====
World Map
=====

Well, continue to that mushroom-looking thing north of you.

=====
City of the Ancients
=====

Go forward and at the junction, go right.

Take the first right and go into the building.

=====
Ancient Residence
=====

Go to the top, where you'll find a treasure chest containing a GUARD SOURCE.

Leave.

=====
City of the Ancients
=====

Continue down the path into the next building.

=====
Ancient Inn
=====

The treasure chest here contains an ELIXIR. Then climb up the ladder and say no when your friends ask you to take a nap. Run past the beds for some ENEMY SKILL materia. Now take a nap. You might have to exit and come back in.

Leave.

=====
City of the Ancients
=====

Go back to the entrance, then go straight at the junction, leading into a mushroom-ish area.

=====
Shady Path
=====

Run to the end.

=====
Ancient Lake
=====

Go into the large shell.

=====
Ancient Shell
=====

Go to the top and take the powerful COMET materia. Then go down the blue steps.

=====
Secret Lower City
=====

Run down the stairs into the city. SAVE at the save point, then go down more stairs and jump across the columns to the little place where Aeris is.

Cutscene

BOOM! That's Disc 1. It's the longest, so don't get upset. Well, Disc 2's about the same, but Disc 3 is extremely short.

=====
City of the Ancients
=====

Well, Sephiroth said he's going north and we're already on the northern-most continent, so we can't be too far.

Follow Sephiroth to the end of that path.

=====
Shell Area
=====

There's a VIPER HALBERD in the treasure chest here.

After you get that, jump from spike to spike, up the shell. Then run up and through the shell, then out on top of it. Jump onto the cliff and into the cave.

=====
Ancient Cave
=====

Go to the 2nd crack in the wall and climb up. Choose to go left. Then climb up that crack and choose to go right. Go to the crack at the end and choose to go down. Open the treasure chest for a HYPNOCROWN.

Climb up the crack and choose to go left. Then go left to the crack at the end. Choose to go up, then take the BOLT ARMLET from the chest at the top. Climb back down and go to the right.

Jump back on the crack to the right and go up. Choose right at the top, and take the MEGALIXIR from the chest.

Jump back into the crack, go up and go left. Continue to the next crack, then go up. At the top, run to the ladder and choose to go down. Take the slightly hidden MAGIC PLUS materia. Climb back up. When you get off, get back on and go up. Run into the cave on the left.

Take the POWER SOURCE from the chest, then go into the blue part of the cave.

=====
World Map
=====

Walk to the final dot that you haven't been to (other than Mideel in the southeast). It shouldn't be too hard to get there. You'll find yourself in Icicle Inn.

=====
Icicle Inn
=====

Well, yea, but it's a city.

In the weapons shop, you'll find weapons for just about everyone. Except for, of course, Aeris. Boo hoo.

Go into the house furthest to the right.

=====
Icicle Residence
=====

There's a HERO DRINK and a VACCINE in that room and the GLACIER MAP on the wall. Be sure you take it. Leave.

=====
Icicle Inn
=====

Now go to the far end of the town and talk to that guy. When you get the choice, choose "I'm still going".

Elena will show up and she wants to punch you. What a loser. Keep pushing left to dodge it. If you don't, you'll be put in a house which we're going to go to next anyway, so don't worry about it.

Go into the house next to the weapons shop.

=====
Video Room
=====

Check one of the computers for a chance to watch 3, count 'em, 3 informative videos. One contains Ifalna, Aeris' momma, one contains information about Weapon, one contains information about Aeris' daddy, and the last one shows Hojo as a young man.

They're all boring, but for story freaks like me, they're fun.

However, the reason I brought you in here is the TURBO ETHER located beside the bed downstairs. Get it and leave.

=====
Icicle Inn
=====

Now go into the house in the middle of the town with the dog beside the door.

=====
Snowboarder's House
=====

Go talk to the kid in the back and he'll give you his SNOWBOARD. Wow.

Leave.

=====
Icicle Inn
=====

Now go back and talk to that guy at the far side of town again. He'll tell you how to ride a snowboard. Run to the right of him to the slope.

=====
Icicle Slope
=====

Go all the way to the bottom. Wow. There's a bunch of turns and stuff. Go right on every turn. Well, you don't have to, but this walkthrough is going to assume you did. I'll tell you how to find your way at the bottom.

=====
Strange Place
=====

Whoa. You're at the cave in the southeast corner of the map. You need to get to the check mark on the map. It's not that hard, just head north until you get to a "world map-ish" view.

NOTE: Some walkthroughs recommend that you battle a little and wait. If you do this, you'll faint, and a man will save you and take you to his cabin. We'll end up there eventually, but for now just go to the world map-ish place.

Whoa. Here you can find an ALL materia, a SAFETY BIT, a MIND SOURCE, an ELIXIR, and the ALEXANDER summon materia.

Most of this stuff you probably couldn't care less about, except for the ALEXANDER summon. To get this, you need to find the hot springs in the glacier area first. Touch them.

Now you need to find the cabin at the base of Gaea's Cliff. After you get there, go back to the Snowy Area and go east. After the screen changes, head right until you see a cave. Go inside and talk to that man a bunch of times. You'll have to battle him, but he's not that hard. At the end of the battle, you'll get the ALEXANDER summon materia.

=====
Snowy Area
=====

You need to go north, but leave markers or you won't know which way north is. If you end up in a snowy passage, that's bad. If you find yourself in front of a house, then you're good.

=====
Base of Gaea's Cliff
=====

Go into the house.

=====
Gaea's Cliff House
=====

Go into the next room and talk to the man. Then head into the last room.

After the man's touching story, save at the save point and leave.

=====
Base of Gaea's Cliff
=====

Go up the hill.

=====
Side of Gaea's Cliff
=====

You need to climb up the mountain, stopping at the flat parts to raise your body temperature. Push the button the man in the cabin told you to repeatedly to raise your body temperature. It can't go above 38 and if it goes below 28 you'll find yourself back in that cabin.

So climb up to the cave at the top.

=====
Gaea's Cliff Cave 1
=====

NOTE: Every time you go in or out of a room, I'll skip a line.

Run straight ahead through the doorway.

Run up the stairs and through the hole up there.

Go across the ice bridge and try to run through the wall. You'll go through a secret passage leading to a chest with a RIBBON inside.

Go back out and up. You'll find another chest with a JAVELIN inside. Go through the cave here.

Run up through the cave and you'll come out on top with a boulder. Push it. Then go back out the way you came in.

Go through the other caveway on the upper level.

Now that the boulder crushed those stalactites (man, I feel smart), run over where they were and through the hole. You'll come out at a higher place. Follow the path to the end.

Run out the cave at the other end.

=====
Side of Gaea's Cliff
=====

Climb up the side. When you get a choice, choose "up". The rest of it should be pretty much one-way.

=====
Gaea's Cliff Cave 2
=====

Save at the save point if you want, then go out the cave to the right.

Run around the bend then follow the path back toward the cave.

=====
Upper Gaea's Cliff
=====

There's a FIRE ARMLET in the chest to the right here.

prepare for, but go ahead when you're finished.

=====
Whirlwind Maze 3
=====

Don't worry. This is the last one. It's the same as last time, except now there's lightning and some gas to the left. After you get to the end, you'll strangely find yourself in

=====
Nibelheim
=====

Hmm. Talk to Tifa.

NOTE: As far as I know, it's still a mystery about how the town burnt down. All I can assume is that the people rebuilt the town and forgot about it ever being destroyed.

Talk to Sephiroth. Talk to Tifa. Talk to her again.

=====
Sephiroth's Grave
=====

!!! WEAPON !!!
He's a big, scary, fun to watch in cutscenes, large, freaky, monster!

Talk to Barret/Red XIII.

When you're on top of the vine thing, run around until you see a

Cutscene

Then, you'll see probably one of the coolest

Cutscene(s)

It has Weapon, Sephiroth, Cloud, and everyone else. That's cool.

After the cutscene, nothing will make sense. But it will later.

=====
Junon Window Room
=====

Cutscene

=====
Junon Control Room
=====

Follow Tifa into the Junon Branch.

=====
Junon Branch
=====

Save if you want and arm yourself with some materia. Go down the stairs.

Follow Tifa to the Steel Corridor.

=====
Steel Corridor
=====

Follow Tifa.

=====
Execution Observation Room
=====

Don't worry. Tifa will get a chance to get back at Scarlet.

=====
Gas Room
=====

How convenient. He dropped the key.

=====
Execution Observation Room
=====

Well, Weapon attacking is good and bad. Man, Barret can fight pretty well for having his hands tied behind his back.

Check the door to the Gas Room. Press left, then up, then right.

3 Cutscenes

Holy Bejeezers! What are we gonna do? Talk to Cait Sith and go out the door.

=====
Steel Corridor
=====

Go to the right to the exit at the end.

=====
Junon Cannon Platform
=====

Run down to the other end. If you've got Yuffie, you'll find a reporter here and a cameraman. Talk to the reporter. Hey! It's Yuffie!

Cutscene

That doesn't look good.

Continue to the end.

=====
Junon Airport
=====

Ride that elevator up. Then approach the Highwind. That's right...;-).

=====

Gas Room

=====

Press the LEGS button. Then press the HEAD button. Push the LEGS and HEAD buttons at the same time. Then push the HEAD and L ARM buttons. Finally, finish with the L ARM button.

Press the orange button furthest from the door to turn off the gas. Then check the door.

Cutscene

BOOM! Right in the head.

=====

Junon Cannon

=====

Climb down. Ignore the soldiers and Scarlet. When the screen changes, run to the end of the cannon. Eventually, Scarlet will catch up with you. Keep slapping the pansy! However, looks like all hope is lost...

Cutscene

Hey. That's pretty cool. We got the Highwind.
I mean...WOO! HECK YEA! WE GOT THE HIGHWIND! WOO-HOO!

Enter the Highwind.

=====

Highwind Main Deck

=====

Follow the sign to the cockpit.

=====

Highwind Cockpit

=====

Talk to Red XIII, then Cid. Finally, talk to the pilot beside Cid and leave.

=====

Highwind Main Deck

=====

Enter the Operation Room.

=====

Operation Room

=====

Talk to the man and organize your party. Save if you want and leave.

=====

Highwind Main Deck

=====

Go into the Cockpit.

=====

Highwind Cockpit

=====

Talk to the pilot beside Cid and choose to take off.

=====

World Map

=====

We have to find Cloud!

Well, you could spend the next hour looking for him, or you could search in
coughMIDEELcough. Not that Mideel is the place or anything, but it's the most
southeastern dot.

;-.). Go to Mideel.

=====

Mideel

=====

The weapons shop here is selling weapons for everyone. I'd hit 'em up. You may
want to buy something for Cid if you're not planning on it.

NOTE: To get CONTAIN materia, go into the Weapons Shop and give the baby white
chocobo some MIMETT GREENS and scratch behind its ears.

After you're finished, talk to the dog in the middle of town.

=====

Highwind Main Deck

=====

I don't like the way Cid runs. Oh well. Go into the Operation Room.

=====

Operation Room

=====

Organize your party and save if you want. Then return to the Cockpit.

=====

Highwind Cockpit

=====

Talk to the pilot, say yes.

=====

World Map

=====

Head to the Corel like Barret said!

Park outside, and try to get between the lines.

=====

Corel

=====

Head north.

=====
Corel Bridge
=====

Run to the other side.

=====
Railroad Bridge
=====

Run to the end.

=====
Railroad Tracks
=====

Run to the other end.

=====
Corel Reactor
=====

Go into the reactor. Fight off the soldiers. Does anyone notice that the trains are longer than the reactor itself?

=====
Corel Reactor Train 2
=====

Just push the first button, then the second. And repeat. After about 10 seconds you'll catch up to the train.

=====
Corel Reactor Train
=====

Hop from train to train, battling the bad guys. At the front, you'll have to push the levers up at the same time to slow it down. However, it goes faster, and you see a

Cutscene

=====
Corel
=====

Talk to the man in your way. Then go toward the shop owners. A kid will give you a definitely cool rock. It's the ULTIMA materia, probably the most powerful.

=====
Corel Inn
=====

Leave.

=====
Corel
=====

Leave.

=====
World Map
=====

Hop in the Highwind and head to Fort Condor, the dot near Junon.

=====
Fort Condor Entrance
=====

Talk to the man, then run to the end and climb up the rope.

=====
Fort Condor Base
=====

Talk to the dude at the table, then climb up the ladder and run up the stairs.

=====
Lookout Shack
=====

Talk to the man. Just keep talking to him until he asks you if you're ready.
Choose yes.

Now you're in the strategy-based Fort Condor mini-game. It's kinda like Command & Conquer or Red Alert, if you've ever played any of those games.

Most units have strengths and weaknesses. Use a variety of units.

Just make a bunch of whatever you want and attack whoever shows up. They all cost money, so go out and battle a bit if you need some.

This mini-game isn't too hard. If you let them get to the Lookout Shack, you'll have to battle them yourself.

The main objective is to destroy the Commander. He's not too hard to point out and has the highest HP. He won't show up for a while, but send everything you have after him once he does.

After the battle, you'll see a very sad

Cutscene

Go outside.

=====
Condor Egg Area
=====

Take the PHOENIX summon materia, then leave.

=====
Lookout Shack
=====

Go down the stairs.

=====
Fort Condor Base
=====

Talk to the lazy man at the table. He had the HUGE MATERIA the whole time!

Now leave.

=====
Fort Condor Base
=====

Leave.

=====
World Map
=====

Head to Mideel. SAVE outside of it, though.

=====
Mideel
=====

Head into the clinic.

=====
Mideel Clinic
=====

Talk to Tifa. Leave.

=====
Mideel
=====

Holy Bejeezers! And Weapon showed up to join in on the fun.

//

Boss: Ultimate Weapon (Mideel)
Rec. Level: 42
HP: 4,000-6,000
Weak: None
Strong: Poison

\\

He doesn't have many HP, but he's HARD. And you get nothing for beating him.

His Ultima Beam attack is extremely powerful. Try to stay at full health to avoid having all your party knocked out at once. He only has 4,000 HP, but he's got nice defense and everything. Just try to survive!

After the battle, you get 0 EXP and 0 GIL. What a cheapskate.

Cid's such a leader. Forget Cloud and Tifa!

Cutscene

Oooo. That's not good.

When Tifa's spinning around in circles, it sounds like Lavos is attacking Crono and Frog*.

* = Only if you've played Chrono Trigger.

=====
Cloud's Mind
=====

Whoa. This is freaky. Head to Nibelheim at the top of the screen. Talk to Cloud, then continue.

Cutscene

=====
Nibelheim
=====

Talk to Cloud.

=====
Cloud's Mind
=====

Now go to the memory of that night at the well when they were kids. Talk to Cloud.

Cutscene

Talk to the final Cloud. Then talk to the child Cloud by the window.

Cutscene

=====
White Abyss
=====

Who knows where you are?

Talk to the Shadow-Cloud.

=====
Cloud's Mind
=====

Run back to Nibelheim.

When they were in the Mt. Nibel Reactor, shouldn't Tifa's dad's body still be there?

Talk to Cloud when he's laying on the ground.

=====
Operation Room
=====

Leave. You'll get to choose your party.

=====
Highwind Cockpit
=====

Talk to the pilot! We're headin' to Junon!

=====
World Map
=====

Get to Junon.

=====
Junon Town
=====

Luckily, you don't have to do talk to Mr. Dolphin. That is, if you have 10 GIL.

Talk to the man toward the back of town by the elevator. For 10 GIL, he'll let you ride it. Sweet.

=====
Junon Elevator
=====

Push the switch. Leave.

=====
Junon Airport Path
=====

Exit to the 2nd Street.

=====
Junon Second Street
=====

Run down to the other side of the road. You'll notice that there's something extremely large missing. I wonder what it is?

Continue down the road to the end.

=====
Underwater Reactor Tunnel
=====

Run down toward the soldiers. They'll retreat and disappear into thin air.

Take their lead. The door's kinda hard to find. It has a big "1" on it. Go in.

=====
Underwater Reactor Lift
=====

That lady's probably a man. Oh well. Kick their sorry hineys.

Leave. Tifa's your lady (Yuffie's mine).

=====
Junon Reactor Tunnel

=====
Fight the 2 soldiers. One's sleepy, but you can't tell in battle.

Continue until the screen changes, then keep going further. Go until you come to a save point. I recommend that you take advantage of it. Then go through the door.

=====
Junon Underwater Elevator
=====

Wow. Just like the other one. Ride it down. Then leave.

=====
Green Corridor
=====

Run through the door at the other end.

=====
Junon Observatory
=====

NOTE: At this point, I recommend that you run around until you fight an enemy called the Ghost Ship. Equip some MORPH materia, then get the Ghost Ship to low HP and morph it. You'll get a GUIDEBOOK, which is not required, but very helpful. If you take it to a man in Kalm, he'll give you something special.

After that, run to the other end.

=====
Junon Underwater Elevator 2
=====

Push the red button, then leave.

=====
Junon Reactor Catwalks
=====

Run across to the other side. Are those submarines?

=====
Blue Corridor
=====

SAVE.
Run into the blue light.

=====
Junon Reactor Security Room
=====

Battle all the soldiers and get to the other side.

=====
Huge Materia Catwalks
=====

Sit in the seat, then read the manual if you don't know how to drive the sub.

Alright. If you read the manual, you should be alright. Just keep shooting at the red sub. If you lose it, press R2/PAGEDN to zoom out. If you have the red sub in your sights, it shouldn't be too hard to shoot down. You have infinite missiles, so don't worry about that. After the mini-game, you'll find yourself at the World Map.

=====
World Map
=====

Go to Junon.

=====
Junon Town
=====

Go back to that soldier and give him 10 GIL to get on the elevator.

=====
Junon Airport Elevator
=====

Push the switch and leave.

=====
Junon Airport Path
=====

Go out the door closest to the door to the locker room.

=====
Junon Airport
=====

Run to the lift.

Cutscene

That would be the Air Force's Gelnika. Rufus mentioned it at one point.

Go back.

=====
Junon Airport Path
=====

Go back into the elevator.

=====
Junon Airport Elevator
=====

Push the switch and leave.

=====
Junon Town
=====

OK, SWITCH, CANCEL, CANCEL.

That should do it. If you get it on your first try, Cid will make a comment basically saying that HEY! YOU CHEATED!

If you mess up alot, Cid will give you hints. You should be able to guess it with some deep thought.

Leave when you finish.

=====
Rocket Cockpit
=====

Return to the room you used to enter.

=====
Shinra No. 26
=====

Climb down the ladder by the door.

=====
Oxygen Tank Room
=====

Continue down the ladder and go past the oxygen tanks. They'll blow up.

Tank Number 8 blew up. There's only 6 tanks, wizard.

After Shera shows up, the game plays the Fort Condor theme (?) and Shera helps Cid out from under the debris.

=====
Escape Pod Tunnel
=====

Run toward the camera.

=====
Rocket Escape Pod
=====

Cutscene

Cutscene

Regardless of whether you got the HUGE MATERIA or not, the rocket hits Meteor and makes it look funkier (!). It also hurts poor old Bugenhagen's eyes.

Cutscene

=====
Highwind Cockpit
=====

Everyone says to go to Cosmo Canyon, but first, head to Junon. We need to recover the HUGE MATERIA from that red sub.

=====

World Map

=====

Enter the sub, then submerge.

=====

Underwater World Map

=====

Whatever you do, DO NOT go to the big green ugly guy. He is the hardest boss in the entire game. Even in level 99, he takes much longer than 20 minutes to defeat.

The red sub should be located at the southeastern corner of the middle-west continent. Just run into it to recover the final HUGE MATERIA. Then head back to the dock at Junon.

=====

World Map

=====

Take the Highwind to Cosmo Canyon. You can't park on the brown part, so you may have to walk a little bit.

=====

Cosmo Canyon

=====

I'm not going to include the individual room names, but get to Bugenhagen's House.

=====

Bugenhagen's House

=====

Enter the observatory.

=====

Cosmo Observatory

=====

Talk to Bugenhagen.

=====

Huge Materia Storage

=====

There's 4 different types of HUGE MATERIA. The kind that you hopefully got on the rocket is the blue one.

Check it, then get closer. Cloud will see Bahamut and BAHAMUT and NEO BAHAMUT materia glows. You then get the second-most powerful summon materia in the entire game - BAHAMUT ZERO.

If you didn't get the HUGE MATERIA from the rocket, then poo on you. No BAHAMUT ZERO for you.

Check one of the big chunks and choose to go back down.

=====

Highwind Main Deck

=====

Enter the Cockpit.

=====

Highwind Cockpit

=====

Talk to the pilot.

=====

World Map

=====

Run toward the Bone Village, except land in the valley just beside the City of the Ancients.

=====

City of the Ancients

=====

At the fork, go left.

After the screen changes, head into that building.

=====

Ancient Building

=====

There's a MAGIC SOURCE upstairs. Go out the other door.

=====

City of the Ancients

=====

Continue down the path.

=====

Ancient Projection Area

=====

Make your way through the ruins onto the platform that Bugenhagen's on.

After the conversation, you'll find out that the (key) is where (even sunlight can't reach). Hmm. Well...hopefully it's not where the sun don't shine.

WAIT! The sunlight can't reach underwater! Run back to the City of the Ancients.

Well, on your way out, run down the stairs and open the chest. There's an AURORA ARMLET inside.

=====

City of the Ancients

=====

Retreat to the World Map.

=====

World Map

=====

Head to the submarine.

=====

Underwater World Map

=====

Head northwest as far as you can while underwater. Eventually, you'll come to what looks like a dead end. However, if you look closely, there's a secret tunnel. You'll find the KEY TO ANCIENTS at the end. It looks like an ugly stick. Wouldn't that decay over several thousand years?

If you can't find the place, it's located west of Bone Village and southeast of Icicle Inn. The entrance into the secret tunnel is almost directly north of Costa del Sol.

Anyway, after you're finished, head back to Junon and get in the Highwind.

NOTE: If you have Vincent in your party, you can find the other secret passage near Costa del Sol and dock in a big pool. There's a cave there and a woman that explains much of the story of the game. This is also how to get Vincent's Level 4 Limit Break, CHAOS, and his ultimate weapon, the aptly named DEATH PENALTY. However, you can't get the items yet. All you can get is a long, yet informative video.

=====

World Map

=====

Fly back to the city.

=====

City of the Ancients

=====

Go back to the Ancient Projection Area.

=====

Ancient Projection Area

=====

Run to Bugenhagen and talk to him. Makes you wish you could fly...doesn't it? Oh well. Maybe when you're 149 years old.

Cutscene

Run into the water. Then walk forward.

Cutscene

If I get bored, I'll give you the guitar tabs for Aeris' Theme. It's not too hard and highly recognizable by anyone who's ever played this game.

NOTE: If you have Yuffie in your party, she calls Cloud a "dorkus". :-D.

Leave when you're finished. Cait Sith will interrupt you with a very cool

Cutscene

Hmmm. So we could have sat there and waited for Rufus to shoot Weapon, right?

Oh well. Talk to the pilot.

=====
World Map
=====

Head to the North Cave. If you haven't figured out who Cait Sith really is, you'll find out now.

Makes you wish you killed him when you had the chance. Oh well. Nerds aren't very strong...not that I'm a nerd and know that...or anything.

Alright. We're gonna parachute into Midgar. Prepare yourself, then fly low onto Midgar.

=====
Highwind Main Deck
=====

Choose your party and JUMP!

Cutscene

=====
Sector 8 Slums
=====

Follow Cait Sith to the ladder leading down. Talk to him. Then climb down the ladder.

=====
Sector 8, Underground
=====

Climb down the ladder. If you go the way other than the steps, you'll find two chests containing an ELIXIR and a MEGALIXIR. When you're finished, go down the stairs.

If you want an AEGIS ARMLET, go left to the ladder at the end. It's in the chest at the top.

After you're ready, head right to the end. The floor falls out from under you and you end up on the lower level. Head left and up the ladders.

Run over to the big tube with the red square at the entrance and go into it.

The 2 chests up here contain a STARLIGHT PHONE and an ELIXIR. If you want a MAX RAY, climb down the ladder and jump into the red-lined pipe. The MAX RAY is at the end. I don't recommend getting it, as you will be receiving Barret's ultimate weapon soon.

Anyway, in the room with two chests at the bottom of the pipe, head up the stairs.

Save if you want and head through the doorway. I recommend that you equip the FIRE RING and FIRE ARMLET if you have them.

Crawl to the end.

=====
Winding Tunnel
=====

You may recall this place. To progress, head down the tunnel, away from the tunnel.

However, if you want some extra items such as a POWER SOURCE, a GUARD SOURCE, a MIND SOURCE, a MAGIC SOURCE, and the W-ITEM materia, you should run toward the camera. By the time you make it to the end, you'll have found them all.

After you found the stuff you want, run to the end of the tunnel farthest away from the ladder.

Oh great. The Turks. If you choose to fight them, you'll be in a boss battle. If you choose not to, they'll leave.

```
////////////////////////////////////////  
*****  
Boss:          Reno  
Rec. Level: 50  
HP:            25,000  
Weak:          None  
Strong:        Lightning  
*****  
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
```

```
////////////////////////////////////////  
*****  
Boss:          Elena  
Rec. Level: 50  
HP:            26,000 (Approximation)  
Weak:          None  
Strong:        Ice  
*****  
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
```

```
////////////////////////////////////////  
*****  
Boss:          Rude  
Rec. Level: 50  
HP:            28,000  
Weak:          None  
Strong:        Fire  
*****  
\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\
```

Poison them to start out.

Wow. Rude has some powerful punches. One can take away more than 2000 HP, so I think a Barrier spell on all of your characters would be a good idea.

Each of them has a different elemental strength, so physical attacks and non-elemental attacks would be a good idea. All forms of BAHAMUT work great.

With those tips, you should do pretty well. Reno "calls it a day" after you beat them. You get 6500 EXP for winning.

Sorry I couldn't get an accurate HP rating, but seriously, you can defeat him with your hands tied behind your back with those RIBBONS.

You get a POWER SOURCE for winning.

=====
Highwind Cockpit
=====

Cutscene

And that's the end of Disk 2! Put in Disk 3 to continue.

=====
North Crater
=====

This is it. The battle with the mighty Sephiroth. Nah. Head back into the Highwind. We have to prepare for battle!

NOTE: Your pilot is now completely leveled up! Woo!

This is the LAST CHANCE you will have to do anything you might have wanted to do. Raising Chocobos, for instance.

The final battle with Sephiroth will include all members of your party, so I recommend that you at least get each character's ultimate weapon. Here's how:

=====
Ultimate Weapons
=====

Cloud: ULTIMA WEAPON

The Ultimate Weapon is flying around the world. He's not very hard, but you need to keep beating him down until he runs to the big circular watery area by Cosmo Canyon (where Vincent gets the DEATH PENALTY). He has 40,000 HP and is very powerful, but is most definitely worth beating, as the ULTIMA WEAPON is aptly named.

Barret: MISSING SCORE

It's located on the platform with Hojo. If you didn't get it, it's too late now.

Tifa: PREMIUM HEART

First, you need to get the KEY TO SECTOR 5. You can obtain it by going to the Bone Village and starting an excavation. When prompted, choose Normal Treasure. You may have to try a few times, but eventually you'll get it. After that, go to the Item Shop in the Wall Market and try to operate it for the PREMIUM HEART.

Red XIII: LIMITED MOON

Go back to Cosmo Canyon and check on Bugenhagen. He will pass away and Red XIII will get the LIMITED MOON.

Yuffie: CONFORMER

It's in the Gelnika, which is located southwest of Costa del Sol underwater. When you first get in, take the door closest to the save point. Then go down the stairs and to the northwest corner of the room. Check around for a hidden chest, the CONFORMER is inside.

Cait Sith: HP SHOUT

Located in the Shinra HQ, but you can only get it the time you parachute into Midgar. It's in the lockers on the 64th Floor.

Vincent: DEATH PENALTY

While flying around Cosmo Canyon, you can see a large circular watery area. Get in the submarine and submerge. Try to go there from the east. There's a secret passage that will get you there. Run into the waterfall, and you'll find Lucrecia. She tells you about the story of the game. Leave and come back for the DEATH PENALTY.

Cid: VENUS GOSPEL

Go to Rocket Town and talk to the man outside the Item Shop a few times. He'll give it to you.

[Aeris]: UMBRELLA/PRINCESS GUARD

The UMBRELLA is more powerful, but has no item slots. Get it by scoring 4,000 points at the Speed Square in Gold Saucer.

The PRINCESS GUARD is in the Temple of the Ancients. In the Clock Room, go into door number "IIII".

=====
Level 4 Limit Breaks
=====

Although you'll most likely have to level up a bit to even use these Level 4 Limit Breaks, you may want to get them. They're very powerful, especially Omnislash.

Cloud: OMNISLASH

It's a prize in the Battle Square at the Gold Saucer. It's 32,000 BP, but is the most powerful move in the game, even stronger than the KNIGHTS OF ROUND summon.

Barret: CATASTROPHE

Go to Corel and talk to the woman in the tent near the entrance and she'll give it to you.

Tifa: FINAL HEAVEN

Remember in Cloud's flashback the melody I told you to remember? Go to Tifa's House and play it. It goes like this:

Do..Re..Mi..Ti..La..Do..Re..Mi..So..Fa..Do..Re..Do..Forget it...

Well, you can't play the "Forget it" key unless you can play an H Flat. You'll get it just for playing it.

Red XIII: COSMO MEMORY

Solve the safe puzzle in the Shinra Mansion. The COSMO MEMORY is in the safe. The combo is:

36, 10, 59, 97.

You'll have to fight the Lost Number boss.

Boss: Lost Number
Rec. Level: 30
HP: 7,000
Weak: None
Strong: None

That's right. I recommend that you level up to Lv. 30 before taking him on. He has no weaknesses and no strengths. He's just really strong.

After a while, he changes colors. If you had previously been using a lot of magic, use physical attacks. If you had been using physical attacks, use magic.

When he dies, you'll get the COSMO MEMORY, Red XIII's Lv. 4 Limit Break. You'll also get ODIN summon materia and the KEY TO THE BASEMENT.

Yuffie: ALL CREATION

Fight your way to the top of the Battle Pagoda in Wutai. You'll get it at the top, after defeating the secret mystery champion.

Cait Sith: SLOTS

Well, he only has 2 Limit Breaks, but if you fight enough battles while using the DICE Limit Break, he'll gain it while gaining experience.

Vincent: CHAOS

You get it at the same place and time as the DEATH PENALTY.

While flying around Cosmo Canyon, you can see a large circular watery area.

Get in the submarine and submerge. Try to go there from the east. There's a secret passage that will get you there. Run into the waterfall, and you'll find Lucrecia. She tells you about the story of the game. Leave and come back for the DEATH PENALTY.

Cid: HIGHWIND

It's in the crashed Gelnika, which is the plane that carried the HUGE MATERIA to Rocket Town. The Gelnika is underwater, located southwest of Costa del Sol. Go west from Junon to get there.

Inside. go left through the door, then through the next door. You're in the Cargo Room. Open the chest closest to the chopper to get it.

[Aeris]: GREAT GOSPEL

After you get the Buggy, run into Costa del Sol and ride the ship back to Junon. Cross the river here, then look for a cave. Inside, you'll find a man. Depending on how many battles you've fought, he'll give you items. You need to get the last two digits to match. After you do, talk to him for the MYTHRIL. Then ride the ship back to Costa del Sol and head south, hugging the eastern shore. You'll come to a house. Inside, you'll find a man who's short on materials for making weapons. Give him the MYTHRIL and open the chest for the GREAT GOSPEL.

=====
Kalm Man
=====

Remember that Ghost Ship in the Junon Reactor that I told you to Morph into a GUIDEBOOK?

Head to Kalm. Then go into the house to the right of the stairs and go up the stairs inside the house. Talk to the man up there. He says he wants:

"A map that was sunk along with the ship. GUIDEBOOK."

"A rose that blooms once every 1000 years in the desert. DESERT ROSE."

"A harp that soothes those who hear it. EARTH HARP."

Well, the GUIDEBOOK is what you should have received from Morphing the Ghost Ship in the Junon Reactor. When you give it to him, he gives you UNDERWATER materia. It seems useless, but actually, it's not.

Some losers think it's for reviving Aeris, which again, is impossible. The UNDERWATER materia takes away the 20:00 limit when fighting Emerald Weapon.

Everything ELSE the Kalm Man gives you is pretty cool. If you get a DESERT ROSE and give it to him, you'll get a legendary Gold Chocobo. If you get him the EARTH HARP, you'll get MASTER MAGIC, MASTER SUMMON, and MASTER COMMAND materia.

Heh, but it's not easy. To get the DESERT ROSE, you must first defeat the Ultimate Weapon, then get a Chocobo and ride it into the sands under the Gold Saucer. You'll find the Ruby Weapon. Beat him to receive the DESERT ROSE.

To get the EARTH HARP, you need to defeat Emerald Weapon, which is underwater. He takes OVER twenty minutes to beat. Ouch.

=====

Chocobo Sage

=====

On the northern continent, you'll find a small house. Land beside it and enter. It's the Chocobo Sage! Talk to the green chocobo here for the final ENEMY SKILL materia. Talk to that strange man. After a while, he'll remember his name.

He's pretty boring, but he knows a lot about Chocobos. He'll also sell you some nuts.

=====

Materia Caves

=====

KNIGHTS OF ROUND materia

You'll need a Gold Chocobo for this one.

From the Chocobo Farm, go northeast into the ocean. Forget your map, this island won't show up. It's in the northeast corner of the map. It's like a big crater. There's a cave here. Go inside. Check the red light for the materia.

QUADRA MAGIC materia

This one will most likely require a Blue Chocobo or better.

Go east of Mideel where you'll find a chain of islands. One is really long and brown. Land on the green part, then run your Chocobo down the hill and to the end where you'll find a cave. Inside is the materia.

HP <-> MP materia

You'll need a Black or Gold Chocobo.

Go northeast of Corel on your Gold Chocobo and into the cave. The materia is inside.

MIME

You'll need a Green Chocobo or better.

Go to the western-most island, the one with Wutai. Now position yourself west of Rocket Town and you should see it. Ride your Chocobo over the mountains to get to it. The MIME command materia is inside.

=====

Leviathan Scales Part 2

=====

Did you get the LEVIATHAN SCALES at the submarine dock in Junon? If so, go to Wutai and up the path to Da-chao. Run around until you find a cave and go

inside. Run into the fire and the scales will shine and put out the fire. If you put out all of them, you'll get an ORITSURU and STEAL AS WELL materia.

=====
Back to the Walkthrough
=====

Well, take the Highwind and land it in the North Crater.

=====
North Crater
=====

Climb down the ladder. Then run toward the camera.

NOTE: In the North Crater, you may encounter a strange-looking, slow man with a star above his head. If you encounter him, RUN FOR YOUR LIFE. He has several sudden-death moves, such as his Knife attack, which simply kills you in one hit. You may also want to watch out for the Gargoyle-like things. They have a spell called L4 Death which can instantly kill your entire party.

You'll then be asked if you want to go or stay. Well, you can get back later regardless of what Cloud says, so slide down.

At the bottom, you'll see a cave at the top of the screen. That leads back to the Highwind. So make your way down the path, collecting the SAVE CRYSTAL and the GUARD SOURCE. I'll tell you when to use the SAVE CRYSTAL.

=====
North Crater Part 2
=====

NOTE: If you're having trouble fighting these monsters, you will have trouble fighting you-know-who.

Getting the treasures in the chests isn't that hard. Here's a list of what's inside of them.

On the left path:
POWER SOURCE, ELIXIR, MAGIC SOURCE.
On the right path:
GUARD SOURCE, MIND SOURCE.

Take what you want and head to the bottom to find yourself in yet another maze.

Go right and you'll jump onto a ledge with a chest. There's a MIND SOURCE inside. Go into the cave.

Follow the path out.

Go down to the ledge just [southeast] of the treasure chest, then try to jump back up. When you can't, head left and you'll jump right onto another ledge with a treasure chest. There's a HERO DRINK inside. Go into the cave.

Now you're on the path to the right. Open the two chests here for a GUARD SOURCE and a POWER SOURCE. Then run up the path and out the cave at the northwest corner of the cave.

Now you're up at the top again. Jump back down to where the first chest was, then jump to the ledge above it, run to the left, then jump down onto the ledge with the chest and go into the cave.

Take the MEGALIXIR and leave.

Head to the bottom.

=====
North Crater Part 3
=====

Cloud will suggest that you split into two parties. What a genius. I recommend that you take the strongest characters with you to the left, and send the others to the right. You then get to choose a party out of the people you chose to go with you.

Go down the path to the left.

When somebody asks you which way to go, go down... Take your strongest characters with you.

Jump down to the chest. There's a REMEDY inside. Go right to find another chest that contains an ELIXIR. Then go to the southwest corner of the screen to find the last chest in this area. There's an X-POTION inside. Make your way to the bottom of the screen.

Run down. At the fork, you can go right to get to two chests with a VACCINE and a TURBO ETHER. If you go left, you'll progress.

NOTE: You may find some MAGIC COUNTER materia in the [mako-fall] here. I found it on my way back out of here.

Jump down to that chest. There's an X-POTION inside. Then head to the bottom of the screen. You'll find another chest, this one containing a TURBO ETHER. Go left from this chest and take the SPEED SOURCE from the chest. You can see some materia in the [Mako-fall], but it's hard to get. The exit is at the bottom left corner of the screen.

=====
North Crater Mako Cave
=====

Open the chest here for a LUCK SOURCE. Then continue left along the path. Your friends will show up. Go left past Cid until the screen changes, then use your SAVE CRYSTAL. Use a TENT if you have it, then save and head back to your party.

Go right past Barret and Red XIII and down. Then go left and down the weird steps. "Alright everyone. Let's mosey."

Choose your party and go! You'll soon hear a familiar theme and probably remember someone you forgot about...

Jump down to the lowest rock.

NOTE: There is an enemy here that uses the powerful Pandora's Box enemy skill. You should be sure you get it if you battle this creature.

Dragon Zombie
HP: 13,000
Weak: Holy
Strong: None

"Think about the sequence of the 5 targets and beat them!"

What the?! 5 targets? Grr. Why can't the pansy just fight us one-on-three?

Just keep fighting. If you cast BAHAMUT ZERO at the beginning, you'll kill most of his body parts quickly. They can, however, be revived.

If you beat Jenova, you can beat him. He basically has only two moves. Bizarro Energy and that move that looks like some kind of earth type. Bizarro Energy is just a healing spell, so it's not that bad.

Just keep attacking mainly the center and eventually he'll start leaning and then disappear.

WHAT?! ANOTHER BATTLE?!?!

```
////////////////////////////////////
*****
Boss:      Pegasus Sephiroth
Rec. Level: 55+
HP:        70,000 (Approx.)
Weak:      None
Strong:    Poison
*****
\\////////////////////////////////
```

He casts Wall at the beginning of the fight. Well that's just dandy.

Wah?! Sephiroth's Shadow Flare technique can take away over 7,000 HP?! Hey. That's funny. It's an Enemy Skill that you learn from the final boss.

Pale Horse isn't too powerful.

What the heck?! Super Nova?! Sephiroth summons a meteor similar to the large one, except scarier. It even shows the meteor destroying many of the planets in our solar system. However, when it hits you, it simply hurts you a bit without killing you.

If you beat the last Sephiroth, you should be able to beat this one. You just have to get used to the fact that this guy's a challenge.

Looks like Sephiroth can destroy the planets in our solar system more than once. That's interesting. I wish Super Nova was an enemy skill.

I had RIBBONS on 2 of my characters and the other is a small frog. However, he isn't attacking the frog, just the 2 characters that are helping me.

Just keep battling and before you know it, he'll get sucked into the vortex.

You'll find yourself back with your friends, then you can feel Sephiroth's presence.

Cutscene

```
////////////////////////////////////
*****
Boss:      Final Sephiroth
*****
\\////////////////////////////////
```


Wow! You get Omnislash! Pump his guts full of...steel.

Ending Cutscene

Wow. What an ending. Congratulate yourself and pat yourself on the back. You have just completed most likely the greatest role-playing game ever made.

"I think I'm beginning to understand...an answer from the planet...the Promised Land...I can meet her."

"Let's go and meet her together."

Looks like Marlene was in Kalm the whole time...

Credits

Final Cutscene

That's depressing. It looks like Holy decided humans weren't best for the planet.

=====
6. Items
=====

Beside the weapons and limit breaks, I'll put the first two letters of the character's name of which the weapon or limit break is for. For example:

Item	Use	Definition
Assault Gun	Weapon/Ba	Long range weapon

- Cloud Cl
- Barret Ba
- Tifa Ti
- Aeris Ae
- Red XIII Re
- Cait Sith Ca
- Cid Ci
- Yuffie Yu
- Vincent Vi

Also, if an item's use is "Battle", it is like a Grenade. Using the item in a battle inflicts damage on the opponent(s).

"Progress" indicates that the item is required to progress in the game.

Item	Use	Definition
1/35 soldier	None	Shinra armored 'attack' soldiers: 12 in the set!
4-point Shuriken	Weapon/Yu	Long range weapon
8-inch Cannon	Battle	Explosive damage against one opponent
A M Cannon	Weapon/Ba	Long range weapon
Adaman Bangle	Armor	None

Adaman Clip	Weapon/Re	None	
Aegis Armlet	Armor	None	
All Creation	Limit/Yu	Learn Limit Skill "All Creation"	
Amulet	Accessory	"Luck" +10	
Antarctic Wind	Battle	Uses "Ice2" on all opponents	
Antidote	Status	Cures [Poison]	
Apocalypse	Weapon/Cl	None	
Assault Gun	Weapon/Ba	Long range weapon	
Atomic Scissors	Weapon/Ba	None	
Aurora Armlet	Armor	Drains [Cold] attacks	
Aurora Rod	Weapon/Ae	None	
Autograph	None	Dio's Autograph	
Battery	Progress	Looks like it can start some sort of	
		machine	
Battle Trumpet	Weapon/Ca	None	
Behemoth Horn	Weapon/Re	None	
Bird Wing	Battle	Uses whirlwind on all opponents	
Black M-phone	Weapon/Ca	None	
Blue M-phone	Weapon/Ca	None	
Bolt Armlet	Armor	Drains [Lightning] attacks	
Bolt Plume	Battle	Uses "Bolt2" on all opponents	
Bolt Ring	Accessory	Nullifies [Lightning] attacks	
Boomerang	Weapon/Yu	Long range weapon	
Bronze Bangle	Armor	None	
Buntline	Weapon/Vi	Long range weapon	
Buster Sword	Weapon/Cl	Initial equipment	
Butterfly Edge	Weapon/Cl	None	
Cannon Ball	Weapon/Ba	None	
Carbon Bangle	Armor	None	
Carob Nut	Chocobo	When you want to breed Chocobos...	
Cat's Bell	Accessory	Restores HP as you walk	
Catastrophe	Limit/Ba	Learn Limit Skill "Catastrophe"	
Cauldron	Battle	Uses [Poison/Confu/Sleepel/Silence/Small/	
		Frog]	
Centclip	Weapon/Re	None	
Chainsaw	Weapon/Ba	None	
Champion Belt	Accessory	"Power" & "Vitality" +30	
Chaos	Limit/Vi	Learn Limit Skill "Chaos"	
Choco Feather	Accessory	"Dexterity" +10	
Chocobracelet	Armor	None	
Circlet	Accessory	"Magic" & "Spirit" +30	
Combat Diary	None	A record of Master Dio's fiercest battles	
Conformer	Weapon/Yu	Long range weapon	
Cornucopia	Status	Cures [Small]	
Cosmo Memory	Limit/Re	Learn Limit Skill "Cosmo Memory"	
Crystal Bangle	Armor	None	
Crystal Comb	Weapon/Re	None	
Crystal Cross	Weapon/Yu	Long range weapon	
Crystal Glove	Weapon/Ti	None	
Crystal M-Phone	Weapon/Ca	None	
Crystal Sword	Weapon/Cl	None	
Curiel Greens	Chocobo	When you want a Chocobo...	
Curse Ring	Accessory	It increases each status but...	
Dazers	Battle	Paralyzes one opponent	
Deadly Waste	Battle	Uses "Bio2" on all opponents	
Death Penalty	Weapon/Vi	Long range weapon	
Desert Rose	Kalm Man	Blooms once every 1000 years	
Diamond Bangle	Armor	None	
Diamond Knuckle	Weapon/Ti	None	
Diamond Pin	Weapon/Re	None	

Dragon Armlet	Armor	Drains 1/2 [Fire/Cold/Lightning] attack	
Dragon Claw	Weapon/Ti	None	
Dragon Fang	Battle	Lightning damage against all opponents	
Dragon Scales	Battle	Water damage on all opponents	
Dragoon Lance	Weapon/Ci	None	
Dream Powder	Battle	Uses "Sleepel" on all opponents	
Drill Arm	Weapon/Ba	None	
Earring	Accessory	"Magic" +10	
Earth Drum	Battle	Uses "Quake2" on all opponents	
Earth Harp	Kalm Man	Calms the hearts of all who hear it	
Earth Mallet	Battle	Uses "Quake3" on all opponents	
Echo Screen	Status	Cures [Silence]	
Edincoat	Armor	None	
Elixir	Heal	Fully Restores HP/MP	
Enemy Launcher	Weapon/Ba	Long range weapon	
Enhance Sword	Weapon/Cl	None	
Escort Guard	Armor	Man's Armlet nullifies [Lightning/Earth/	
		Water/Poison]	
Ether	Heal	Restores MP by 100	
Eye drop	Status	Cures [Darkness]	
Fairy Ring	Accessory	Protects against [Poison/Darkness]	
Fairy Tale	Weapon/Ae	None	
Final Heaven	Limit/Ti	Learn Limit Skill "Final Heaven"	
Fire Armlet	Armor	Drains [Fire] attacks	
Fire Fang	Battle	Uses "Fire2" on all opponents	
Fire Ring	Accessory	Nullifies [Fire] attacks	
Fire Veil	Battle	Uses "Fire3" on all opponents	
Flayer	Weapon/Ci	None	
Force Stealer	Weapon/Cl	None	
Four Slots	Armor	None	
Fourth Bracelet	Armor	None	
Full Metal Staff	Weapon/Ae	None	
Fury Ring	Accessory	Automatically puts you in [Berserk]	
Gambler	None	Second part of Dio's diary: The Gold Saucer	
		years	
Gatling Gun	Weapon/Ba	Initial equip. Long range weapon	
Ghost Hand	Battle	Drains MP out of one opponent	
Gigas Armlet	Armor	None	
GrowLance	Weapon/Ci	None	
God's Hand	Weapon/Ti	None	
Gold Armlet	Armor	None	
Gold Barrette	Weapon/Re	None	
Gold M-phone	Weapon/Ca	None	
Grand Glove	Weapon/Ti	None	
Graviball	Battle	Uses "Demi" against one opponent	
Great Gospel	Limit/Ae	Learn Limit Skill "Great Gospel"	
Green M-phone	Weapon/Ca	None	
Grenade	Battle	Explosive damage against one opponent	
Guard Source	Statistic	Raises [Vitality]	
Guard Stick	Weapon/Ae	None	
Guide Book	Kalm Man	Map of another world. It slumbers with	
		sunken ships	
Gysahl Greens	Chocobo	When you want a Chocobo...	
HP Shout	Weapon/Ca	None	
Hairpin	Weapon/Re	Long range weapon	
Hardedge	Weapon/Cl	None	
Hawkeye	Weapon/Yu	Long range weapon	
Headband	Accessory	Protects against [Sleep]	
Heaven's Cloud	Weapon/Cl	None	
Heavy Vulcan	Weapon/Ba	Long range weapon	

Hero Drink	Heal/Stat	Raises ability once during battle	
Hi-Potion	Heal	Restores HP by 500	
Highwind	Limit/Ci	Learn Limit Skill "Highwind"	
Holy Torch	Battle	Uses "DeSpell" on all opponents	
Hourglass	Battle	Stops all opponents	
Hyper	Status	Cures [Sadness]	
Hypnocrown	Accessory	Increases Manipulation rate	
Ice Crystal	Battle	Uses "Ice3" on all opponents	
Ice Ring	Accessory	Nullifies [Cold] attacks	
Impaler	Battle	Changes one opponent to a frog	
Imperial Guard	Armor	None	
Ink	Battle	Uses [Darkness] against one opponent	
Iron Bangle	Armor	None	
Javelin	Weapon/Ci	None	
Jem Ring	Accessory	Protects against [Paralyze/Petrify/ Slow-numb]	
Kaiser Knuckle	Weapon/Ti	None	
Kiss of Death	Battle	Uses "Death" on all opponents	
Krakka Greens	Chocobo	When you want a Chocobo...	
Lariat	Weapon/Vi	Long range weapon	
Lasan Nut	Chocobo	When you want to breed Chocobos...	
Leather Glove	Weapon/Ti	None	
Light Curtain	Battle	Creates [Barrier] around all allies	
Limited Moon	Weapon/Re	None	
Loco Weed	Battle	Uses "Confu" on all opponents	
Long Barrel R	Weapon/Vi	Long range weapon	
Luchile Nut	Chocobo	When you want to breed Chocobos...	
Luck Source	Statistic	Raises [Luck]	
Lunar Curtain	Battle	Creates [MBarrier] around all allies	
M-Tentacles	Battle	Uses "Bio3" on all opponents	
Magic Comb	Weapon/Re	None	
Magic Shuriken	Weapon/Yu	Long range weapon	
Magic Source	Statistic	Raises [Magic Power]	
Maiden's Kiss	Status	Cures [Frog]	
Masamune	Weapon/Vi	None	
Masamune Blade	None	A perfect copy of Sephiroth's sword!	
Mast Ax	Weapon/Ci	None	
Master Fist	Weapon/Ti	Power up when condition changes	
Max Ray	Weapon/Ba	Long range weapon	
Megalixir	Heal	Fully restores all members' HP/MP	
Metal Knuckle	Weapon/Ti	None	
Microlaser	Weapon/Ba	Long range weapon	
Mimett Greens	Chocobo	When you want a Chocobo...	
Mind Source	Statistic	Raises [Spirit]	
Minerva Band	Armor	Women's Armlet nullifies [Fire/Cold/ Gravity/Holy]	
Mirror	Battle	Uses "Reflect" on all allies	
Missing Score	Weapon/Ba	Long range weapon	
Molotov	Battle	Fire damage on one opponent	
Mop	Weapon/Ci	None	
Motor Drive	Weapon/Ti	None	
Murasume	Weapon/Cl	None	
Mute Mask	Battle	Casts "Silence" on all opponents	
Mystile	Armor	None	
Mythril Armlet	Armor	None	
Mythril Claw	Weapon/Ti	None	
Mythril Clip	Weapon/Re	None	
Mythril Rod	Weapon/Ae	None	
Mythril Saber	Weapon/Cl	None	
Nail Bat	Weapon/Cl	None	

Omnislash	Limit/C1	Learn Limit Skill "Omnislash"	
Organics	Weapon/C1	None	
Oritsuru	Weapon/Yu	Long range weapon	
Outsider	Weapon/Vi	Long range weapon	
Pahsana Greens	Chocobo	When you want a Chocobo...	
Partisan	Weapon/Ci	None	
Peace Ring	Accessory	Protects against [Berserk/Fury/Sadness]	
Peacemaker	Weapon/Vi	Long range weapon	
Pepio Nut	Chocobo	When you want to breed Chocobos...	
Phoenix Down	Heal	Restores life	
Pile Banger	Weapon/Ba	None	
Pinwheel	Weapon/Yu	Long range weapon	
Platinum Bangle	Armor	None	
Platinum Fist	Weapon/Ti	None	
Plus Barrette	Weapon/Re	None	
Poison Ring	Accessory	Drains [Poison] attacks, protects against	
		[Poison]	
Porov Nut	Chocobo	When you want to breed Chocobos...	
Potion	Heal	Restores HP by 100	
Power Source	Statistic	Raises [Strength]	
Power Wrist	Accessory	"Strength" +10	
Powersoul	Weapon/Ti	Power up when [Near death]	
Pram Nut	Chocobo	When you want to breed Chocobos...	
Precious Watch	Armor	A gorgeous watch	
Premium Heart	Weapon/Ti	None	
Princess Guard	Weapon/Ae	Raises Power when you need to protect	
		others nearby	
Prism Staff	Weapon/Ae	None	
Protect Ring	Accessory	Automatically sets up [Barrier/MBarrier]	
Protect Vest	Accessory	"Vitality" +10	
Quicksilver	Weapon/Vi	Long range weapon	
Ragnarok	Weapon/C1	None	
Razor Ring	Weapon/Yu	Long range weapon	
Reagan Greens	Chocobo	Long range weapon	
Red M-phone	Weapon/Ca	Long range weapon	
Reflect Ring	Accessory	Automatically sets up [Reflect]	
Remedy	Status	Cures all abnormal status	
Ribbon	Accessory	Protects against all abnormal status	
Right Arm	Battle	Explosive damage against all opponents	
Rising Sun	Weapon/Yu	Long range weapon	
Rocket Punch	Weapon/Ba	None	
Rune Armlet	Armor	None	
Rune Blade	Weapon/C1	None	
S-mine	Battle	Explosive damage on one opponent	
Safety Bit	Accessory	Protects against [Sudden Death/Petrify/	
		Slow-numb]	
Saraha Nut	Chocobo	When you want to breed Chocobos...	
Save Crystal	Special	Use this to create a SAVE Point in the	
		'North Cave'	
Scimitar	Weapon/Ci	None	
Seraph Comb	Weapon/Re	Memento of father	
Shinra Alpha	Armor	None	
Shinra Beta	Armor	None	
Shortbarrel	Weapon/Vi	Long range weapon	
Shotgun	Weapon/Vi	Long range weapon	
Shrapnel	Battle	Explosive damage against all opponents	
Shrivel	Battle	Uses "Mini" on one opponent	
Silver Armlet	Armor	None	
Silver Barrette	Weapon/Re	None	
Silver Glasses	Accessory	Protects against [Darkness]	

In alphabetical order:

=====
Added Cut
=====

Attacks simultaneously when paired Materia is used.
NON-ELEMENTAL

Effect Materia

Ability List:
Added Cut

Equip Effect:
None

Where: Great Glacier

=====
Added Effect
=====

Adds Materia status to equipped weapon or armor.
NON-ELEMENTAL

Effect Materia

Ability List:
Added Effect

Equip Effect:
None

Where: Cave of the Gi

=====
Alexander
=====

Summons Alexander
HOLY

Summon Materia

Ability List:
Alexander

Equip Effect:
MAGIC +01
MAGIC DEF +01
MAXHP -05%
MAXMP +05%

Where: Great Glacier. Touch the hot springs, then get to the man's house at the base of Gaea's Cliff. Head back to the world map-like area and head east. Then continue to a cave and keep talking to the man inside until he fights you. You get the ALEXANDER materia for winning.

=====
All
=====

'All' effects on paired Magic.

NON-ELEMENTAL

Effect Materia

Ability List:

All

Equip Effect:

None

Where: Sector 7 Beginner's Hall, Shinra HQ 63rd Floor, Ship, Mt. Nibel, Great
Glacier

=====
Bahamut
=====

Summons Bahamut

NON-ELEMENTAL

Summon Materia

Ability List:

Bahamut

Equip Effect:

MAGIC +01

MAGIC DEF +01

MAXHP -05%

MAXMP +05%

Where: Temple of the Ancients, Mural Room

=====
Bahamut ZERO
=====

Summons Bahamut ZERO

NON-ELEMENTAL

Summon Materia

Ability List:

Bahamut ZERO

Equip Effect:

MAGIC +04

MAGIC DEF +04

MAXHP -10%

MAXMP +15%

While in the rocket in outer space, get the HUGE MATERIA out of the locked
container. For PSX, enter Circle, Square, X, X. For PC, enter OK, SWITCH,
CANCEL, CANCEL. Later in Bugenhagen's Observatory, check the blue HUGE MATERIA
and get closer. You'll see Bahamut and get the materia.

=====

Barrier

=====

Equips "Barrier" magic
NON-ELEMENTAL

Magic Materia

Ability List:

Barrier
MBarrier
Reflect
Wall

Equip Effect:

STRENGTH -02
VITALITY -01
MAGIC +02
MAGIC DEF +01
MAXHP -05%
MAXMP +05%

Where: Materia shop in Rocket Town.

=====

Choco/Mog

=====

Summons Choco/Mog
WIND

Summon Materia

Ability List:

Choco/Mog

Equip Effect:

MAGIC +01
MAXHP -02%
MAXMP +02%

Where: Chocobo Ranch. Talk to the Chocobo closest to the entrance and choose "Wark!" You'll also get a special dance free of charge.

=====

Chocobo Lure

=====

Attracts Chocobos
NON-ELEMENTAL

Independent Materia

Ability List:

Bahamut

Equip Effect:

MAGIC +01

MAGIC DEF +01
MAXHP -05%
MAXMP +05%

Where: Chocobo Ranch, buy it for 2000 gil.

=====
Comet
=====

Equips "Comet" magic
NON-ELEMENTAL

Magic Materia

Ability List:

Comet
Comet2

Equip Effect:

STRENGTH -02
VITALITY -01
MAGIC +02
MAGIC DEF +01
MAXHP -05%
MAXMP +05%

Where: City of the Ancients

=====
Contain
=====

Equips "Contain" magic
NON-ELEMENTAL

Magic Materia

Ability List:

Freeze
Break
Tornado
Flare

Equip Effect:

STRENGTH -04
VITALITY -02
MAGIC +04
MAGIC DEF +02
MAXHP -10%
MAXMP +10%

Where: In the Mideel Weapons Shop, give MIMETT GREENS to the tiny white Chocobo and scratch its ears.

=====
Counter
=====

Attacks with paired Command when damage is incurred

NON-ELEMENTAL

Effect Materia

Ability List:

Counter

Equip Effect:

None

Where: North Crater

=====

Counter Attack

=====

Counter attacks when damage is incurred

NON-ELEMENTAL

Independent Materia

Ability List:

Counter Attack

Equip Effect:

None

Where: Mt. Nibel, Chocobo Square

=====

Cover

=====

Protects allies when attacked

NON-ELEMENTAL

Independent Materia

Ability List:

Cover +XXX%

Equip Effect:

VITALITY +01

Where: Aeris' Garden, buy at Wall Market.

=====

Deathblow

=====

Equips "Deathblow" command

NON-ELEMENTAL

Command Materia

Ability List:

D. blow

Equip Effect:

LUCK +01

Where: Gongaga Path. Buy it at Rocket Town or Fort Condor.

=====
Destruct
=====

Equips "Destruct" magic
NON-ELEMENTAL

Magic Materia

Ability List:

DeBarrier
DeSpell
Death

Equip Effect:

STRENGTH -02
VITALITY -01
MAGIC +02
MAGIC DEF +01
MAXHP -05%
MAXMP +05%

Where: Sephiroth throws it at you in the basement of the Shinra Mansion.

=====
Double Cut
=====

Attacks constantly
NON-ELEMENTAL

Command Materia

Ability List:

2x-Cut
4x-Cut

Equip Effect:

DEXTERITY +02

Where: Gelnika. It's underwater, west of Junon.

=====
Earth
=====

Equips "Earth" magic
EARTH

Magic Materia

Ability List:

Quake
Quake2
Quake3

Equip Effect:

STRENGTH -01
MAGIC +01
MAXHP -02%
MAXMP +02%

Where: Kalm and Costa del Sol Item Shops.

=====
Elemental
=====

Adds Materia element to equipped weapon or armor
NON-ELEMENTAL

Effect Materia

Ability List:
Elemental

Equip Effect:
None

Where: Shinra 62nd Floor (Domino), Tifa's House, Mt. Nibel

=====
Enemy Away
=====

Decreases Encounter rate
NON-ELEMENTAL

Independent Materia

Ability List:
ENCOUNT DOWN

Equip Effect:
LUCK +01

Where: Chocobo Square

=====
Enemy Lure
=====

Increases Encounter rate
NON-ELEMENTAL

Independent Materia

Ability List:
Encount Up

Equip Effect:
LUCK -01

Where: Chocobo Square, Battle Square

=====
Enemy Skill

=====
Equips "Enemy Skill" command
MULTI-ELEMENTAL

Command Materia

Ability List:

Frog Song
L4 Suicide
Magic Hammer
White Wind
Big Guard
Angel Whisper
Dragon Force
Death Force
Flame Thrower
Laser
Matra Magic
Bad Breath
Beta
Aqualung
Trine
Magic Breath
????
Goblin Punch
Chocobuckle
L5 Death
Death Sentence
Roulette
Shadow Flare
Pandora's Box

Equip Effect:

None

Where: Shinra Building, 67th Floor, Upper Junon, City of the Ancients, and from the Green Chocobo at the Chocobo Sage's house on the northern-most continent.

NOTE: Here's the techniques and who and where to get them from.

//Technique//BOSS, Enemy//Area, Area2//

//Frog Song//Touch Me, Toxic Frog//Gongaga Forests, Temple of the Ancients//
//L4 Suicide//Mu, Trickplay//Grasslands Area, Icicle Area//
//Magic Hammer//Razor Weed//Wutai Area (Grassy)//
//White Wind//Zemzelett//Junon Area (Manip.)//
//Big Guard//Beach Plug//Corel and Gold Saucer Shores (Manip.)//
//Angel Whisper//Pollensalita//Northern Crater (Manip.)//
//Dragon Force//Dark Dragon//Northern Crater (Manip.)//
//Death Force//Adamantaimai//Wutai Area (Manip.)//
//Flame Thrower//Arkdragon, Dragon//Mythril Mine, Mt. Nibel//
//Laser//Death Claws//Corel Prison//
//Matra Magic//Custom Sweeper, Bull Motor//Midgar Area, Corel Prison//
//Bad Breath//Malboro//Gaea's Cliff or Northern Crater (R)//
//Beta//Midgar Zolom//Chocobo Ranch Area [Take away at least half of its HP]//
//Aqualung//Harpy, Serpent//Gold Saucer Area, Gelnika//
//Trine//GODO, MATERIA KEEPER, Stilva//Battle Pagoda, Mt. Nibel, Gaea's Cliff//
//Magic Breath//Stilva, Parasite//Gaea's Cliff, Northern Crater//
//????//Jersey, Behemoth//Shinra Mansion, Sector 8 Slums//
//Goblin Punch//Goblin//Goblin Island [North of Kalm]//

//Chocobuckle//Lv. 4 Chocobo (Mideel)//Give MIMETT GREENS and use L4 SUICIDE//
//L5 Death//Parasite//Northern Crater//
//Death Sentence//Gi Spector, Sneaky Step//Cave of the Gi//
//Roulette//Death Dealer//Northern Crater//
//Shadow Flare//Ultimate Weapon, Dragon Zombie//World Map, Northern Crater//
//Pandora's Box//Dragon Zombie//Northern Crater//

=====
Exit
=====

Equips "Exit" magic
NON-ELEMENTAL

Magic Materia

Ability List:

Escape
Remove

Equip Effect:

STRENGTH -01
MAGIC +01
MAXHP -02%
MAXMP +02%

Where: Rocket Town Materia Shop.

=====
EXP Plus
=====

Receive more EXP points
NON-ELEMENTAL

Independent Materia

Ability List:

EXP.UP

Equip Effect:

LUCK +01

Where: Wonder Square

=====
Final Attack
=====

Automatically uses paired Materia when disabled.
NON-ELEMENTAL

Effect Materia

Ability List:

Final Attack

Equip Effect:

None

Where: Battle Square, Gold Saucer

=====
Fire
=====

Equips "Fire" magic
FIRE

Magic Materia

Ability List:

Fire
Fire2
Fire3

Equip Effect:

STRENGTH -01
MAGIC +01
MAXHP -02%
MAXMP +02%

Where: Red XIII has it. You can also buy it at Sector 7, Sector 5, Wall Market,
Fort Condor, Mideel, and Costa del Sol.

=====
Full Cure
=====

Equips "Full Cure" magic
NON-ELEMENTAL

Magic Materia

Ability List:

FullCure

Equip Effect:

STRENGTH -04
VITALITY -02
MAGIC +04
MAGIC DEF +02
MAXHP -10%
MAXMP +10%

Where: Cosmo Canyon Item Shop.

=====
Gil Plus
=====

Earn more gil after battles.
NON-ELEMENTAL

Independent Materia

Ability List:

Gil UP

Equip Effect:

LUCK +01

Where: Wonder Square

=====

Gravity

=====

Equips "Gravity" magic
GRAVITY

Magic Materia

Ability List:

Demi
Demi2
Demi3

Equip Effect:

STRENGTH -01
MAGIC +01
MAXHP -02%
MAXMP +02%

Where: Cave of the Gi, after boss battle.

=====

Hades

=====

Summons Hades
NON-ELEMENTAL

Summon Materia

Ability List:

Hades

Equip Effect:

MAGIC +04
MAGIC DEF +04
MAXHP -10%
MAXMP +15%

Where: In the crashed Gelnika's cargo room. It's underwater, west of Junon.

=====

Heal

=====

Equips "Heal" magic
NON-ELEMENTAL

Magic Materia

Ability List:

Poisona
Esuna
Resist

Equip Effect:
STRENGTH -01
MAGIC +01
MAXHP -02%
MAXMP +02%

Where: Junon and Costa del Sol Item Shops.

=====
HP Absorb
=====

Attacks with paired Materia, absorbs HP at same time
NON-ELEMENTAL

Effect Materia

Ability List:
HP Absorb

Equip Effect:
None

Where: Wutai (House with cats), Northern Crater

=====
HP Plus
=====

Increases HP capacity
NON-ELEMENTAL

Independent Materia

Ability List:
MaxHPUP +XX%

Equip Effect:
None

Where: Junon, performance for Rufus. Score a 10-50. Buy it at Cosmo Canyon or Mideel.

=====
HP<->MP
=====

Exchange HP and MP levels
NON-ELEMENTAL

Independent Materia

Ability List:
HP<->MP

Equip Effect:
None

NOTE: This Materia doesn't look good, but here's how it's useful. If you start to run low on MP (and you're not in a battle), you can equip then de-equip this

Materia. That will most likely restore your MP but lower your HP. Now use Cure too heal yourself to at least pretty good status.

Where: Instructions on how to get this materia below:

You'll need a Black or Gold Chocobo.

Go northeast of Corel on your Gold Chocobo and into the cave. The materia is inside.

=====
Ice
=====

Equips "Ice" magic
ICE

Magic Materia

Ability List:

Ice
Ice2
Ice3

Equip Effect:

STRENGTH -01
MAGIC +01
MAXHP -02%
MAXMP +02%

Where: Cloud has it. Sector 7, Wall Market, Fort Condor, Costa Del Sol, and Mideel.

=====
Ifrit
=====

Summons Ifrit
FIRE

Summon Materia

Ability List:

Ifrit

Equip Effect:

MAGIC +01
MAXHP -02%
MAXMP +02%

Where: On the ship from Junon to Costa del Sol, just after defeating the Jenova BIRTH.

=====
Knights of Round
=====

Summons Knights of Round
NON-ELEMENTAL

Summon Materia

Ability List:
Knights of Round

Equip Effect:
MAGIC +08
MAGIC DEF +08
MAXHP -10%
MAXMP +20%

Where: Instructions on how to get this materia below:
You'll need a Gold Chocobo for this one.
From the Chocobo Farm, go northeast into the ocean. Forget your map, this island won't show up. It's in the northeast corner of the map. It's like a big crater. There's a cave here. Go inside. Check the red light for the materia.

=====
Kujata
=====

Summons Kujata
MULTI-ELEMENTAL

Summon Materia

Ability List:
Kujata

Equip Effect:
MAGIC +01
MAGIC DEF +01
MAXHP -05%
MAXMP +05%

Where: In the second screen of the Sleeping Forest near Bone Village. It appears and disappears, so you must be alert.

=====
Leviathan
=====

Summons Leviathan
WATER

Summon Materia

Ability List:
Leviathan

Equip Effect:
MAGIC +01
MAGIC DEF +01
MAXHP -05%
MAXMP +05%

Where: Battle your way up the Battle Pagoda in Wutai.

=====
Lightning
=====

Equips "Lightning" magic
LIGHTNING

Magic Materia

Ability List:

Bolt
Bolt2
Bolt3

Equip Effect:

STRENGTH -01
MAGIC +01
MAXHP -02%
MAXMP +02%

Where: Cloud has it. It's also at Sector 7, Wall Market, Fort Condor, Costa Del Sol, and Mideel.

=====
Long Range
=====

Same attack power even from the back row
NON-ELEMENTAL

Independent Materia

Ability List:

Long range attack

Equip Effect:

None

Where: Mythril Mine

=====
Luck Plus
=====

Increases "Luck"
NON-ELEMENTAL

Independent Materia

Ability List:

Luck +XX%

Equip Effect:

None

Where: Temple of the Ancients

=====
Magic Counter
=====

Counters when paired Magic/Summon when attacked.
NON-ELEMENTAL

Effect Materia

Ability List:
Magic Counter

Equip Effect:
None

Where: Chocobo Square, Gold Saucer (Class S)

=====
Magic Plus
=====

Increases "Magic"
NON-ELEMENTAL

Independent Materia

Ability List:
Magic +XX%

Equip Effect:
None

Where: Corel (?)

=====
Manipulate
=====

Equips "Manipulate" command
NON-ELEMENTAL

Command Materia

Ability List:
Manip.

Equip Effect:
None

Where: Cait Sith has it. You can buy it at Rocket Town or Fort Condor.

=====
Master Command
=====

Equips all Commands
NON-ELEMENTAL

Command Materia

Ability List:
Steal
Sense
Throw
Coin
Morph
D. blow

Manip.

Mime

Equip Effect:

None

Where: Master all summons and check the yellow HUGE MATERIA in Bugenhagen's Observatory. Choose to Get Closer...

Where: You can also obtain this and the other master materia by defeating Emerald Weapon and giving the EARTH HARP to the Traveller in Kalm.

=====

Master Magic

=====

Equips all magic

MULTI-ELEMENTAL

Magic Materia

Ability List:

Cure

Cure2

Cure3

Poisona

Esuna

Resist

Life

Life2

Regen

Fire

Fire2

Fire3

Ice

Ice2

Ice3

Bolt

Bolt2

Bolt3

Quake

Quake2

Quake3

Bio

Bio2

Bio3

Demi

Demi2

Demi3

Sleepel

Confu

Silence

Mini

Toad

Berserk

Haste

Slow

Stop

Barrier

MBarrier

Reflect
DeBarrier
DeSpell
Death
Escape
Remove
Wall
Comet
Comet2
Freeze
Break
Tornado
Flare
Full Cure
Shield
Ultima

Equip Effect:
None

Where: Master all summons and check the green HUGE MATERIA in Bugenhagen's Observatory. Choose to Get Closer...

Where: You can also obtain this and the other master materia by defeating Emerald Weapon and giving the EARTH HARP to the Traveller in Kalm.

=====
Master Summon
=====

Equips all summons
MULTI-ELEMENTAL

Summon Materia

Ability List:
Choco/Mog
Shiva
Ifrit
Ramuh
Titan
Odin
Leviathan
Bahamut
Kujata
Alexander
Phoenix
Neo Bahamut
Hades
Typhon
Bahamut ZERO
Knights of Round

Equip Effect:
None

Where: Master all summons and check the red HUGE MATERIA in Bugenhagen's Observatory. Choose to Get Closer...

Where: You can also obtain this and the other master materia by defeating

Emerald Weapon and giving the EARTH HARP to the Traveller in Kalm.

=====
Mega All
=====

'All' effects on every action
NON-ELEMENTAL

Independent Materia

Ability List:
Attack all

Equip Effect:
None

Where: Northern Crater

=====
Mime
=====

Equips "Mime" command
NON-ELEMENTAL

Command Materia

Ability List:
Mime

Equip Effect:
None

Where: Instructions on how to get this materia below:
You'll need a Green Chocobo or better.
Go to the western-most island, the one with Wutai. Now position yourself west of Rocket Town and you should see it. Ride your Chocobo over the mountains to get to it. The MIME command materia is inside.

=====
Morph
=====

Equips "Morph" command
NON-ELEMENTAL

Command Materia

Ability List:
Morph

Equip Effect:
None

Where: Temple of the Ancients.

=====
MP Absorb
=====

Attack with paired Materia, absorbs MP at same time
NON-ELEMENTAL

Effect Materia

Ability List:
MP Absorb

Equip Effect:
None

Where: Wutai Item Shop

=====
MP Plus
=====

Increases MP capacity
NON-ELEMENTAL

Independent Materia

Ability List:
MaxMPUP +XX%

Equip Effect:
None

Where: Buy it at Cosmo Canyon or Mideel.

=====
MP Turbo
=====

Uses extra MP and Increases power of paired Magic
NON-ELEMENTAL

Effect Materia

Ability List:
MP Turbo

Equip Effect:
None

Where: Whirlwind Maze

=====
Mystify
=====

Equips "Mystify" magic
NON-ELEMENTAL

Magic Materia

Ability List:
Confu
Berserk

Equip Effect:
STRENGTH -01
MAGIC +01
MAXHP -02%
MAXMP +02%

Where: Gongaga and Cosmo Canyon Materia Shops.

=====

Neo Bahamut

=====

Summons Neo Bahamut
NON-ELEMENTAL

Summon Materia

Ability List:
Neo Bahamut

Equip Effect:
MAGIC +02
MAGIC DEF +02
MAXHP -10%
MAXMP +10%

Where: Whirlwind Maze

=====

Odin

=====

Summons Odin
NON-ELEMENTAL

Summon Materia

Ability List:
Odin

Equip Effect:
MAGIC +01
MAGIC DEF +01
MAXHP -05%
MAXMP +05%

Inside the safe in the Shinra Mansion. The combo is: 36, 10, 59, 97.

=====

Phoenix

=====

Summons Phoenix
FIRE

Summon Materia

Ability List:
Phoenix

Equip Effect:
MAGIC +02
MAGIC DEF +02
MAXHP -10%
MAXMP +10%

Where: End the Shinra assault on Fort Condor (after acquiring the HUGE MATERIA from Kalm) and check outside for a heartwarming experience and the PHOENIX materia.

=====
Poison
=====

Equips "Poison" magic
POISON

Magic Materia

Ability List:

Bio
Bio2
Bio3

Equip Effect:
STRENGTH -01
MAGIC +01
MAXHP -02%
MAXMP +02%

Where: Shinra Building (67F). It can also be found at Kalm and Costa del Sol.

=====
Pre-Emptive
=====

Increases rate of pre-emptive attacks
NON-ELEMENTAL

Independent Materia

Ability List:

Pre-emptive

Equip Effect:
DEXTERITY +02

Where: Battle Square. In Cloud's first flashback, he has it equipped.

=====
Quadra Magic
=====

Paired Magic used 4 times
NON-ELEMENTAL

Effect Materia

Ability List:

Quadra Magic

Equip Effect:

None

Where: Secret Materia Cave (Near Mideel)

Where: Instructions on how to get this materia below:

This one will most likely require a Blue Chocobo or better.

Go east of Mideel where you'll find a chain of islands. One is really long and brown. Land on the green part, then run your Chocobo down the hill and to the end where you'll find a cave. Inside is the materia.

=====

Ramuh

=====

Summons Ramuh

LIGHTNING

Summon Materia

Ability List:

Ramuh

Equip Effect:

MAGIC +01

MAXHP -02%

MAXMP +02%

Where: Just after defeating Dyne in the Corel Prison, you'll be taken into a room with a bunch of race jockeys. It's in here.

=====

Restore

=====

Equips "Restore" magic

RESTORE

Magic Materia

Ability List:

Cure

Cure2

Regen

Cure3

Equip Effect:

STRENGTH -01

MAGIC +01

MAXHP -02%

MAXMP +02%

Where: Sector 1 Reactor. You can buy it at Sector 7, Sector 5, Wall Market, Fort Condor, Kalm, and Costa del Sol.

=====

Revive

=====

Equips "Revive" magic
HOLY

Magic Materia

Ability List:

Life
Life2

Equip Effect:

STRENGTH -02
VITALITY -01
MAGIC +02
MAGIC DEF +01
MAXHP -05%
MAXMP +05%

Where: You can buy it at Junon, Gongaga, and Costa Del Sol (Disc 2 Only).

=====
Seal
=====

Equips "Seal" magic
NON-ELEMENTAL

Magic Materia

Ability List:

Sleepel
Silence

Equip Effect:

STRENGTH -01
MAGIC +01
MAXHP -02%
MAXMP +02%

Where: You can buy it at Junon and Costa del Sol.

=====
Sense
=====

Equips "Sense" command
NON-ELEMENTAL

Command Materia

Ability List:

Sense

Equip Effect:

None

Where: Red XII has it. It's also at the Sector 6 Playground. Buy it at Kalm or Junon.

=====

Shield

=====

Equips "Shield" magic
NON-ELEMENTAL

Magic Materia

Ability List:
Shield

Equip Effect:
STRENGTH -04
VITALITY -02
MAGIC +04
MAGIC DEF +02
MAXHP -10%
MAXMP +10%

Where: North Crater. At the first junction, go left. Then at the second, go up.
Make your way through and you'll find it.

=====

Shiva

=====

Summons Shiva
ICE

Summon Materia

Ability List:
Shiva

Equip Effect:
MAGIC +01
MAXHP -02%
MAXMP +02%

Where: Defeat Bottomswell at Junon, then visit Priscilla. It's her amulet.

=====

Slash-All

=====

Attacks all opponents
NON-ELEMENTAL

Command Materia

Ability List:
Slash-All
Flash

Equip Effect:
None

Where: Ancient Forest. Requires at least a Green Chocobo and is northwest of
Gongaga.

=====
Sneak Attack
=====

Pre-emptive attack with paired Materia
NON-ELEMENTAL

Effect Materia

Ability List:
Sneak Attack

Equip Effect:
None

Where: Chocobo Square, Gold Saucer (Class S)

=====
Speed Plus
=====

Increases "Dexterity"
NON-ELEMENTAL

Independent Materia

Ability List:
Dexterity +XX%

Equip Effect:
None

Where: Battle Square

=====
Steal
=====

Equips "Steal" command
NON-ELEMENTAL

Command Materia

Ability List:
STEAL
MUG

Equip Effect:
DEXTERITY +02

Where: Sector 6 Sewers.

=====
Steal as well
=====

Steal simultaneously when paired Materia is used
NON-ELEMENTAL

Effect Materia

Ability List:
Steal as well

Equip Effect:
None

Where: Da-Chao, Wutai. LEVIATHAN SCALES required.

=====
Throw
=====

Equips "Throw" command
NON-ELEMENTAL

Command Materia

Ability List:
Throw
Coin

Equip Effect:
VITALITY +01

Where: Yuffie has it. You can buy it at Rocket Town or Fort Condor.

=====
Time
=====

Equips "Time" magic
TIME

Magic Materia

Ability List:
Haste
Slow
Stop

Equip Effect:
STRENGTH -02
VITALITY -02
MAGIC +02
MAGIC DEF +01
MAXHP -05%
MAXMP +05%

Where: You can buy it at Gongaga and Rocket Town.

=====
Titan
=====

Summons Titan
EARTH

Summon Materia

Ability List:

Titan

Equip Effect:

MAGIC +01
MAXHP -02%
MAXMP +02%

Go to the reactor at Gongaga and you'll see Scarlet. She checks part of the rubble and leaves. Check where she did and reach back for the TITAN materia.

=====
Typhon
=====

Summons Typhon

WIND

Summon Materia

Ability List:

Typhon

Equip Effect:

MAGIC +04
MAGIC DEF +04
MAXHP -10%
MAXMP +15%

Where: The Ancient Forest northwest of Gongaga. You'll need at least a Green Chocobo to get to it.

=====
Transform
=====

Equips "Transform" magic

NON-ELEMENTAL

Magic Materia

Ability List:

Mini

Toad

Equip Effect:

STRENGTH -01
MAGIC +01
MAXHP -02%
MAXMP +02%

Where: Cait Sith has it. You can find it on the railroad tracks at North Corel and buy it at North Corel, Gongaga, Cosmo Canyon, and Mideel.

=====
Ultima
=====

Equips "Ultima" magic

NON-ELEMENTAL

Magic Materia

Ability List:

Ultima

Equip Effect:

STRENGTH -04
VITALITY -02
MAGIC +04
MAGIC DEF +02
MAXHP -10%
MAXMP +10%

Where: After the HUGE MATERIA quest on the train at North Corel, a kid gives it to you.

=====
Underwater
=====

Underwater breathing
NON-ELEMENTAL

Independent Materia

Ability List:

Underwater

Equip Effect:

None

Where: Get the GUIDE BOOK by Morphing a Ghost Ship in the Junon Reactor and give it to the traveller in Kalm. He'll offer to trade you the UNDERWATER materia for the GUIDE BOOK.

NOTE: With this equipped, you can fight Emerald Weapon without the 20:00 timer.

=====
W-Item
=====

Use two items at once
NON-ELEMENTAL

Command Materia

Ability List:

W-Item

Equip Effect:

None

Where: Winding Tunnel, Midgar revisited.

=====
W-Magic
=====

Casts two Magic spells at once

Strong: None
=====

Just Attack and use Bolt until you get a Limit Break. Then use that, and continue. He should be finished rather quickly.

You'll get a TITAN BANGLE at the end.

=====

Boss:	Aps
Rec. Level:	10
HP:	1,800
Weak:	Fire
Strong:	None

=====

Use that FIRE materia I told you to buy and you should be doin' pretty good. Aeris' Limit Break heals you and Cloud's and Tifa's Limit Breaks hurt him.

Just attack him and use magic in between Limit Breaks.

At the end you'll get a PHOENIX DOWN.

=====

Boss:	Reno
Rec. Level:	10
HP:	1,000
Weak:	None
Strong:	None

=====

Just keep attacking. You can destroy the pyramids by directly attacking whoever it's around. He's only got 1,000 HP, so he's not that hard. After he loses, he says "It's time" and leaves. You get an ETHER for winning.

=====

Boss:	H0512 + H0512-opt A, B, C
Rec. Level:	12
HP:	1,000
Weak:	Ice
Strong:	Poison

=====

Ignore the little guys, just go for the big guy. The little guys die when you kill the big guy. He only has 1000 HP, so he's not that bad. Use ice when you can.

The H0512-opts each have 300 HP. At the end of the battle, you get a TALISMAN.

=====

Boss:	Hundred Gunner
Rec. Level:	12
HP:	1,600
Weak:	Bolt
Strong:	Poison

=====

Just keep using magic due to the fact that only Barret can attack. BE SURE to use Bolt and Limit Breaks as much as possible. Eventually, you'll win and some other guy will show up.

```
=====
Boss:      Heli Gunner
Rec. Level: 12
HP:        1,000
Weak:      Bolt
Strong:    Poison
=====
```

Same plan as last time. Don't attack anyone who falls asleep. Just keep the Bolt and Limit Breaks comin!

The AB Cannon can put you to sleep AND hurts you. The C Cannon just hurts. The Flying Cannon and Spinning Bodyblow attacks hurt about 150.

```
=====
Boss:      Rufus & Dark Nation
Rec. Level: 12
HP:        500, 140
Weak:      None
Strong:    None
=====
```

He's only got 500 HP! Dark Nation casts Barrier, which makes it hard to attack him non-magically. Thus, USE MAGIC. If Dark Nation uses MBarrier, try physical attacks.

You don't have to kill Dark Nation, but if you get tired of his stupid Bolt attacks, go ahead.

When he says, "Heh, that's all for today", he's done. You get a PROTECT VEST for winning.

```
=====
Boss:      Motor Ball
Rec. Level: 12
HP:        2,600
Weak:      Bolt
Strong:    Poison
=====
```

Ouch...2,600 HP. Seems like Horse-power too.

Use the Bolt. This guy you can attack, too, but he's still got all those HPs. His armor is twice as weak as the last guy. Also, Ice works better than Fire.

Be sure to cure after his Rolling Fire attack. It hurts!

```
=====
Boss:      Bottomswell
Rec. Level: 13
HP:        2,500
Weak:      Wind
Strong:    None
=====
```

Looks like Mr. Dolphin didn't stick around to help us.

The only wind-type materia you have is your CHOCO/MOG summon. So use that. I also recommend you use Poison-type materia to poison him. It hurts him every time he attacks. The gift that keeps on givin!

Use any materia you have with an ALL with it especially when he puts a bubble around one of your allies.

He's not too hard, and he gets washed away in his Big Wave attack.

```
=====
Boss:      Jenova BIRTH
Rec. Level: 14
HP:       4,000
Weak:     None
Strong:   Poison
=====
```

Just keep attacking and curing. His laser shooting attack will probably give you a Limit Break in one hit. Sweet.

Watch out for his Tail Laser attack, which hurts all of your party.

He's not too hard. Just don't use poison, it has no effect on him.

After the battle, you'll get a WHITE CAPE and some IFRIT summon materia will be right in front of you.

```
=====
Boss:      Dyne
Rec. Level: 13
HP:       1,200
Weak:     None
Strong:   None
=====
```

Use your Limit Breaks! They take away about 350 each, so it shouldn't last too long. Just heal whenever you get to 300 HP or less. He'll go down on his last Molotov Cocktail.

After you beat him, you'll get something of his and a SILVER ARMLET.

```
=====
Boss:      Reno & Rude
Rec. Level: 14
HP:       2,000 each
Weak:     None
Strong:   None
=====
```

These guys aren't too hard. Use up any magic with ALLs first. As always, Poison is a good idea. Just use Limit Breaks, revive anyone who's down and cure anyone who's low in HP.

You'll get a FAIRY TALE for winning. It's a weapon for Aeris.

```
=====
Boss:      Gi Nattak & Soul Fires
Rec. Level: 22
HP:       5,500 & 1,300
Weak:     Holy
Strong:   None
=====
```

Wait....what the heck is Holy power?

Well, when you bring someone back to life, that's kinda holy. So...
It's kinda a secret, but use PHOENIX DOWNS. You may have to beat him in a little before they start working, but you should definitely use them.

His little firey friends can use ONLY Fire2. It heals them, but they can enter one of your friends' body and use Fire2. If you don't have the FIRE RING or some other protective accessory or armband, it will hurt. However, they do have limited MP and will eventually not be able to do anything.

The big guy is pretty weak. Keep attacking with magic and physical attacks. That is, if you're out of PHOENIX DOWNS or something.

You'll get a WIZER STAFF for winning.

```
=====
Boss:      Materia Keeper
Rec. Level: 25
HP:       8,400
Weak:     Ice
Strong:   Fire
=====
```

He's actually pretty hard. Poison him to start out with and watch out for the Hell Combo.

Use the Ice-type SHIVA when you can, and use Ice2 as often as possible. Limit Breaks help out as well.

After you get him low in HP, he starts using Cure2 and Trine. Trine is very painful and hurts the entire party. It is an enemy skill, though, so if you survive it with the ENEMY SKILL materia equipped, you can use it against him.

He doesn't take long after he uses Trine, though. Especially if you've poisoned him. The poison hurts him 250 every turn, so it's not that bad.

After you kick his hiney, take the COUNTER materia he dropped.

```
=====
Boss:      Palmer
Rec. Level: -17.5 (yes, he's that easy)
HP:       6,000
Weak:     None
Strong:   None
=====
```

I could beat this guy in my sleep. Just keep attacking and heal if you accidentally hurt yourself or something.

When he bends over to show you his better side, hit him harder.

He leaves after you kick his butt. Then he gets hit by a truck...in Shera's back yard. You get an EDINCOAT for winning.

```
=====
Boss:      Red Dragon
Rec. Level: 32
HP:       6,800
Weak:     None
=====
```


Strong: Fire
=====

This guy's actually pretty hard. As usual, Poison him first. Ice doesn't do particularly well on him. Use Cloud's Limit Breaks on him as much as you can. They'll do the most damage.

Use Aeris' Limit Breaks to heal yourself, and have her throw people X-POTIONS and stuff as they get hurt.

After you kick his butt, you get a DRAGON ARMLET. You'll also find some BAHAMUT summon materia.

=====

Boss:	Demons Gate
Rec. Level:	35
HP:	10,000
Weak:	None
Strong:	Poison

=====

YOU MUST ATTACK QUICKLY. If you go slow, he'll crack an egg above your head and probably kill you in one hit. He doesn't have a weakness.

This boss is even harder than the last. Use lots of summons, including BAHAMUT. Battling is kinda boring too, because it just shows the back of him, which is a wall. Grr. I wish he had a weakness.

If you get a nice hit on him, he'll sit there in a stupor for a second. But still hurry, it doesn't last long.

This wouldn't be so hard if you didn't have to have stupid Aeris in your party.

You can level up in the Murals Room if you're not high enough.

For me, attacks seem to be working better than any magic, so you might want to try out that NAIL BAT if you got it.

After the battle, you'll get a GIGAS ARMLET.

=====

Boss:	Jenova LIFE
Rec. Level:	35
HP:	10,000
Weak:	Earth
Strong:	Poison

=====

Use your Quake or Quake2 if you have it when you can. However, this guy really isn't that hard, so he doesn't need a weakness. That last boss, however, DID.

Bahamut works well, as usual. Bahamut is the man.

Just keep attacking. WATCH OUT FOR AQUALUNG. You'll be almost completely protected if you have the AQUA RING equipped.

Don't be scared to let Vincent use his magic-related limit breaks, either. Jenova's Reflect can't reflect the Berserk Dance or the Beast Flare.

You'll get a WIZARD BRACELET for winning.

```
=====
Boss:      Schizo (Left)
Rec. Level: 40
HP:       18,000
Weak:     None
Strong:   Fire, Poison
=====
```

```
=====
Boss:      Schizo (Right)
Rec. Level: 40
HP:       18,000
Weak:     None
Strong:   Ice, Poison
=====
```

As usual, Bahamut is the man.
These guys are really annoying. One of them is a fire type and one is an ice type. So try not to use either one with an ALL. Otherwise, you'll heal one and hurt the other.

With all the items I mentioned above, you are well protected from the Left Schizo. Fight as well as you can and eventually the two will join forces. When they both shoot at you at the same time, if you have the FIRE ARMLET or FIRE RING, you'll be unhurt.

If you listened to me and put the FIRE ARMLET on Vincent and used his Limit Break, he will be fully-healed every time the losers attack, except for when they use Quake3. I usually end up beating him with only Vincent alive.

However, it's very possible to beat him without Vincent.

After one of them dies, they can use a powerful attack that looks like a combo of Bolt3 and Quake.

COMET works pretty well, too.

When the first one goes down and you get that powerful attack, you're close to victory. The last guy just basically uses his Ice breathing move. Sometimes Quake3, but usually just Ice breath.

The second guy goes out the same way as the first guy. After the battle, you get a DRAGON FANG.

```
=====
Boss:      Jenova DEATH
Rec. Level: 40
HP:       25,000
Weak:     None
Strong:   Poison
=====
```

I thought Aqualung would help, and it does, but not that much.

If you have the FIRE ARMLET and FIRE RING equipped on different characters, this boss is no problem.

His Red Light and Tropic Wind attacks are both Fire-type, so this boss is amazingly simple.

You'll get a nice REFLECT RING for winning. It's great, but it reflects ALL magic, including healing magic.

```
=====
Boss:      Ultimate Weapon (Mideel)
Rec. Level: 42
HP:       4,000-6,000
Weak:     None
Strong:   Poison
=====
```

He doesn't have many HP, but he's HARD. And you get nothing for beating him.

His Ultima Beam attack is extremely powerful. Try to stay at full health to avoid having all your party knocked out at once. He only has 4,000 HP, but he's got nice defense and everything. Just try to survive!

After the battle, you get 0 EXP and 0 GIL. What a cheapskate.

```
=====
Boss:      Carry Armor, Left Arm & Right Arm
Rec. Level: 45
HP:       24,000, 10,000 & 10,000
Weak:     Lightning
Strong:   Poison
=====
```

If you have your LIGHTNING materia with an ALL, use up all your ALL hits first, then just attack the arms. The Carry Armor hurts, but only so often. Just attack the arms. Trust me.

After you survive the first Lapis Laser, he doesn't use it for a while. Use Bolt, Bolt2, or even Bolt3 (if you have it) as much as possible.

Eventually, he'll start to use the Arm Grab attack. It doesn't hurt, but he takes one of your characters in his arms. Now, you can't use the character for anything. To get that character back, you need to destroy the arm that's holding him/her.

This character cannot be hit by the evil Lapis Laser, but if he kills the remaining two party members and the captured character is still alive, it's still a game over. :-\.

However, after you take off his arms, he's a piece of cake. You just have to heal every time he uses the Lapis Laser.

You get a GOD'S HAND for winning.

```
=====
Boss:      Rude
Rec. Level: 45
HP:       9,000
Weak:     None
Strong:   None
=====
```

If you beat the Carry Armor, you'll have no trouble with him. The only special note is that his Cure2 spell is also an MBarrier.

Rec. Level: 50
HP: 26,000, 24,000, 5,000
Weak: None
Strong: Poison

=====
Yes, his Left Arm is THAT much stronger than his right. Just keep attacking him over and over. He doesn't have many powerful attacks, so he shouldn't be too hard.

Just don't use any form of Bio. Don't use any powerful summons just yet, as his next form may be a little challenging.

At this point, I had Vincent in my party with his Death Gigas Limit Break. It actually works pretty well.

He appears to blow up when you win.

=====
Boss: Master Hojo
Rec. Level: 50
HP: 25,000+
Weak: None
Strong: Poison

=====
If you equipped your RIBBONS like I told you to, he won't be too hard.

The trick to this guy is that he likes to put you to sleep, poison you, and/or silence you. He's weak, but his status changes can kill you easily.

Sorry I couldn't get an accurate HP rating, but seriously, you can defeat him with your hands tied behind your back with those RIBBONS.

You get a POWER SOURCE for winning.

=====
Boss: Jenova SYNTHESIS (A = Middle, B = Left, C = Right)
Rec. Level: 54
HP: A = 65,000 (Approx.) B = 10,000 C = 8,000,
Weak: None
Strong: Poison

=====
Cast Barrier or Wall (if you have it). That should protect against her little tentacle-slaps.

Even though she has 65,000 HP, her defense is pathetic. Use your ALL paired magic first, then by the time they run out of ALL use, you'll have the arms dead.

I recommend that you use mostly physical attacks, but magic will work fine, too.

WoW! You get 60000 EXP for winning! That's enough to put me up 3 levels!!! It'd be great if you could fight her more than once. You don't get any GIL for winning, but seriously, when are you gonna use it?

=====
Boss: Bizarro Sephiroth A (Body), B (Head), C (Core), D & E (Wings)

Rec. Level: 55+
HP: A = 80,000 (Approx.) B = 2,000 C = 10,000 D = 2,000 E = 2,000
Weak: None
Strong: Poison

=====

"Think about the sequence of the 5 targets and beat them!"

What the?! 5 targets? Grr. Why can't the pansy just fight us one-on-three?

Just keep fighting. If you cast BAHAMUT ZERO at the beginning, you'll kill most of his body parts quickly. They can, however, be revived.

If you beat Jenova, you can beat him. He basically has only two moves. Bizarro Energy and that move that looks like some kind of earth type. Bizarro Energy is just a healing spell, so it's not that bad.

Just keep attacking mainly the center and eventually he'll start leaning and then disappear.

WHAT?! ANOTHER BATTLE?!?!

=====

Boss: Pegasus Sephiroth
Rec. Level: 55+
HP: 70,000 (Approx.)
Weak: None
Strong: Poison

=====

He casts Wall at the beginning of the fight. Well that's just dandy.

Wah?! Sephiroth's Shadow Flare technique can take away over 7,000 HP?! Hey. That's funny. It's an Enemy Skill that you learn from the final boss.

Pale Horse isn't too powerful.

What the heck?! Super Nova?! Sephiroth summons a meteor similar to the large one, except scarier. It even shows the meteor destroying many of the planets in our solar system. However, when it hits you, it simply hurts you a bit without killing you.

If you beat the last Sephiroth, you should be able to beat this one. You just have to get used to the fact that this guy's a challenge.

Looks like Sephiroth can destroy the planets in our solar system more than once. That's interesting. I wish Super Nova was an enemy skill.

I had RIBBONS on 2 of my characters and the other is a small frog. However, he isn't attacking the frog, just the 2 characters that are helping me.

Just keep battling and before you know it, he'll get sucked into the vortex.

You'll find yourself back with your friends, then you can feel Sephiroth's presence.

Cutscene

=====

Boss: Final Sephiroth

Wow! You get Omnislash! Pump his guts full of...steel.

////////////////////////////////////

-----Optional Bosses-----

\\////////////////////////////////////

=====
Boss: Lost Number
Rec. Level: 30
HP: 7,000
Weak: None
Strong: None
=====

NOTE: This is the monster that you fight after unlocking the safe in the Shinra Mansion. The combo is 36, 10, 59, 97.

That's right. I recommend that you level up to Lv. 30 before taking him on. He has no weaknesses and no strengths. He's just really strong.

After a while, he changes colors. If you had previously been using a lot of magic, use physical attacks. If you had been using physical attacks, use magic.

When he dies, you'll get the COSMO MEMORY, Red XIII's Lv. 4 Limit Break. You'll also get ODIN summon materia and the KEY TO THE BASEMENT.

=====
Boss: Rapps
Rec. Level: 30
HP: 6,000
Weak: None
Strong: None
=====

NOTE: This is the monster that Don Corneo sics on you in Yuffie's Sub-Quest.

This guy's actually pretty hard.

Start out with Barret's Mindblow Limit Break. That keeps him from using his powerful 1500 HP Aero3 attack.

Just keep using your SWIFT BOLTS and FIRE VEILS.

Use X-POTIONS when you get low, and that should just about do it.

As long as you take away his MP at the beginning, he's not hard. You get a PEACE RING for winning.

=====
Boss: Reno
Rec. Level: 50
HP: 25,000
Weak: None
Strong: Lightning

Boss: Elena

Rec. Level: 50
HP: 26,000 (Approximation)
Weak: None
Strong: Ice

Boss: Rude
Rec. Level: 50
HP: 28,000
Weak: None
Strong: Fire

=====

NOTE: In the re-visit to Midgar in the train tunnel, you'll fight them if you choose to "end it". Otherwise, you won't.

Poison them to start out.

Wow. Rude has some powerful punches. One can take away more than 2000 HP, so I think a Barrier spell on all of your characters would be a good idea.

Each of them has a different elemental strength, so physical attacks and non-elemental attacks would be a good idea. All forms of BAHAMUT work great.

With those tips, you should do pretty well. Reno "calls it a day" after you beat them. You get 6500 EXP for winning.

=====

Boss: Ultimate Weapon (Not Near Cosmo Canyon)
Rec. Level: 50
HP: 25,000 (Approx.)
Weak: None
Strong: None

=====

Just slap him silly until he leaves. He's not that hard.

=====

Boss: Ultimate Weapon (Near Cosmo Canyon)
Rec. Level: 55
HP: 15,000 (Approx.)
Weak: None
Strong: None

=====

Wow. He's amazingly easy. Just use the same strategies you used to defeat him before. He goes out using the Enemy Skill Shadow Flare.

You get 35,000 EXP, 25,000 gil, and the ULTIMA WEAPON for winning. He also falls, creating a big crater which allows you to reach the Ancient Forest without a special Chocobo.

Ruby Weapon has also appeared.

=====

Boss: Emerald Weapon, Eyes A-D
Rec. Level: 95+
HP: Weapon = 1,000,000/A = 25,000/B = 25,000/C = 25,000/D = 25,000/
Weak: Weapon = None/A = Fire/B = None/C = Fire/D = None/
Strong: None

=====

If you don't have the UNDERWATER materia, get it. Go to the Junon reactor. More specifically to the part that looks like a walk-through aquarium. Get into a battle with a Ghost Ship and Morph it for the GUIDE BOOK. Go to Kalm and talk to the man in the house furthest to the right and he'll offer to trade you the UNDERWATER materia for the GUIDE BOOK.

Alright. Emerald Weapon is located underwater roaming somewhere near the Junon Reactor. Run into him to initiate the battle.

The blue eyes can shoot you and take away your HP, while the yellow eyes can take away your MP. It's your call whether or not to take them out, but I recommend it.

This fight is very long and very repetitive. Emerald Beam is the powerful attack that hurts the entire party, Emerald Shoot hurts only one person, and the Revenge Stamp hurts your whole party, but is only used as a counter attack.

Use KNIGHTS OF ROUND right off. It hurts him A LOT. After that, use it only when the Eyes are revived.

He's that simple. There's not much else I can tell you. Even at Level 99, he puts up a challenge. This boss is mostly for people who have no life other than playing this game (like me).

1 million HP is a lot, but he's the hardest boss in the entire game. Good luck!

You get 50,000 HP for winning. Pfft. Like you need it. You also get the EARTH HARP. Give it to the man in Kalm for MASTER COMMAND, MASTER MAGIC, and MASTER SUMMON materia. A nice prize, although not really worth the work.

=====
9. Side Quests
=====

=====
Ultimate Weapons
=====

Cloud: ULTIMA WEAPON

The Ultimate Weapon is flying around the world. He's not very hard, but you need to keep beating him down until he runs to the big circular watery area by Cosmo Canyon (where Vincent gets the DEATH PENALTY). He has 40,000 HP and is very powerful, but is most definitely worth beating, as the ULTIMA WEAPON is aptly named.

Barret: MISSING SCORE

It's located on the platform with Hojo in Midgar. You must have Barret in your party or it won't appear.

Tifa: PREMIUM HEART

First, you need to get the KEY TO SECTOR 5. You can obtain it by going to the Bone Village and starting an excavation. When prompted, choose Normal Treasure. You may have to try a few times, but eventually you'll get it. After that, go to the Item Shop in the Wall Market and try to operate it for the PREMIUM HEART.

Red XIII: LIMITED MOON

Go back to Cosmo Canyon and check on Bugenhagen. He will pass away and Red XIII will get the LIMITED MOON.

Yuffie: CONFORMER

It's in the Gelnika, which is located southwest of Costa del Sol underwater. When you first get in, take the door closest to the save point. Then go down the stairs and to the northwest corner of the room. Check around for a hidden chest, the CONFORMER is inside.

Cait Sith: HP SHOUT

Located in the Shinra HQ, but you can only get it the time you parachute into Midgar. It's in the lockers on the 64th Floor.

Vincent: DEATH PENALTY

While flying around Cosmo Canyon, you can see a large circular watery area. Get in the submarine and submerge. Try to go there from the east. There's a secret passage that will get you there. Run into the waterfall, and you'll find Lucrecia. She tells you about the story of the game. Leave and come back for the DEATH PENALTY.

Cid: VENUS GOSPEL

Go to Rocket Town and talk to the man outside the Item Shop a few times. He'll give it to you.

Aeris: UMBRELLA/PRINCESS GUARD

The UMBRELLA is more powerful, but has no item slots. Get it by scoring 4,000 points at the Speed Square in Gold Saucer.

The PRINCESS GUARD is in the Temple of the Ancients. In the Clock Room, go into door number "IIII".

=====
Level 4 Limit Breaks
=====

Although you'll most likely have to level up a bit to even use these Level 4 Limit Breaks, you may want to get them. They're very powerful, especially Omnislash.

Cloud: OMNISLASH

It's a prize in the Battle Square at the Gold Saucer. It's 32,000 BP, but is the most powerful move in the game, even stronger than the KNIGHTS OF ROUND summon.

Barret: CATASTROPHE

Go to Corel and talk to the woman in the tent near the entrance and she'll give it to you.

Tifa: FINAL HEAVEN

Remember in Cloud's flashback the melody I told you to remember? Go to Tifa's House and play it. It goes like this:

Do..Re..Mi..Ti..La..Do..Re..Mi..So..Fa..Do..Re..Do..Forget it...

Well, you can't play the "Forget it" key unless you can play an H Flat. You'll get it just for playing it.

Red XIII: COSMO MEMORY

Solve the safe puzzle in the Shinra Mansion. The COSMO MEMORY is in the safe. The combo is:
36, 10, 59, 97.
You'll have to fight the Lost Number boss.

Boss: Lost Number
Rec. Level: 30
HP: 7,000
Weak: None
Strong: None

That's right. I recommend that you level up to Lv. 30 before taking him on. He has no weaknesses and no strengths. He's just really strong.

After a while, he changes colors. If you had previously been using a lot of magic, use physical attacks. If you had been using physical attacks, use magic.

When he dies, you'll get the COSMO MEMORY, Red XIII's Lv. 4 Limit Break. You'll also get ODIN summon materia and the KEY TO THE BASEMENT.

Yuffie: ALL CREATION

Fight your way to the top of the Battle Pagoda in Wutai. You'll get it at the top, after defeating the secret mystery champion.

Cait Sith: SLOTS

Well, he only has 2 Limit Breaks, but if you fight enough battles while using the DICE Limit Break, he'll gain it while gaining experience.

Vincent: CHAOS

You get it at the same place and time as the DEATH PENALTY.

While flying around Cosmo Canyon, you can see a large circular watery area. Get in the submarine and submerge. Try to go there from the east. There's a secret passage that will get you there. Run into the waterfall, and you'll find Lucrecia. She tells you about the story of the game. Leave and come back for the DEATH PENALTY.

Cid: HIGHWIND

It's in the crashed Gelnika, which is the plane that carried the HUGE MATERIA to Rocket Town. The Gelnika is underwater, located southwest of Costa del Sol. Go west from Junon to get there.

Inside. go left through the door, then through the next door. You're in the Cargo Room. Open the chest closest to the chopper to get it.

Aeris: GREAT GOSPEL

After you get the Buggy, run into Costa del Sol and ride the ship back to Junon. Cross the river here, then look for a cave. Inside, you'll find a man. Depending on how many battles you've fought, he'll give you items. You need to get the last two digits to match. After you do, talk to him for the MYTHRIL. Then ride the ship back to Costa del Sol and head south, hugging the eastern shore. You'll come to a house. Inside, you'll find a man who's short on materials for making weapons. Give him the MYTHRIL and open the chest for the GREAT GOSPEL.

=====
Kalm Man
=====

Remember that Ghost Ship in the Junon Reactor that I told you to Morph into a GUIDEBOOK?

Head to Kalm. Then go into the house to the right of the stairs and go up the stairs inside the house. Talk to the man up there. He says he wants:

"A map that was sunk along with the ship. GUIDEBOOK."

"A rose that blooms once every 1000 years in the desert. DESERT ROSE."

"A harp that soothes those who hear it. EARTH HARP."

Well, the GUIDEBOOK is what you should have received from Morphing the Ghost Ship in the Junon Reactor. When you give it to him, he gives you UNDERWATER materia. It seems useless, but actually, it's not.

Some losers think it's for reviving Aeris, which again, is impossible. The UNDERWATER materia takes away the 20:00 limit when fighting Emerald Weapon.

Everything ELSE the Kalm Man gives you is pretty cool. If you get a DESERT ROSE and give it to him, you'll get a legendary Gold Chocobo. If you get him the EARTH HARP, you'll get MASTER MAGIC, MASTER SUMMON, and MASTER COMMAND materia.

Heh, but it's not easy. To get the DESERT ROSE, you must first defeat the Ultimate Weapon, then get a Chocobo and ride it into the sands under the Gold Saucer. You'll find the Ruby Weapon. Beat him to receive the DESERT ROSE.

To get the EARTH HARP, you need to defeat Emerald Weapon, which is underwater. He takes OVER twenty minutes to beat. Ouch.

=====

Chocobo Sage

=====

On the northern continent, you'll find a small house. Land beside it and enter. It's the Chocobo Sage! Talk to the green chocobo here for the final ENEMY SKILL materia. Talk to that strange man. After a while, he'll remember his name.

He's pretty boring, but he knows a lot about Chocobos. He'll also sell you some nuts.

=====

Materia Caves

=====

KNIGHTS OF ROUND materia

You'll need a Gold Chocobo for this one.

From the Chocobo Farm, go northeast into the ocean. Forget your map, this island won't show up. It's in the northeast corner of the map. It's like a big crater. There's a cave here. Go inside. Check the red light for the materia.

QUADRA MAGIC materia

This one will most likely require a Blue Chocobo or better.

Go east of Mideel where you'll find a chain of islands. One is really long and brown. Land on the green part, then run your Chocobo down the hill and to the end where you'll find a cave. Inside is the materia.

HP <-> MP materia

You'll need a Black or Gold Chocobo.

Go northeast of Corel on your Gold Chocobo and into the cave. The materia is inside.

MIME

You'll need a Green Chocobo or better.

Go to the western-most island, the one with Wutai. Now position yourself west of Rocket Town and you should see it. Ride your Chocobo over the mountains to get to it. The MIME command materia is inside.

10. Sunken Gelnika Walkthrough

=====

=====

Gelnika Main Hallway

=====

Run to the save point. You'll find a chest with HEAVEN'S CLOUD inside (a weapon for Cloud). Go through the door closest to the save point.

=====

Gelnika Mako Generator

=====

Here, you can find a MEGALIXIR and an ESCORT GUARD in chests and some DOUBLE CUT materia hiding under/behind the chest in the northeast corner. After going down the stairs, if you go to the northwest corner of the room, you can find a hidden chest containing Yuffie's Ultimate Weapon, the CONFORMER.

Leave.

=====

Gelnika Main Hallway

=====

Go left and through the door.

=====

Gelnika Barrel Room

=====

Go through the door in the back of the room.

=====

Gelnika Cargo Room

=====

There's a MEGALIXIR in the chest in front of you. Go down the stairs and take the HADES materia. Then open the two chests down here for Cid's Level 4 Limit Break, the HIGHWIND, and the OUTSIDER, a weapon for Vincent.

The final treasure located here in the Gelnika is the SPIRIT LANCE, which is in the chest on the platform above.

=====

11. Yuffie's Sub-Quest

=====

[On either Disc 1 or Disc 2, head to the western-most continent and land on the shores. Make your way north on foot.]

At the top of a mountain, Yuffie will take your materia and get you in a fight with Shinra soldiers.

Grrr. I don't like her. Head north after the battle.

Go across the 2 bridges, then head south, then east, then north under the bridge. Then go across the next bridge and up to Wutai, which happens to be the place Aeris' non-biological mom's husband was sent.

Enter Wutai.

=====
Wutai
=====

Go into the building beside the save point.

=====
Item Shop
=====

Open the treasure chest for MP ABSORB materia! Woo!

CRAP!

Follow her!

=====
Wutai
=====

Now go into the building closest to the entrance.

=====
Wutai Residence
=====

MORE weirdos? Well...where's the other weirdos?

Check the divider. HA! Grr. Follow her out.

=====
Wutai
=====

Where could that loser be?

Hmm. Go all the way to the left side of the screen. Hey...that pot's moving!

Check it! Punch it 3 times.

=====
Wutai Residence 2
=====

Follow Yuffie downstairs.

Talk to her. Choose whichever lever you want. It yields the same outcome.

Leave.

=====
Wutai
=====

Now go up the path in the northwest corner of the town.

=====
Battle Pagoda Courtyard

=====
Go through the doorway on the left and pull that stick. It reveals some doors.
Go in them.

=====
Wutai Secret Room
=====

Oh great. Don Corneo. In the treasure chests you'll find a SWIFT BOLT and an
ELIXIR. Head up the stairs.

=====
Yuffie's House
=====

Go to the southeastern room and open the secret door. Go through to find a
treasure chest. Inside is a HAIRPIN. How helpful. It's a long range weapon for
Red XIII.

Leave out the front door.

=====
Battle Tower Courtyard
=====

Talk to Reno. Follow him away.

=====
Wutai
=====

NOTE: At this point, you should stock up on FIRE VEILs and SWIFT BOLTs at the
Item Shop. Just because you don't have materia doesn't mean you can't use
magic!

Run to the save point, then go northeast until the screen changes.

=====
Da-Chao Path
=====

Go north until the screen changes.

Then go up and around the head until the screen changes.

Go into the cave you can see toward the top of the screen.

=====
Firey Cave
=====

There's a DRAGOON LANCE in the green chest. Remember this place, as it will be
of some use to you after you acquire the LEVIATHAN SCALES.

Leave the way you came in.

=====
Da-Chao Path
=====

=====
Summon Materia
=====

The most powerful and MP-consuming group. Your character summons a monster and your party disappears. That's when the monster appears and attacks your enemy. This Materia highly affects your stats, so you should be careful on how you equip it.

=====
Command Materia
=====

This group is basically the 'miscellaneous' Materia group. Everything ELSE is here. Manipulate, Morph, Sense, Steal...just about everything. Although most of this Materia doesn't hurt much, it won't hurt your stats either.

=====
Independent Materia
=====

My favorite group. This group only helps your stats, so equip as much of it as you can! With some HP UP materia, you can raise your HP to 50% higher than it was. I can't stress the importance of this materia enough!

=====
Master Materia
=====

If you're not a complete freak of this game, don't worry about it.

If you are, here's all there is to know. There's 3 types of Master Materia, MASTER COMMAND, MASTER MAGIC, and MASTER SUMMON.

To get the MASTER COMMAND Materia, you need to fight enough battles to master each of the following types of materia:

Deathblow, Manipulate, Mime, Morph, Sense, and Steal.

To get the MASTER MAGIC Materia, you need to fight enough battles to master each of the following types of materia:

Restore, Heal, Revive, Fire, Ice, Lightning, Earth, Poison, Gravity, Seal, Transform, Time, Barrier, Destruct, Exit, Mystify, Comet, Contain, Full Cure, Shield, Ultima.

To get the MASTER SUMMON Materia, you need to fight enough battles to master each of the following types of materia:

Choco/Mog, Shiva, Ifrit, Ramuh, Titan, Odin, Leviathan, Bahamut, Kujata, Alexander, Phoenix, Neo Bahamut, Hades, Typhon, Bahamut ZERO, Knights of Round.

After mastering the types listed above, go to Bugenhagen's Observatory and ride it to the place with the Huge Materia. Check the corresponding color and choose to Get Closer... and you will get that type of Master Materia.

=====
Materia Caves
=====

There are 4 materia caves hidden in the world. They each require a special type of Chocobo to reach.

KNIGHTS OF ROUND materia

You'll need a Gold Chocobo for this one.

From the Chocobo Farm, go northeast into the ocean. Forget your map, this island won't show up. It's in the northeast corner of the map. It's like a big crater. There's a cave here. Go inside. Check the red light for the materia.

QUADRA MAGIC materia

This one will most likely require a Blue Chocobo or better.

Go east of Mideel where you'll find a chain of islands. One is really long and brown. Land on the green part, then run your Chocobo down the hill and to the end where you'll find a cave. Inside is the materia.

HP <-> MP materia

You'll need a Black or Gold Chocobo.

Go northeast of Corel on your Gold Chocobo and into the cave. The materia is inside.

MIME

You'll need a Green Chocobo or better.

Go to the western-most island, the one with Wutai. Now position yourself west of Rocket Town and you should see it. Ride your Chocobo over the mountains to get to it. The MIME command materia is inside.

===== Special Materia Combos =====

If you combine certain materia, special good things will happen. Here's some good combos you may want to consider:

Phoenix + Final Attack

With this combination, the character will summon Phoenix after losing all of his/her HP. The Phoenix will not only damage the enemy, but revive your KO'd party members.

W-Magic, [Magic] + Quadra Magic, [Same Magic] + MP Absorb

This will let you cast whatever [Magic] you have equipped 8 times and recover MP while doing it. Sweet.

[Strong Summon] + MP/HP Absorb

Knights of Round and Bahamut ZERO work well.

Sneak Attack + [Your FAV Materia], MP Absorb + [Same Materia]

You start a battle casting your favorite spell/summoning your favorite monster, then you get the MP back.

Barrier (W/ Reflect) + All, [Your FAV Magic] + All

Cast Reflect on your party, then cast your favorite magic on your party. The magic will hit your enemy 3x.

[Strong Summon] + MP Turbo

Knights of Round works best. With multiple monsters attacking all of your enemies, it can easily take away over 250,000 HP.

Elemental + Poison

Attacking an enemy with your weapon may poison them.

Those are my personal favorites, but you can make your own, too. Just think about it, and maybe you'll get a good idea.

=====
Equipping, Arranging, and Everything Else
=====

Arrange

This put the materia in order by type.

Exchange

This command lets you exchange materia with other members of your party not with you. You can exchange all materia equipped on one person, just the materia on their weapon, just the materia on their armor, or you can exchange materia individually.

Remove all

This removes all materia currently equipped on the selected character.

Trash

This lets you trash materia. If you have materia you want to get rid of, don't trash it. Sell it.

=====
PC Movies Guide
=====

You may not know it, but with the PC version of the game, you can view the movies and cutscenes without actually reaching them in the game. The files are located at:

D:\ff7\movies\
(Well, unless your CD Drive is a different letter, but that's the default)

Sarah (firegirl666@sailormoon.com) says that with a tool called GOLDFINGER and your PSX, you can browse files like this as well.

You have filenames, but how can you possibly tell which files are which? That's what this part of the FAQ is for. Here's the CDs, the filenames, and what they are:

=====
Disc 1
=====

bike

The Cutscene of Cloud and his friends escaping from the Shinra HQ. Cloud is on a motorcycle, while his friends are in a truck.

biskdead

The Cutscene explaining why Barret and Dyne have gun-arms. The characters are left out, though, so this one isn't too great out of the game.

boogdemo

The Cutscene in Bugenhagen's Observatory featuring a black hole.

boogdown

The elevator in Bugenhagen's Observatory descending.

boogstar

The Cutscene in Bugenhagen's Observatory that explains what Mako and Spirit Energy is.

boogup

The elevator in Bugenhagen's Observatory ascending.

brgnv1

The Cutscene in Cloud's flashback of the bridge at Mt. Nibel breaking.

car 1209

A Shinra motor vehicle commercial.

d ropego

The ropeway going up to Gold Saucer.

d ropein

The ropeway going back to Corel.

earithdd

The scene of Sephiroth killing Aeris.

eidoslogo

The exciting Cutscene at the beginning of the game portraying the Eidos logo.

Explode

If you don't push any buttons during the Eidos logo at the beginning of the game, you'll see this and a Final Fantasy logo.

fallpl

The scene that shows Cloud, Barret, and Tifa escaping the crushing of Sector 7.

fship2

The decorative background of the Highwind Cockpit.

funeral

The sad, sad Cutscene of Cloud letting Aeris go.

gold1

The Cutscene you see on your first ride on the ropeway.

gold2

The Cutscene you see on the date at Gold Saucer featuring the roller coaster.

gold3

The Cutscene you see on the date at Gold Saucer featuring the Chocobo races.

gold4

A Cutscene of Gold Saucer mainly featuring a golden statue of Dio, the owner.

gold5

A Cutscene of the Ghost Square at the Gold Saucer.

gold6

A Cutscene you see on the date at Gold Saucer featuring many balloons.

gold7

A Cutscene you see on the date at Gold Saucer featuring many balloons.

gold7 2

A Cutscene just like gold7, but zoomed out and slightly different.

hiwind0

The Cutscene Cloud sees after climbing the High Voltage Tower at Junon.

jairofal

The Tiny Bronco MAYDAY Cutscene.

jairofly

The Cutscene of the Tiny Bronco flying away.

jenova e

The Cutscene of Sephiroth removing Jenova from her holding place at the Mt. Mt. Nibel reactor.

junair d

The large lift at Junon Airport going down.

junair u

The large lift at Junon Airport going up.

junelego

The lift in Junon Town going down.

junelein

The lift in Junon Town going up.

junin go

The lift in the Junon Reactor going up.

junin in

The lift in the Junon Reactor going down.

junon

The first view of the Junon cannon.

mainplr

A Cutscene of the Midgar Train spiraling around a pillar.

mk8

The explosion just after the destruction of the Sector 1 Reactor.

mkup

Just after being introduced to Barret, Cloud looks up at the Sector 1 Reactor.

monitor

The video of the security guard at Shinra sleeping away as Cloud gets to the 59th Floor of the Shinra Building.

mtcrl

If the track breaks underneath of you at North Corel, you'll see this.

mtnv1

The Cutscene of the Mt. Nibel reactor in Cloud's first flashback.

mtnv12

Another Cutscene of the Mt. Nibel reactor.

nivlsfs

The amazing Cutscene of Sephiroth walking away into the fire, which is my desktop background.

northmk

The explosion of the Sector 1 Reactor.

nvlmk

The Cutscene of that strange monster busting out of his tank at the Mt. Nibel Reactor.

ontrain

In Sector 8, when the soldiers are chasing him, Cloud jumps onto the train.

opening

The opening Cutscene starring Aeris Gainsborough.

plrexp

The video of the Sector 7 pillar detonating.

rcktfail

As the result of that &@#%! Shera, the rocket doesn't take off.

setogake

The Cutscene showing the great warrior, Seto.

smk

The Air Buster robot explodes, leaving Cloud holding on to a broken slab of pathway.

southmk

Cloud falls from the platform, into an abyss.

sqlogo

The Squaresoft logo, which you normally see after getting a Game Over. Well, I think. I've never died and seen the Game Over screen. Perhaps it's just an old wives tale...;-)

u ropego

The ropeway leaving Gold Saucer.

u ropein

The ropeway entering Gold Saucer.

=====

Disc 2

=====

biglight

This depicts the Highwind making a getaway with Weapon close behind.

boogdown

The elevator in Bugenhagen's Observatory descending.

boogup

The elevator in Bugenhagen's Observatory ascending.

c scene1

The video of Sephiroth's frozen body falling, along with all the vines and stuff after Cloud gives Sephiroth the Black Materia.

c scene2

This shows Sephiroth's frozen body dropping into place.

c scene3

Cloud gives Sephiroth the Black Materia.

canon

The Sister Ray fires at the North Crater.

canonhlp

The Sister Ray's mako shell shoots past Diamond Weapon's beams.

canonh3f

Diamond Weapon's energy beams kill Rufus.

canonht0

Diamond Weapon opens fire on Midgar.

canonht1

Diamond Weapon is shot and killed by the Sister Ray's mako shell.

canonht2

The Sister Ray's mako shell hits the North Crater and destroys the shield surrounding Sephiroth.

canonon

This Cutscene shows that the Sister Ray is now at Midgar.

d ropego

The ropeway going up to Gold Saucer.

d ropein

The ropeway going back to Corel.

dumcrush

Not sure where the filename came from, but this shows Cloud and Tifa falling into the Lifestream at Mideel.

eidoslogo

The exciting Cutscene at the beginning of the game portraying the Eidos logo.

Explode

If you don't push any buttons during the Eidos logo at the beginning of the game, you'll see this and a Final Fantasy logo.

feelwin0

Diamond Weapon survives the Mako shell.

feelwin1

Diamond Weapon walks away.

fship2

The decorative background of the Highwind Cockpit.

gelnica

The Gelnika gets away with the Huge Materia.

gold2

The Cutscene you see on the date at Gold Saucer featuring the roller coaster.

gold3

The Cutscene you see on the date at Gold Saucer featuring the Chocobo races.

gold4

A Cutscene of Gold Saucer mainly featuring a golden statue of Dio, the owner.

gold5

A Cutscene of the Ghost Square at the Gold Saucer.

gold6

A Cutscene you see on the date at Gold Saucer featuring many balloons.

greatpit

After climbing Gaea's Cliff, you see the Whirlwind Maze from the top.

hwindfly

The video of Tifa being rescued from the Junon Cannon.

hwindjet

The Cutscene at the end of Disc 2 showing the Highwind using its special jets.

junair d

The large lift at Junon Airport going down.

junair u

The large lift at Junon Airport going up.

junelego

The lift in Junon Town going down.

junelein

The lift in Junon Town going up.

junin go

The lift in the Junon Reactor going up.

junin in

The lift in the Junon Reactor going down.

junsea

A Cutscene of the ocean west of Junon.

loslakel

Bugenhagen places the Key to the Ancients in place.

lslmv

A waterfall forms at the City of the Ancients, showing a screen.

meteofix

The video shown after the Shinra No. 26 collides with Meteor.

meteosky

This is what Tifa sees after she wakes up in Junon.

monitor

The video of the security guard at Shinra sleeping away as Cloud gets to the 59th Floor of the Shinra Building.

nrctl

The train from the North Corel reactor hits the brakes, but it doesn't stop.

nrctl b

The train from the North Corel reactor stops just before Corel.

parashot

Cloud and his friends jump from the Highwind to parachute into Midgar.

phoenix

The Phoenix atop Fort Condor falls after its egg hatches.

rckethit0

The escape pod on the Shinra No. 26 detaches from the rocket.

rckethit1

The escape pod heads to earth as the rocket collides with Meteor.

rcketoff

The rocket takes off into outer space.

sqlogo

The Squaresoft logo, which you normally see after getting a Game Over. Well, I think. I've never died and seen the Game Over screen. Perhaps it's just an old wives tale...;-)

u ropego

The ropeway leaving Gold Saucer.

u ropein

The ropeway entering Gold Saucer.

weapon0

Junon prepares to battle Weapon.

weapon1

The Junon Cannon fires at Weapon in the distance.

weapon2

Weapon approaches Junon as all firepower at Junon is released on him.

weapon3

Shinra soldiers begin shooting at him with rocket launchers. Some retreat as Weapon rams Junon.

weapon4

Weapon rises out of the water.

weapon5

Weapon shoots at Junon with his energy beam, then gets shot in the face with the Junon Cannon.

wh2e2

The screen formed by the waterfall at the City of the Ancients shows the death of Aeris.

white2

The repeating Cutscene of running water at the City of the Ancients.

zmind01

Inside Cloud's mind, Tifa visits Nibelheim.

zmind02

Inside Cloud's mind, Tifa visits the well at Nibelheim.

zmind 03

Inside Cloud's mind, Tifa enters her room.

=====
Disc 3
=====

boogdown

The elevator in Bugenhagen's Observatory descending.

boogup

The elevator in Bugenhagen's Observatory ascending.

d ropego

The ropeway going up to Gold Saucer.

d ropein

The ropeway going back to Corel.

eidoslogo

The exciting Cutscene at the beginning of the game portraying the Eidos logo.

ending1

The first ending scene, showing Cloud [flying] around eventually landing by Sephiroth.

ending2

The main ending movie showing Holy materia summoning a purple banana to destroy Meteor.

ending3

The ending shown after the Credits featuring Red XIII or one of his descendants.

Explode

If you don't push any buttons during the Eidos logo at the beginning of the game, you'll see this and a Final Fantasy logo.

fcar

A Shinra Motors commercial.

fship2

The decorative background of the Highwind Cockpit.

gold2

The Cutscene you see on the date at Gold Saucer featuring the roller coaster.

gold3

The Cutscene you see on the date at Gold Saucer featuring the Chocobo races.

gold4

A Cutscene of Gold Saucer mainly featuring a golden statue of Dio, the owner.

gold5

A Cutscene of the Ghost Square at the Gold Saucer.

gold6

A Cutscene you see on the date at Gold Saucer featuring many balloons.

junair d

The large lift at Junon Airport going down.

junair u

The large lift at Junon Airport going up.

junelego

The lift in Junon Town going down.

junelein

The lift in Junon Town going up.

junin go

The lift in the Junon Reactor going up.

junin in

The lift in the Junon Reactor going down.

last4 2

It looks like a mako waterfall.

last4 3

Very similar to last4 2.

last4 4

After defeating Jenova, Cloud and his friends fall into an abyss.

lastflor

Sephiroth guards the Holy Materia.

lastmap

Looks like this Cutscene repeating is the background of the lastflor area.

sqlogo

The Squaresoft logo, which you normally see after getting a Game Over. Well, I think. I've never died and seen the Game Over screen. Perhaps it's just an old wives tale...;-)

u ropego

The ropeway leaving Gold Saucer.

u ropein

The ropeway entering Gold Saucer.

white2

Shows that place in the City of the Ancients inside the waterfall.

=====
15. Monster Information
=====

- Enemy - The name of the enemy.
- HP - The enemy's Health Points.
- Weak - Element of which the enemy is weak against.
- Strong - Element of which the enemy is strong against or immune to.
- EXP - Experience Points the enemy gives for defeating it.
- AP - Ability Points the enemy gives for defeating it.
- Gil - Gil the enemy gives for defeating it.
- No Change - Status changes the enemy is immune to.
- Morph - What the enemy can morph into.
- Steal - What you can steal from the enemy.
- Enemy Skill - Enemy Skill(s) the enemy can use.
- Where - The location of the enemy.

=====
Enemy: 1st Ray
HP: 18
Weak: Lightning
Strong: None
EXP: 12
AP: 1
Gil: 5
No Change: Dark, Death, Paralysis, Poison, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Sector 1 Reactor
=====

=====
Enemy: 2-faced
HP: 330
Weak: None
Strong: None
EXP: 100
AP: 10
Gil: 156
No Change: Manip., Paralysis, Stop
Morph: None
Steal: Pheonix Down
Enemy Skill: None
Where: Corel Prison
=====

=====
Enemy: 8 Eye
HP: 500
Weak: Poison
Strong: None
EXP: 1000
AP: 100
Gil: 720
No Change: Berserk, Confusion, Manip., Silence
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Temple of the Ancients
=====

=====
Enemy: Acrophies
HP: 2,400
Weak: None
Strong: Wind
EXP: 800
AP: 90
Gil: 1200
No Change: Confusion, Manip.
Morph: None
Steal: Water Ring
Enemy Skill: None
Where: North Corel
=====

=====
Enemy: Adamantaimai
HP: 1,600
Weak: None
Strong: None
EXP: 720
AP: 100
Gil: 2000
No Change: Confusion, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: Death Force
Where: World Map, Costa del Sol area
=====

=====
Enemy: Aero Combatant
HP: 190
Weak: Gravity, Wind
Strong: None
EXP: 40
AP: 4
Gil: 110
No Change: Berserk, Break, Death, Manip., Paralysis, Return, Stop, Transform
Morph: None
Steal: Potion
Enemy Skill: None
Where: Shinra Building
=====

=====
Enemy: Allemange
HP: 8,000
Weak: Wind
Strong: None
EXP: 1,300
AP: 100
Gil: 1,360
No Change: Break, Confusion, Dark, Death, Manip., Paralysis, Poison, Return, Sleep
Morph: None
Steal: Eye Drop
Enemy Skill: L5 Death
Where: Northern Crater
=====

=====
Enemy: Ancient Dragon
HP: 2,400
Weak: Gravity, Wind
Strong: Earth, Water
EXP: 800
AP: 80
Gil: 800
No Change: Poison, Stop
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Temple of the Ancients
=====

=====
Enemy: Ark Dragon
HP: 280
Weak: Wind
Strong: Fire, Earth
EXP: 84
AP: 10
Gil: 180
No Change: None
Morph: Phoenix Down
Steal: Ether
Enemy Skill: Flame Thrower
Where: Mythril Mines
=====

=====
Enemy: Armored Golem
HP: 10,000
Weak: None
Strong: None
EXP: 2,500
AP: 100
Gil: 2,680
No Change: Berserk, Break, Confusion, Dark, Death, Manip., Paralysis, Sleep,
Stone, Transform
Morph: None
Steal: Turbo Ether
Enemy Skill: None
Where: Northern Crater
=====

=====
Enemy: Attack Squad
HP: 1,300
Weak: None
Strong: None
EXP: 300
AP: 10
Gil: 420
No Change: None
Morph: None
Steal: 8 inch Cannon
Enemy Skill: None
Where: Wutai
=====

=====
Enemy: Bad Rap
HP: 9,000
Weak: None
Strong: None
EXP: 1,050
AP: 70
Gil: 2,500
No Change: None
Morph: Luck Source
Steal: Nothing to steal
Enemy Skill: None
Where: Gelnika

=====
=====
Enemy: Bad Rap Sample
HP: 10,000
Weak: None
Strong: None
EXP: 0
AP: 0
Gil: 0
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Sector 8, Underground
=====

=====
=====
Enemy: Bagnarada
HP: 450
Weak: Ice
Strong: Fire, Gravity
EXP: 110
AP: 11
Gil: 120
No Change: Death, Manip., Paralysis, Stone, Stop, Transform
Morph: Guard Source
Steal: Diamond Pin
Enemy Skill: None
Where: North Corel
=====

=====
=====
Enemy: Bandersnatch
HP: 860
Weak: Fire
Strong: Ice
EXP: 510
AP: 40
Gil: 600
No Change: Confusion, Manip., Transform
Morph: Ice Crystal
Steal: Nothing to steal
Enemy Skill: None
Where: World Map, Bone Village Area

NOTE: Have you ever played Resident Evil Code: Veronica?
=====

=====
=====
Enemy: Bandit
HP: 360
Weak: None
Strong: None
EXP: 99
AP: 10
Gil: 220
No Change: None
Morph: None
Steal: X-Potion

Enemy Skill: None
Where: Corel Prison

=====
=====
Enemy: Battery Cap
HP: 640
Weak: None
Strong: None
EXP: 270
AP: 32
Gil: 386
No Change: Confusion, Manip., Transform
Morph: None
Steal: Dazers
Enemy Skill: None
Where: World Map, Rocket Town Area

=====
=====
Enemy: Beach Plug
HP: 200
Weak: None
Strong: None
EXP: 95
AP: 10
Gil: 155
No Change: None
Morph: Turbo Ether
Steal: Nothing to steal
Enemy Skill: Big Guard
Where: World Map, Costa del Sol Area

=====
=====
Enemy: Behemoth
HP: 7,000
Weak: None
Strong: None
EXP: 1,500
AP: 100
Gil: 2,200
No Change: Confusion, Death, Paralysis, Stop, Transform
Morph: None
Steal: Pheonix Down
Enemy Skill: None
Where: Sector 8, Underground/Northern Crater

=====
=====
Enemy: Bizarre Bug
HP: 975
Weak: None
Strong: None
EXP: 420
AP: 40
Gil: 340
No Change: Berserk, Confusion, Manip.
Morph: None
Steal: Nothing to steal

Enemy Skill: None
Where: World Map, Westernmost continent
=====

=====

Enemy: Black Bat
HP: 550
Weak: None
Strong: None
EXP: 270
AP: 24
Gil: 80
No Change: Paralysis
Morph: Vampire Fang
Steal: Nothing to steal
Enemy Skill: None
Where: Shinra Mansion, Basement
=====

=====

Enemy: Bloatfloat
HP: 240
Weak: Wind
Strong: Earth
EXP: 90
AP: 9
Gil: 125
No Change: Paralysis, Stop
Morph: Hi-Potion
Steal: Soft
Enemy Skill: None
Where: North Corel
=====

=====

Enemy: Blood Taste
HP: 72
Weak: None
Strong: None
EXP: 24
AP: 2
Gil: 32
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Sector 5 Reactor
=====

=====

Enemy: Blue Dragon
HP: 8,800
Weak: None
Strong: Ice, Gravity
EXP: 1,200
AP: 200
Gil: 1,000
No Change: Paralysis, Silence, Sleep
Morph: None
Steal: Nothing to steal

Enemy Skill: Dragon Force
Where: Gaea's Cliff

=====
=====
Enemy: Blugu
HP: 120
Weak: Holy, Lightning
Strong: Earth
EXP: 18
AP: 2
Gil: 35
No Change: Paralysis, Stop
Morph: None
Steal: Nothing to steal
Enemy Skill: Dragon Force
Where: Sector 6

=====
=====
Enemy: Bomb
HP: 600
Weak: None
Strong: Earth, Fire
EXP: 150
AP: 20
Gil: 192
No Change: Berserk, Confusion, Manip., Stop, Transform
Morph: Shrapnel
Steal: Right Arm
Enemy Skill: None
Where: North Core1

=====
=====
Enemy: Boundfat
HP: 500
Weak: None
Strong: Ice
EXP: 420
AP: 40
Gil: 350
No Change: None
Morph: Dazers
Steal: Dazers
Enemy Skill: Death Sentence
Where: World Map, Bone Village Area

=====
=====
Enemy: Brain Pod
HP: 240
Weak: Holy
Strong: Poison, Earth
EXP: 52
AP: 6
Gil: 95
No Change: Poison
Morph: None
Steal: Antidote

Enemy Skill: None
Where: Shinra Building

=====
=====
Enemy: Bullmotor
HP: 420
Weak: None
Strong: None
EXP: 92
AP: 9
Gil: 140
No Change: None
Morph: None
Steal: X-Potion
Enemy Skill: Matra Magic
Where: Corel Prison

=====
=====
Enemy: Cactuar
HP: 200
Weak: None
Strong: None
EXP: 0
AP: 0
Gil: 0
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Corel Prison

=====
=====
Enemy: Cactuar
HP: 200
Weak: None
Strong: None
EXP: 0
AP: 0
Gil: 0
No Change: None
Morph: Tetra Elemental
Steal: Nothing to steal
Enemy Skill: None
Where: Cactuar Island (just southwest of Wutai continent)

=====
=====
Enemy: Capparwire
HP: 210
Weak: None
Strong: None
EXP: 60
AP: 6
Gil: 103
No Change: None
Morph: None
Steal: Ether

Enemy Skill: None
Where: Corel Prison

=====
=====
Enemy: Castanets
HP: 190
Weak: Fire
Strong: None
EXP: 65
AP: 7
Gil: 113
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Mythril Mines

=====
=====
Enemy: Ceasar
HP: 120
Weak: Ice
Strong: None
EXP: 23
AP: 2
Gil: 55
No Change: None
Morph: None
Steal: Tranquilizer
Enemy Skill: None
Where: Sector 6 Sewers

=====
=====
Enemy: Christopher w/ Gighee
HP: 6,000
Weak: None
Strong: None
EXP: 1,300
AP: 80
Gil: 800
No Change: Paralysis, Stop
Morph: None
Steal: Earth Drum
Enemy Skill: None
Where: Northern Crater

=====
=====
Enemy: Chuse Tank
HP: 36
Weak: None
Strong: None
EXP: 23
AP: 2
Gil: 30
No Change: None
Morph: None
Steal: Nothing to steal

Enemy Skill: None
Where: Sector 1 Reactor

=====
=====
Enemy: Cokatolis
HP: 420
Weak: None
Strong: None
EXP: 97
AP: 10
Gil: 168
No Change: Break
Morph: Soft
Steal: Soft
Enemy Skill: None
Where: North Corel

=====
=====
Enemy: Corneo's Lackey
HP: 42
Weak: None
Strong: None
EXP: 8
AP: 0
Gil: 10
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Corneo's East Room

=====
=====
Enemy: Crawler
HP: 140
Weak: Earth
Strong: None
EXP: 56
AP: 6
Gil: 65
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Mythril Mines

=====
=====
Enemy: Cripshay
HP: 100
Weak: None
Strong: None
EXP: 26
AP: 3
Gil: 53
No Change: None
Morph: None
Steal: Potion

Enemy Skill: None
Where: Sector 6 Train Graveyard

=====
=====
Enemy: Cromwell
HP: 3,500
Weak: Lightning
Strong: None
EXP: 800
AP: 80
Gil: 1,500
No Change: Dark, Death, Paralysis, Poison, Sleep, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Sector 8, Underground

=====
=====
Enemy: Crown Lance
HP: 440
Weak: Fire
Strong: Lightning, Earth
EXP: 225
AP: 23
Gil: 400
No Change: Berserk, Confusion, Manip., Paralysis, Stop
Morph: Dream Powder
Steal: Nothing to steal
Enemy Skill: None
Where: World Map, Cosmo Canyon Area

=====
=====
Enemy: Cuahl
HP: 1,300
Weak: None
Strong: None
EXP: 720
AP: 70
Gil: 800
No Change: None
Morph: Tranquilizer
Steal: Tranquilizer
Enemy Skill: None
Where: Gaea's Cliff

=====
=====
Enemy: Custom Sweeper
HP: 300
Weak: Lightning
Strong: None
EXP: 63
AP: 7
Gil: 120
No Change: Dark, Death, Paralysis, Poison, Sleep, Transform
Morph: X-Potion
Steal: Atomic Scissors

Enemy Skill: Matra Magic
Where: World Map, Kalm Area

=====
Enemy: Dark Dragon
HP: 14,000
Weak: None
Strong: Lightning
EXP: 5,000
AP: 350
Gil: 2,500
No Change: None
Morph: None
Steal: Dragon Armlet
Enemy Skill: Dragon Force, Laser
Where: Northern Crater

=====
Enemy: Death Claw (Lv. 19)
HP: 400
Weak: None
Strong: None
EXP: 96
AP: 10
Gil: 168
No Change: None
Morph: None
Steal: Platinum Bangle
Enemy Skill: Laser
Where: Corel Prison

=====
Enemy: Death Claw (Lv. 48)
HP: 7,000
Weak: None
Strong: None
EXP: 1,800
AP: 200
Gil: 1,200
No Change: Berserk, Break, Confusion, Dark, Death, Manip., Paralysis, Poison,
Sleep, Transform
Morph: None
Steal: Turbo Ether
Enemy Skill: None
Where: Northern Crater

=====
Enemy: Death Machine
HP: 2,500
Weak: None
Strong: None
EXP: 900
AP: 80
Gil: 1,200
No Change: None
Morph: None

Steal: W Machine Gun
Enemy Skill: Matra Magic
Where: World Map, Junon Area

=====
Enemy: Deenglow
HP: 120
Weak: Wind
Strong: Ice, Earth, Demi, Water
EXP: 35
AP: 4
Gil: 70
No Change: Paralysis, Stop
Morph: None
Steal: Ether
Enemy Skill: None
Where: Sector 6 Train Graveyard

=====
Enemy: Desert Sahagin
HP: 580
Weak: Ice
Strong: Water
EXP: 230
AP: 21
Gil: 300
No Change: None
Morph: Fire Veil
Steal: Potion
Enemy Skill: None
Where: World Map, Cosmo Canyon Area

=====
Enemy: Devil Ride
HP: 240
Weak: None
Strong: None
EXP: 60
AP: 6
Gil: 100
No Change: Berserk, Confusion, Dark, Death, Paralysis, Poison, Sleep,
Transform
Morph: Hi-Potion
Steal: Hi-Potion
Enemy Skill: None
Where: World Map, Midgar Area

=====
Enemy: Diablo
HP: 4,000
Weak: None
Strong: None
EXP: 1,600
AP: 70
Gil: 900
No Change: None

Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Ancient Forest

=====
=====
Enemy: Diver Nest
HP: 2,800
Weak: None
Strong: Earth
EXP: 1,340
AP: 60
Gil: 1,250
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Junon Reactor

=====
=====
Enemy: Doorbull
HP: 2,800
Weak: None
Strong: Fire, Gravity
EXP: 760
AP: 50
Gil: 680
No Change: Manip.
Morph: None
Steal: Hi-Potion
Enemy Skill: None
Where: Temple of the Ancients

=====
=====
Enemy: Dorky Face
HP: 520
Weak: None
Strong: None
EXP: 300
AP: 35
Gil: 202
No Change: None
Morph: Mute Mask
Steal: Echo Screen
Enemy Skill: None
Where: Shinra Mansion

=====
=====
Enemy: Dragon
HP: 3,500
Weak: None
Strong: Fire, Gravity
EXP: 900
AP: 110
Gil: 1,400
No Change: Confusion, Death, Paralysis, Stop, Transform

Morph: None
Steal: Gold Armlet
Enemy Skill: Flame Thrower
Where: Mt. Nibel
=====

=====

Enemy: Dragon Rider
HP: 3,500
Weak: None
Strong: None
EXP: 1,000
AP: 80
Gil: 690
No Change: None
Morph: Mind Source
Steal: Hi-Potion
Enemy Skill: None
Where: Northern Crater
=====

=====

Enemy: Dragon Zombie
HP: 13,000
Weak: Holy
Strong: None
EXP: 4,000
AP: 300
Gil: 2,800
No Change: Berserk, Break, Confusion, Death, Paralysis, Silence, Stop,
Transform
Morph: None
Steal: Cauldron
Enemy Skill: Shadow Flare, Pandora's Box
Where: Northern Crater
=====

=====

Enemy: Eagle Gun
HP: 17,000
Weak: Lightning
Strong: Earth, Water
EXP: 2,000
AP: 90
Gil: 3,800
No Change: Berserk, Break, Confusion, Dark, Death, Manip., Paralysis, Poison,
Silence, Sleep, Transform
Morph: None
Steal: Warrior Bangle
Enemy Skill: None
Where: Train from North Corel Reactor
=====

=====

Enemy: Elfadunk
HP: 220
Weak: None
Strong: None
EXP: 64
AP: 7

Gil: 140
No Change: None
Morph: None
Steal: Hi-Potion
Enemy Skill: None
Where: World Map, Chocobo Ranch Area
=====

=====

Enemy: Epsilon
HP: 1,800
Weak: None
Strong: None
EXP: 950
AP: 70
Gil: 1,500
No Change: None
Morph: None
Steal: Wizard Bracelet
Enemy Skill: None
Where: Ancient Forest
=====

=====

Enemy: Flap Beat
HP: 330
Weak: Wind
Strong: Earth
EXP: 140
AP: 15
Gil: 186
No Change: Paralysis, Stop
Morph: T/S Bomb
Steal: T/S Bomb
Enemy Skill: None
Where: World Map, Gold Saucer Area
=====

=====

Enemy: Flower Prong
HP: 550
Weak: Earth, Fire
Strong: Poison
EXP: 240
AP: 24
Gil: 400
No Change: Berserk, Break, Confusion, Death, Manip., Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Gongaga Area
=====

=====

Enemy: Formula
HP: 240
Weak: Wind
Strong: Earth
EXP: 65
AP: 7

Gil: 120
No Change: Manip., Paralysis, Stop
Morph: Speed Drink
Steal: Boomerang
Enemy Skill: None
Where: World Map, Fort Condor Area
=====

=====

Enemy: Foulancer
HP: 800
Weak: None
Strong: Fire
EXP: 440
AP: 34
Gil: 460
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Da-Chao in Wutai
=====

=====

Enemy: Gagighandi
HP: 480
Weak: None
Strong: None
EXP: 173
AP: 18
Gil: 220
No Change: None
Morph: Remedy
Steal: Soft
Enemy Skill: None
Where: World Map, Cosmo Canyon Area
=====

=====

Enemy: Gargoyle
HP: Unknown
Weak: None
Strong: None
EXP: 800
AP: 80
Gil: 2,500
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Northern Crater
=====

=====

Enemy: Garuda
HP: 1,400
Weak: None
Strong: Lightning, Ice, Earth
EXP: 520
AP: 30

Gil: 520
No Change: Paralysis, Stop
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Da-Chao in Wutai
=====

=====

Enemy: Gas Doctor
HP: 3,000
Weak: None
Strong: Poison
EXP: 900
AP: 80
Gil: 1,200
No Change: Dark, Death, Paralysis, Poison, Sleep, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Train from North Corel Reactor
=====

=====

Enemy: Ghirofelgo
HP: 1,600
Weak: Gravity
Strong: Earth
EXP: 380
AP: 44
Gil: 300
No Change: Berserk, Break, Confusion, Death, Manip., Paralysis, Poison, Slow, Stop, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Shinra Mansion
=====

=====

Enemy: Ghost
HP: 130
Weak: Holy, Fire
Strong: Earth, Water
EXP: 30
AP: 3
Gil: 22
No Change: Paralysis, Silence, Stop
Morph: None
Steal: Ghost Hand
Enemy Skill: None
Where: Sector 6 Train Graveyard
=====

=====

Enemy: Ghost Ship
HP: 6,600
Weak: Holy
Strong: None
EXP: 1,600

AP: 60
Gil: 2,000
No Change: Confusion, Death, Manip., Paralysis, Sleep, Stop
Morph: Guide Book
Steal: Phoenix Down
Enemy Skill: None
Where: Junon Reactor, Underwater Tunnel
=====

=====

Enemy: Gighee
HP: 5,500
Weak: None
Strong: None
EXP: 700
AP: 60
Gil: 600
No Change: None
Morph: None
Steal: Elixir
Enemy Skill: None
Where: Northern Crater
=====

=====

Enemy: Gi Spector
HP: 450
Weak: Holy, Fire
Strong: None
EXP: 260
AP: 20
Gil: 150
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: Death Sentence
Where: Cave of the Gi
=====

=====

Enemy: Goblin
HP: 2,000
Weak: None
Strong: None
EXP: 20
AP: 20
Gil: 20
No Change: None
Morph: None
Steal: Zeio Nut
Enemy Skill: Goblin Punch
Where: Goblin Island, north of Kalm
=====

=====

Enemy: Golem
HP: 1,000
Weak: None
Strong: None
EXP: 300

AP: 22
Gil: 500
No Change: Berserk, Confusion, Manip., Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: World Map, Cosmo Canyon Area
=====

=====

Enemy: Grand Horn
HP: 460
Weak: None
Strong: None
EXP: 180
AP: 15
Gil: 240
No Change: None
Morph: Hi-Potion
Steal: Nothing to steal
Enemy Skill: None
Where: World Map, Cosmo Canyon or Gongaga Area
=====

=====

Enemy: Grangalan
HP: 550
Weak: None
Strong: Earth, Gravity, Water
EXP: 88
AP: 10
Gil: 220
No Change: Confusion, Death, Manip., Stop, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: World Map, Costa del Sol Area
=====

=====

Enemy: Grangalan 2
HP: 330
Weak: None
Strong: Earth, Gravity, Water
EXP: 77
AP: 8
Gil: 110
No Change: Confusion, Death, Manip., Paralysis, Stop, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Corel Prison
=====

=====

Enemy: Grangalan 3
HP: 110
Weak: None
Strong: Gravity, Earth, Water
EXP: 66

AP: 6
Gil: 55
No Change: Confusion, Death, Manip., Paralysis, Stop, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Corel Prison
=====

=====

Enemy: Grashstike
HP: 42
Weak: None
Strong: None
EXP: 20
AP: 2
Gil: 20
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Corel Prison
=====

=====

Enemy: Gremlin
HP: 1,500
Weak: None
Strong: None
EXP: 750
AP: 60
Gil: 750
No Change: None
Morph: X-Potion
Steal: Tent
Enemy Skill: None
Where: Whirlwind Maze
=====

=====

Enemy: Grenade
HP: 2,000
Weak: None
Strong: Fire, Earth
EXP: 900
AP: 100
Gil: 400
No Change: Berserk, Confusion, Manip., Paralysis, Stop, Transform
Morph: None
Steal: Right Arm
Enemy Skill: None
Where: North Corel
=====

=====

Enemy: Grenade Combatant
HP: 130
Weak: None
Strong: None
EXP: 42

AP: 4
Gil: 72
No Change: None
Morph: None
Steal: Tranquilizer
Enemy Skill: None
Where: Shinra Building
=====

=====

Enemy: Griffin
HP: 760
Weak: None
Strong: None
EXP: 260
AP: 25
Gil: 350
No Change: Berserk, Confusion, Manip., Paralysis, Silence, Sleep, Stop,
Transform
Morph: Phoenix Down
Steal: Pheonix Down
Enemy Skill: None
Where: World Map, Cosmo Canyon Area
=====

=====

Enemy: Grimguard
HP: 880
Weak: None
Strong: Ice, Lightning
EXP: 600
AP: 45
Gil: 560
No Change: Berserk, Confusion, Manip., Transform
Morph: None
Steal: Shrivel
Enemy Skill: None
Where: North Corel
=====

=====

Enemy: Grosspanzer
HP: 4800
Weak: Lightning
Strong: None
EXP: 800
AP: 80
Gil: 2,100
No Change: Berserk, Break, Confusion, Dark, Death, Manip., Paralysis, Poison,
Sleep, Slow, Stop, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Sector 8, Underground
=====

=====

Enemy: Grunt
HP: 40
Weak: None

Strong: None
EXP: 22
AP: 2
Gil: 15
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Sector 1 Reactor
=====

=====

Enemy: Guard Hound
HP: 42
Weak: None
Strong: None
EXP: 20
AP: 2
Gil: 12
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Sector 8 Slums
=====

=====

Enemy: Guardian
HP: 4,000
Weak: None
Strong: None
EXP: 940
AP: 60
Gil: 500
No Change: Break, Confusion, Dark, Death, Manip., Paralysis, Poison, Sleep,
Slow, Stop, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Junon Reactor
=====

=====

Enemy: Cactuar
HP: 200
Weak: None
Strong: None
EXP: 0
AP: 0
Gil: 0
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Corel Prison
=====

=====

Enemy: Guard System
HP: 2,200

Weak: Lightning
Strong: None
EXP: 1,100
AP: 80
Gil: 1,200
No Change: Berserk, Break, Confusion, Dark, Death, Manip., Paralysis, Poison,
Sleep, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Junon Reactor
=====

=====

Enemy: Gun Carrier
HP: 3,400
Weak: Lightning
Strong: None
EXP: 860
AP: 75
Gil: 1,600
No Change: Dark, Death, Paralysis, Poison, Sleep, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Junon Reactor
=====

=====

Enemy: Hammer Blaster
HP: 210
Weak: Lightning
Strong: None
EXP: 43
AP: 5
Gil: 80
No Change: Berserk, Break, Confusion, Manip., Stop, Transform
Morph: None
Steal: Echo Screen
Enemy Skill: None
Where: Shinra Building
=====

=====

Enemy: Hard Attacker
HP: 2,500
Weak: None
Strong: None
EXP: 750
AP: 58
Gil: 600
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Junon Reactor
=====

=====

Enemy: Headbomber

HP: 1,600
Weak: None
Strong: None
EXP: 640
AP: 64
Gil: 460
No Change: None
Morph: Tranquilizer
Steal: Tranquilizer
Enemy Skill: None
Where: Gaea's Cliff
=====

=====

Enemy: Headhunter
HP: 2,000
Weak: None
Strong: None
EXP: 650
AP: 80
Gil: 333
No Change: None
Morph: None
Steal: Tranquilizer
Enemy Skill: None
Where: World Map, Mideel Area
=====

=====

Enemy: Heavy Tank
HP: 1,600
Weak: None
Strong: Gravity
EXP: 340
AP: 45
Gil: 1,300
No Change: None
Morph: Power Source
Steal: Phoenix Down
Enemy Skill: None
Where: Gongaga
=====

=====

Enemy: Heg
HP: 400
Weak: Ice
Strong: Poison
EXP: 250
AP: 20
Gil: 240
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Cave of the Gi
=====

=====

Enemy: Hell Rider VR2

HP: 350
Weak: None
Strong: None
EXP: 72
AP: 8
Gil: 165
No Change: Death, Manip., Paralysis, Stop, Transform
Morph: Hi-Potion
Steal: Hi-Potion
Enemy Skill: None
Where: World Map, Fort Condor Area
=====

=====

Enemy: Hippogriff
HP: 280
Weak: None
Strong: None
EXP: 800
AP: 80
Gil: 1,500
No Change: Confusion, Death, Manip., Paralysis, Sleep, Stop, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: World Map, Mideel Area
=====

=====

Enemy: Hellhouse
HP: 450
Weak: None
Strong: None
EXP: 44
AP: 6
Gil: 250
No Change: Berserk, Break, Confusion, Manip., Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Sector 6 Slums
=====

=====

Enemy: Ice Golem
HP: 4,000
Weak: None
Strong: Ice
EXP: 1,000
AP: 70
Gil: 1,500
No Change: Berserk, Confusion, Manip., Transform
Morph: None
Steal: Hi-Potion
Enemy Skill: None
Where: Great Glacier
=====

=====

Enemy: Icicle

HP: 3,000
Weak: Fire, Gravity, Earth
Strong: Ice
EXP: 500
AP: 0
Gil: 0
No Change: Berserk, Break, Confusion, Death, Manip., Paralysis, Poison, Silence, Sleep
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Gaea's Cliff

NOTE: If you try really hard, you can steal the ULTIMA WEAPON from the Icicle.
JUST KIDDING! ;-)

=====

=====

Enemy: Ironite
HP: 2,400
Weak: None
Strong: None
EXP: 900
AP: 48
Gil: 680
No Change: None
Morph: None
Steal: Phoenix Down
Enemy Skill: None
Where: Whirlwind Maze

=====

=====

Enemy: Jayjujajyme
HP: 640
Weak: None
Strong: None
EXP: 410
AP: 35
Gil: 350
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Da-Chao in Wutai

=====

=====

Enemy: Jemnezmy
HP: 800
Weak: Poison
Strong: Ice
EXP: 510
AP: 50
Gil: 400
No Change: Berserk, Confusion, Manip., Paralysis, Sleep
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Temple of the Ancients

=====
=====
Enemy: Jersey
HP: 500
Weak: None
Strong: None
EXP: 320
AP: 30
Gil: 384
No Change: Berserk, Confusion, Manip., Paralysis, Stop
Morph: None
Steal: Turbo Ether
Enemy Skill: None
Where: Shinra Mansion
=====

=====
=====
Enemy: Joker
HP: 370
Weak: Wind
Strong: Earth
EXP: 150
AP: 30
Gil: 260
No Change: Manip., Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: World Map, Gold Saucer and Bone Village Area
=====

=====
=====
Enemy: Jumper
HP: 999
Weak: None
Strong: None
EXP: 400
AP: 30
Gil: 50
No Change: None
Morph: Antarctic Wind
Steal: Nothing to steal
Enemy Skill: None
Where: World Map, Bone Village Area
=====

=====
=====
Enemy: Kalm Fang
HP: 160
Weak: Fire
Strong: None
EXP: 53
AP: 5
Gil: 92
No Change: None
Morph: Hi-Potion
Steal: Ether
Enemy Skill: None
Where: World Map, Midgar Area

=====
=====
Enemy: Kelzmelzer
HP: 800
Weak: None
Strong: None
EXP: 410
AP: 35
Gil: 400
No Change: None
Morph: Antidote
Steal: Antidote
Enemy Skill: None
Where: City of the Ancients
=====

=====
=====
Enemy: Kimara
HP: 700
Weak: None
Strong: Gravity
EXP: 190
AP: 19
Gil: 278
No Change: None
Morph: Hourglass
Steal: Spider Web
Enemy Skill: None
Where: Gongaga
=====

=====
=====
Enemy: King Behemoth
HP: 18,000
Weak: None
Strong: None
EXP: 2,000
AP: 100
Gil: 950
No Change: Confusion, Death, Paralysis, Stop, Transform
Morph: None
Steal: Phoenix Down
Enemy Skill: None
Where: Corel Prison
=====

=====
=====
Enemy: Land Worm
HP: 1,500
Weak: Ice
Strong: Fire, Gravity, Earth
EXP: 400
AP: 40
Gil: 256
No Change: Confusion
Morph: None
Steal: Turbo Ether
Enemy Skill: None
Where: Corel Prison

=====
=====
Enemy: Levrikon
HP: 200
Weak: None
Strong: None
EXP: 65
AP: 7
Gil: 128
No Change: None
Morph: Hi-Potion
Steal: Ether
Enemy Skill: None
Where: World Map, Chocobo Ranch Area
=====

=====
=====
Enemy: Madouge
HP: 220
Weak: None
Strong: None
EXP: 70
AP: 8
Gil: 150
No Change: None
Morph: Hi-Potion
Steal: Grand Glove
Enemy Skill: None
Where: Mythril Mines
=====

=====
=====
Enemy: Magic Pot
HP: 4,000
Weak: None
Strong: None
EXP: 8,000
AP: 1,000
Gil: 8,500
No Change: Dark, Death, Paralysis, Poison, Sleep, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Northern Crater
=====

NOTE: Throw it an ELIXIR.
=====

=====
=====
Enemy: Magnade
HP: 1,000
Weak: None
Strong: None
EXP: 980
AP: 50
Gil: 1,200
No Change: Berserk, Break, Confusion, Manip., Paralysis, Poison, Sleep, Slow, Stop, Transform
Morph: None
=====

Steal: Phoenix Down
Enemy Skill: None
Where: Great Glacier Area
=====

=====

Enemy: Malboro
HP: 4,400
Weak: Water
Strong: Poison, Gravity
EXP: 1,000
AP: 100
Gil: 100
No Change: Berserk, Break, Confusion, Manip., Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: Bad Breath
Where: Gaea's Cliff
=====

=====

Enemy: Malldancer
HP: 600
Weak: None
Strong: Poison, Water
EXP: 500
AP: 56
Gil: 700
No Change: Paralysis, Stop
Morph: X-Potion
Steal: Phoenix
Enemy Skill: None
Where: World Map, Bone Village Area
=====

=====

Enemy: Mandragora
HP: 120
Weak: None
Strong: None
EXP: 55
AP: 6
Gil: 135
No Change: None
Morph: Ether
Steal: Lasan Nut
Enemy Skill: None
Where: World Map, Chocobo Ranch Area
=====

=====

Enemy: Marine
HP: 300
Weak: None
Strong: None
EXP: 75
AP: 8
Gil: 150
No Change: None
Morph: None

Steal: Shinra Defense
Enemy Skill: None
Where: Boat from Junon to Costa del Sol

=====
=====
Enemy: Master Tonberry [Actual name unknown]
HP: 45,000
Weak: None
Strong: Gravity
EXP: 6,000
AP: 200
Gil: 6,800
No Change: Berserk, Break, Confusion, Dark, Death, Manip., Paralysis, Poison,
Sleep, Transform
Morph: Megalixir
Steal: Elixir
Enemy Skill: None
Where: Northern Crater

NOTE: This guy looks pretty harmless, but both of his attacks are fatal.

=====
=====
Enemy: Midgar Zolom
HP: 4,000
Weak: None
Strong: None
EXP: 250
AP: 25
Gil: 400
No Change: Berserk, Break, Confusion, Dark, Death, Manip., Slow, Stop,
Transform
Morph: X-Potion
Steal: Nothing to steal
Enemy Skill: None
Where: World Map, Marshes near Chocobo Ranch

=====
=====
Enemy: Mighty Grunt
HP: 230
Weak: None
Strong: None
EXP: 50
AP: 5
Gil: 98
No Change: Berserk, Break, Death, Manip., Transform
Morph: None
Steal: Grenade
Enemy Skill: None
Where: Shinra Building

=====
=====
Enemy: Mirage
HP: 570
Weak: None
Strong: None
EXP: 290

AP: 22
Gil: 280
No Change: Berserk, Confusion, Manip.
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Shinra Mansion
=====

=====

Enemy: Mondo Drive
HP: 28
Weak: Wind
Strong: Earth
EXP: 18
AP: 3
Gil: 8
No Change: Paralysis, Stop
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Sector 1 Reactor
=====

=====

Enemy: Moth Slasher
HP: 260
Weak: Lightning
Strong: None
EXP: 46
AP: 5
Gil: 75
No Change: None
Morph: None
Steal: Carbon Bangle
Enemy Skill: None
Where: Shinra Building
=====

=====

Enemy: MP
HP: 30
Weak: None
Strong: None
EXP: 16
AP: 2
Gil: 10
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Sector 1 Reactor
=====

=====

Enemy: Mu
HP: 210
Weak: None
Strong: None
EXP: 54

AP: 6
Gil: 130
No Change: Break, Confusion, Manip., Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: L4 Suicide
Where: World Map, Chocobo Ranch Area
=====

=====

Enemy: Needle Kiss
HP: 180
Weak: Wind
Strong: None
EXP: 75
AP: 8
Gil: 130
No Change: Paralysis
Morph: Remedy
Steal: Soft
Enemy Skill: None
Where: North Corel
=====

=====

Enemy: Nibel Wolf
HP: 700
Weak: None
Strong: None
EXP: 265
AP: 24
Gil: 160
No Change: None
Morph: Hi-Potion
Steal: Luchile Nut
Enemy Skill: None
Where: World Map, Nibelheim Area
=====

=====

What? No monsters that begin with "O"? I guess I'll just make one up.

Enemy: Orange Death
HP: 5 7/8
Weak: Grapefruit
Strong: Apples, Grapes
EXP: -7
AP: 8
Gil: \$17.47
No Change: Refridgeration, Freezing, Overheating/Rotting
Morph: Blueberry
Steal: Orange Seeds
Enemy Skill: None
Where: My Mind
=====

=====

Enemy: Parasite
HP: 6,000
Weak: Holy, Wind

Strong: Earth
EXP: 1,100
AP: 100
Gil: 1,000
No Change: Berserk, Break, Confusion, Dark, Death, Manip., Poison, Sleep,
Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: Magic Breath
Where: Northern Crater
=====

=====

Enemy: Pollensalta
HP: 4,000
Weak: None
Strong: Fire
EXP: 1,000
AP: 100
Gil: 1,000
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Northern Crater
=====

=====

Enemy: Proto Machine Gun
HP: 100
Weak: None
Strong: Lightning
EXP: 16
AP: 2
Gil: 15
No Change: Dark, Death, Poison, Sleep, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Sector 5 Reactor
=====

=====

Enemy: Prowler
HP: 150
Weak: None
Strong: None
EXP: 55
AP: 5
Gil: 160
No Change: None
Morph: Hi-Potion
Steal: Ether
Enemy Skill: None
Where: Sector 5 Reactor
=====

=====

Enemy: Razor Weed
HP: 1,000

Weak: None
Strong: None
EXP: 375
AP: 30
Gil: 350
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: Magic Hammer
Where: World Map, Wutai Area
=====

=====

Enemy: Rilfsak
HP: 2,000
Weak: None
Strong: None
EXP: 750
AP: 70
Gil: 1,000
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Ancient Forest
=====

=====

Enemy: Roulette Cannon
HP: 3,000
Weak: Lightning
Strong: Poison
EXP: 1,200
AP: 100
Gil: 1,600
No Change: Berserk, Break, Confusion, Dark, Death, Manip., Paralysis, Poison, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: Roulette
Where: World Map, Junon Area
=====

=====

Enemy: Sahagin
HP: 150
Weak: None
Strong: Water
EXP: 30
AP: 3
Gil: 89
No Change: None
Morph: None
Steal: Hyper
Enemy Skill: None
Where: Sector 6 Sewers
=====

=====

Enemy: Scotch

HP: 150
Weak: None
Strong: None
EXP: 22
AP: 0
Gil: 60
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Corneo's Mansion, East Room
=====

=====

Enemy: Screamer
HP: 800
Weak: None
Strong: Gravity
EXP: 400
AP: 33
Gil: 400
No Change: None
Morph: Power Source
Steal: Nothing to steal
Enemy Skill: None
Where: Mt. Nibel
=====

=====

Enemy: Scrutin Eye
HP: 240
Weak: Wind
Strong: Earth, Water
EXP: 80
AP: 8
Gil: 120
No Change: Paralysis, Stop
Morph: None
Steal: Ether
Enemy Skill: None
Where: Boat from Junon to Costa del Sol
=====

=====

Enemy: Search Crown
HP: 150
Weak: None
Strong: Fire
EXP: 0
AP: 8
Gil: 111
No Change: Confusion, Manip., Transform
Morph: Hi-Potion
Steal: Turbo Ether
Enemy Skill: None
Where: Mt. Corel
=====

=====

Enemy: Sea Worm

HP: 9,000
Weak: Ice
Strong: Earth, Gravity, Fire
EXP: 333
AP: 200
Gil: 333
No Change: Confusion, Death, Manip., Paralysis, Stop, Transform
Morph: Dragon Scales
Steal: Dragon Scales
Enemy Skill: None
Where: World Map, Mideel Area
=====

=====

Enemy: Senior Grunt
HP: 2,600
Weak: None
Strong: None
EXP: 930
AP: 90
Gil: 800
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Junon Reactor
=====

=====

Enemy: Serpent
HP: 14,000
Weak: None
Strong: None
EXP: 1,400
AP: 70
Gil: 2,500
No Change: None
Morph: Mind Source
Steal: Water Ring
Enemy Skill: Aqualung
Where: Gelnika
=====

=====

Enemy: Shadow Maker
HP: 2,000
Weak: Lightning
Strong: None
EXP: 500
AP: 25
Gil: 500
No Change: Dark, Manip., Paralysis, Poison, Sleep, Transform
Morph: None
Steal: Graviball
Enemy Skill: None
Where: Sector 8, Underground
=====

=====

Enemy: Skeeskee

HP: 540
Weak: None
Strong: None
EXP: 222
AP: 22
Gil: 222
No Change: None
Morph: Hyper
Steal: Tranquilizer
Enemy Skill: None
Where: World Map, Cosmo Canyon Area
=====

=====

Enemy: Slalom
HP: 1,600
Weak: None
Strong: Poison
EXP: 700
AP: 70
Gil: 1,500
No Change: Dark, Death, Paralysis, Poison, Sleep, Transform
Morph: Hi-Potion
Steal: Smoke Bomb
Enemy Skill: None
Where: Junon
=====

=====

Enemy: Slaps
HP: 900
Weak: Wind
Strong: Earth
EXP: 370
AP: 30
Gil: 450
No Change: Berserk, Confusion, Paralysis
Morph: Hyper
Steal: Nothing to steal
Enemy Skill: None
Where: City of the Ancients
=====

=====

Enemy: Smogger
HP: 90
Weak: None
Strong: Poison
EXP: 32
AP: 3
Gil: 60
No Change: Dark, Death, Paralysis, Poison, Sleep, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Sector 5 Reactor
=====

=====

Enemy: Sneaky Step

HP: 600
Weak: None
Strong: None
EXP: 270
AP: 24
Gil: 330
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Cave of the Gi
=====

=====

Enemy: Snow
HP: 4,000
Weak: Fire
Strong: Ice
EXP: 500
AP: 42
Gil: 700
No Change: Berserk, Break, Confusion, Death, Manip., Silence, Sleep,
Transform
Morph: None
Steal: Circlet
Enemy Skill: None
Where: Great Glacier
=====

=====

Enemy: Soldier 1
HP: 5,000
Weak: None
Strong: None
EXP: 960
AP: 90
Gil: 2,400
No Change: Manip.
Morph: None
Steal: Shinra Alpha
Enemy Skill: None
Where: Sector 8
=====

=====

Enemy: Soldier 2
HP: 4,000
Weak: None
Strong: None
EXP: 1,000
AP: 85
Gil: 750
No Change: None
Morph: None
Steal: Remedy
Enemy Skill: None
Where: Junon Reactor
=====

=====

Enemy: Soldier 3
HP: 250
Weak: Fire
Strong: None
EXP: 54
AP: 6
Gil: 116
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Shinra Building
=====

=====

Enemy: Sonic Speed
HP: 750
Weak: None
Strong: Gravity
EXP: 370
AP: 28
Gil: 330
No Change: Manip., Paralysis, Stop
Morph: Speed Drink
Steal: Ether
Enemy Skill: None
Where: Mt. Nibel
=====

=====

Enemy: Special Combatant
HP: 60
Weak: None
Strong: None
EXP: 28
AP: 3
Gil: 40
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Sector 5 Reactor
=====

=====

Enemy: Spencer
HP: 250
Weak: None
Strong: None
EXP: 110
AP: 11
Gil: 175
No Change: None
Morph: None
Steal: Sahara Nut
Enemy Skill: None
Where: World Map, Gold Saucer Area/Icicle Area
=====

=====

Enemy: Spiral
HP: 2,800
Weak: None
Strong: None
EXP: 700
AP: 80
Gil: 333
No Change: None
Morph: Guard Source
Steal: X-Potion
Enemy Skill: None
Where: World Map, Mideel Area
=====

=====

Enemy: Stilver
HP: 5,000
Weak: None
Strong: Gravity
EXP: 1,000
AP: 110
Gil: 1,100
No Change: Berserk, Confusion, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: Trine, Magic Breath
Where: Gaea's Cliff
=====

=====

Enemy: Stinger
HP: 2,200
Weak: None
Strong: None
EXP: 290
AP: 25
Gil: 358
No Change: Paralysis
Morph: None
Steal: Ether
Enemy Skill: None
Where: Cave of the Gi
=====

=====

Enemy: Sub Crew
HP: 1,500
Weak: None
Strong: None
EXP: 850
AP: 80
Gil: 500
No Change: None
Morph: None
Steal: 8-Inch Cannon
Enemy Skill: None
Where: Submarine
=====

=====

Enemy: Sweeper
HP: 140
Weak: None
Strong: None
EXP: 27
AP: 3
Gil: 30
No Change: None
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: World Map, Kalm Area
=====

=====

Enemy: Sword Dance
HP: 160
Weak: None
Strong: Earth
EXP: 39
AP: 6
Gil: 90
No Change: Paralysis, Stop
Morph: None
Steal: Hyper
Enemy Skill: None
Where: Shinra Building
=====

=====

Enemy: Thunderbird
HP: 800
Weak: None
Strong: Lightning
EXP: 385
AP: 36
Gil: 420
No Change: Paralysis, Stop
Morph: Swift Bolt
Steal: Bolt Plume
Enemy Skill: None
Where: Continent with Wutai
=====

=====

Enemy: Tonadu
HP: 1,600
Weak: Wind
Strong: Water, Earth
EXP: 600
AP: 45
Gil: 600
No Change: Paralysis, Stop
Morph: None
Steal: Bird Wing
Enemy Skill: None
Where: City of the Ancients
=====

=====

Enemy: Touch Me
HP: 300
Weak: None
Strong: None
EXP: 170
AP: 23
Gil: 180
No Change: Transform
Morph: Remedy
Steal: Impaler
Enemy Skill: Frog Song
Where: World Map, Gongaga Area (Woods)

=====
Enemy: Toxic Frog
HP: 500
Weak: Ice
Strong: Earth
EXP: 420
AP: 30
Gil: 260
No Change: Transform
Morph: Remedy
Steal: Impaler
Enemy Skill: Frog Song
Where: Temple of the Ancients

=====
Enemy: Trick Play
HP: 1,500
Weak: None
Strong: Earth
EXP: 480
AP: 35
Gil: 800
No Change: Break, Confusion, Manip., Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: L4 Suicide
Where: World Map, Icicle Area

=====
Enemy: Twin Brain
HP: 400
Weak: None
Strong: None
EXP: 340
AP: 32
Gil: 320
No Change: None
Morph: Turbo Ether
Steal: Ether
Enemy Skill: None
Where: Mt. Nibel

Enemy: Underwater MP
HP: 1,000
Weak: None
Strong: None
EXP: 820
AP: 80
Gil: 600
No Change: None
Morph: None
Steal: Shinra Alpha
Enemy Skill: None
Where: Junon Reactor
=====

=====

Enemy: Valron
HP: 950
Weak: None
Strong: None
EXP: 300
AP: 30
Gil: 300
No Change: Berserk, Confusion, Transform
Morph: Hi-Potion
Steal: Nothing to steal
Enemy Skill: None
Where: World Map, Nibelheim Area
=====

=====

Enemy: Vargid Police
HP: 140
Weak: None
Strong: None
EXP: 44
AP: 7
Gil: 40
No Change: None
Morph: None
Steal: Tranquilizer
Enemy Skill: None
Where: Shinra Building
=====

=====

Enemy: Velcher Task
HP: 900
Weak: None
Strong: Poison
EXP: 320
AP: 31
Gil: 350
No Change: None
Morph: Remedy
Steal: Remedy
Enemy Skill: None
Where: World Map, Rocket Town Area
=====

=====

Enemy: Vice
HP: 68
Weak: None
Strong: None
EXP: 24
AP: 3
Gil: 80
No Change: None
Morph: Potion
Steal: Speed Drink
Enemy Skill: None
Where: Sector 6 Slums
=====

=====

Enemy: Warning Board
HP: 270
Weak: None
Strong: Lightning
EXP: 38
AP: 4
Gil: 75
No Change: Berserk, Break, Confusion, Dark, Death, Manip., Paralysis, Poison,
Sleep, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Shinra Building
=====

=====

Enemy: Wind Wing
HP: 1,900
Weak: None
Strong: None
EXP: 800
AP: 60
Gil: 500
No Change: None
Morph: Phoenix Down
Steal: Hi-Potion
Enemy Skill: None
Where: Northern Crater
=====

=====

Enemy: Whole Eater
HP: 72
Weak: None
Strong: None
EXP: 24
AP: 2
Gil: 70
No Change: None
Morph: Potion
Steal: Potion
Enemy Skill: None
Where: Sector 6 Slums
=====

=====
Enemy: Wolfmeister
HP: 10,000
Weak: None
Strong: None
EXP: 10,000
AP: 100
Gil: 600
No Change: Berserk, Break, Confusion, Dark, Death, Manip., Paralysis, Poison,
Silence, Transform
Morph: None
Steal: Nothing to steal
Enemy Skill: Big Guard
Where: Train from North Corel Reactor
=====

=====
Enemy: Ying/Yang
HP: 2,400
Weak: None
Strong: Gravity
EXP: 350
AP: 35
Gil: 400
No Change: Berserk, Break, Confusion, Death, Manip., Paralysis, Poison,
Sleep, Stop
Morph: None
Steal: Nothing to steal
Enemy Skill: None
Where: Shinra Mansion, Basement
=====

=====
Enemy: Zemzelett
HP: 285
Weak: Wind
Strong: Water, Gravity, Earth
EXP: 70
AP: 7
Gil: 165
No Change: Berserk, Confusion, Paralysis, Stop, Transform
Morph: Hi-Potion
Steal: Nothing to steal
Enemy Skill: None
Where: World Map, Fort Condor Area
=====

=====
Enemy: Zenene
HP: 250
Weak: Holy
Strong: Poison
EXP: 58
AP: 6
Gil: 60
No Change: Poison
Morph: None
Steal: Deadly Waste
Enemy Skill: None
Where: Shinra Building

```

=====
Enemy:      Zolkalter
HP:        950
Weak:      None
Strong:    Poison
EXP:      700
AP:        60
Gil:       700
No Change: None
Morph:     Antidote
Steal:     Nothing to steal
Enemy Skill: None
Where:     Gaea's Cliff
=====

```

```

=====
Enemy:      Zuu
HP:        1,200
Weak:      Wind
Strong:    Earth, Gravity
EXP:      450
AP:        38
Gil:       430
No Change: None
Morph:     Bird Wing
Steal:     Bird Wing
Enemy Skill: None
Where:     Mt. Nibel
=====

```

```

=====
16. Weapon Information
=====

```

This section lists all the weapons in the game, as well as the stats they affect, how many Materia slots they have, and their Materia growth.

For most weapons, Materia growth is normal. However, for some, it is different. Double means that the AP gained in battles is doubled and Triple means that it is tripled.

MG = Materia Growth, NL = Normal, Double = DL, Triple = TL, NA = Nothing

```

=====
Cloud Strife
=====

```

Weapon	MG	Slots	Attack	Attack%	Special
Buster Sword	NL	0-0	18	96	None
Mythril Saber	NL	0-0 0	23	98	None
Hardedge	NL	0-0 0 0	32	98	None
Force Stealer	DL	0 0 0	36	100	None
Butterfly Edge	NL	0-0 0-0	39	100	None
Rune Blade	DL	0 0 0 0	40	108	None
Enhance Sword	NL	0-0 0-0 0-0 0-0	43	107	None
Murasume	NL	0-0 0-0 0	51	100	None

Yoshiyuki	NL	0 0		56		100		*	
Organics	NL	0-0 0-0 0 0		62		103		None	
Nail Bat	NA			70		100		None	
Crystal Sword	NL	0-0 0-0 0-0		76		105		None	
Apocalypse	TL	0 0 0		88		110		None	
Heaven's Cloud	NL	0 0 0 0 0 0		93		100		None	
Ragnarok	NL	0-0 0-0 0-0		97		105		None	
Ultima Weapon	NL	0-0 0-0 0-0 0-0		**		110		None	

* = Sword is used when an ally is down.
** = Depends on Cloud's HP (Credit to Raekwon917).

=====
Barret Wallace
=====

Weapon	MG	Slots		Attack		Attack%		Special	
Gatling Gun	NL	0		14		97		*	
Assault Gun	NL	0-0		17		98		*	
Cannon Ball	NL	0-0		23		98		*	
W Machine Gun	DL	0 0 0		30		100		*	
Atomic Scissors	NL	0-0 0 0		32		99		None	
Enemy Launcher	NL	0-0 0 0 0		35		100		*	
Drill Arm	DL	0 0 0 0		37		97		None	
Heavy Vulcan	NL	0-0 0-0		39		100		*	
Chainsaw	NL	0-0 0-0 0		52		100		None	
Rocket Punch	NA			62		110		None	
Microlaser	NL	0-0 0-0 0 0		63		101		*	
A M Cannon	NL	0-0 0-0 0-0		77		103		*	
Max Ray	NL	0-0 0-0 0-0		97		98		*	
Missing Score	NA	0-0 0-0 0-0 0-0		**		108		*	

* = Long range weapon.
** = Depends on Barret's Materia (Credit to Raekwon917).

=====
Tifa Lockhart
=====

Weapon	MG	Slots		Attack		Attack%		Special	
Leather Glove	NL	0		13		99		None	
Metal Knuckle	NL	0-0		18		102		None	
Mythril Claw	NL	0-0 0		24		106		None	
Motor Drive	DL	0 0 0		27		106		None	
Powersoul	DL	0 0 0 0		28		106		*	
Platinum Fist	DL	0 0 0 0		30		108		None	
Grand Glove	NL	0-0 0 0		31		110		None	
Tiger Fang	NL	0-0 0-0		38		110		None	
Kaiser Knuckle	NL	0-0 0 0 0 0 0 0		44		110		None	
Diamond Knuckle	NL	0-0 0-0 0		51		112		None	
Dragon Claw	NL	0-0 0-0 0 0		62		114		None	
Work Glove	NA			68		114		None	
Crystal Glove	NL	0-0 0-0 0-0		75		115		None	
God's Hand	NL	0-0 0-0		86		255		None	

Premium Heart	NL	0-0 0-0 0-0 0-0	**	112	None
---------------	----	-----------------	----	-----	------

* = Power up when [Near death].

** = Depends on Tifa's Limit Bar (Credit to Raekwon917).

=====

Aeris Gainsborough

=====

Weapon	MG	Slots	Attack	Attack%	Special
Guard Stick	NL	0	12	99	None
Mythril Rod	NL	0-0	16	100	None
Full Metal Staff	NL	0 0	22	100	None
Wizard Staff	DL	0 0 0	28	100	None
Striking Staff	NL	0-0 0 0	32	100	None
Wiser Staff	DL	0 0 0 0	33	100	None
Fairy Tale	NL	0 0 0 0 0 0 0	37	103	None
Prism Staff	NL	0-0 0-0	40	105	None
Aurora Rod	NL	0-0 0-0 0	51	110	None
Princess Guard	NL	0-0 0-0 0-0 0	52	111	*
Umbrella	NA		58	118	None

* = Raises Power when you need to protect others nearby.

=====

Red XIII

=====

Weapon	MG	Slots	Attack	Attack%	Special
Mythril Clip	NL	0-0 0	24	100	None
Diamond Pin	NL	0-0 0 0	33	102	None
Magic Comb	DL	0 0 0	37	100	None
Plus Barrette	DL	0 0 0 0	39	104	None
Silver Barrette	NL	0-0 0-0	40	110	None
Gold Barrette	NL	0-0 0-0 0	50	104	None
Hairpin	NA		57	120	*
Centclip	NL	0 0 0 0 0 0 0 0	58	108	None
Adaman Clip	NL	0-0 0-0 0 0	60	106	None
Seraph Comb	NL	0 0 0 0	68	110	**
Crystal Comb	NL	0-0 0-0 0-0	76	108	None
Spring Gun Clip	NL	0-0 0-0 0-0	87	100	None
Behemoth Horn	NL	0 0 0 0 0 0	91	75	None
Limited Moon	NL	0-0 0-0 0-0 0-0	***	114	None

* = Long range weapon.

** = Memento of father.

*** = Depends on Red XIII's MP (Credit to Raekwon917).

=====

Cait Sith

=====

+-----+-----+-----+-----+-----+-----+

Weapon	MG	Slots	Attack	Attack%	Special
Black M-phone	DL	0 0 0 0	31	104	None
White M-phone	DL	0 0 0	35	102	None
Yellow M-phone	NL	0-0 0 0	36	100	None
Green M-phone	NL	0-0 0-0	41	100	None
Blue M-phone	NL	0-0 0-0 0	48	100	None
Gold M-phone	NL	0-0 0-0 0-0 0-0	58	103	None
Red M-phone	NL	0-0 0-0 0 0	60	100	None
Trumpet Shell	NA		68	118	None
Crystal M-phone	NL	0-0 0-0 0-0	74	100	None
Starlight Phone	NL	0-0 0-0 0-0 0-0	88	102	None
Battle Trumpet	NA	0-0 0-0 0-0	95	95	None
HP Shout	NA	0-0 0-0 0-0 0-0	*	110	None

* = Depends on Cait Sith's HP (Credit to Raekwon917).

=====
Cid Highwind
=====

Weapon	MG	Slots	Attack	Attack%	Special
Spear	NL	0-0 0-0	44	97	None
Slash Lance	NL	0-0 0-0 0	56	98	None
Viper Halberd	DL	0 0 0 0	58	102	None
Trident	NL	0 0 0 0 0 0	60	105	None
Javelin	DL	0-0 0-0 0	62	104	None
Mast Ax	NL	0-0 0-0 0 0	64	99	None
Dragoon Lance	NL	0 0 0 0 0 0 0 0	66	100	None
Mop	NA		68	118	None
Partisan	NL	0-0 0-0 0-0	78	100	None
Scimitar	TL	0-0	86	102	None
Venus Gospel	NA	0-0 0-0 0-0 0-0	*	103	None

* = Depends on Cid's MP (Credit to Raekwon917).

NOTE: Ziethian says that there's another weapon of Cid's called the Flyer that doubles materia growth and has an attack of around 100. It is found in the Gold Saucer Speed Square.

=====
Yuffie Kisaragi
=====

Weapon	MG	Slots	Attack	Attack%	Special
4-point Shuriken	NL	0-0 0	23	100	*
Boomerang	NL	0-0 0 0	30	101	*
Wind Slash	DL	0 0 0	30	103	*
Twin Viper	DL	0 0 0 0	36	108	*
Pinwheel	NL	0-0 0-0	37	104	*
Razor Ring	NL	0-0 0-0 0	49	105	*
Hawkeye	NL	0-0 0-0 0 0	61	107	*
Magic Shuriken	NL	0 0 0	64	113	*
Rising Sun	DL	0-0 0-0	68	108	*

Spiral Shuriken	NL	0-0 0 0 0 0 0 0	68	112	*	
Superball	NA		68	120	*	
Crystal Cross	NL	0-0 0-0 0-0	74	110	*	
Oritsuru	NL	0-0 0-0 0 0 0 0	90	116	*	
Conformer	NA	0-0 0-0 0-0 0-0	**	112	*	

* = Long range weapon.
** = Depends on the enemy's level (Credit to Raekwon917).

=====
Vincent Valentine
=====

Weapon	MG	Slots	Attack	Attack%	Special	
Quicksilver	NL	0-0 0 0	38	110	*	
Peacemaker	DL	0-0 0	38	118	*	
Sniper CR	NL	0-0 0-0	42	255	*	
Shotgun	NL	0-0 0-0	48	112	*	
Buntline	DL	0-0 0-0	48	124	*	
Shortbarrel	NL	0-0 0-0 0	51	118	*	
Lariat	NL	0-0 0-0 0 0	64	120	*	
Long Barrel R	NL	0-0 0-0 0-0 0-0	66	255	*	
Winchester	NL	0-0 0-0 0-0	73	120	*	
Outsider	NL	0-0 0-0 0 0 0 0	80	120	*	
Supershot ST	NA	0-0 0-0 0-0	97	120	*	
Death Penalty	NA	0-0 0-0 0-0 0-0	**	115	*	

* = Long range weapon.
** = Depends on how many enemies Vincent has defeated (Credit to Raekwon917).

=====
17. Armor Information
=====

Here's a list of all the armor in the game, as well as the stats they affect.

MG = Materia Growth, DEF = Defense, DF% = Defense%, MDF = Magic Defense,
MD% = Magic Defense%.

As listed in my weapons section, NL = Normal, DL = Double, TL = Triple, and
NA = Nothing.

Armor	Slots	MG	DEF	DF%	MDF	MD%	Special	
Adaman Bangle	0-0	NL	93	0	23	0	None	
Aegis Armlet	0-0 0-0	NL	55	15	50	50	None	
Aurora Armlet	0-0 0-0	NL	76	8	54	3	1	
Bolt Armlet	0-0 0-0	NL	74	8	55	3	2	
Bronze Bangle		NA	8	0	0	0	None	
Carbon Bangle	0-0 0	NL	27	3	14	0	None	
Chocobracelet	0 0 0 0	NL	35	10	38	10	None	
Crystal Bangle	0-0 0-0 0-0	NL	70	8	45	1	None	
Diamond Bangle	0-0 0-0 0	NL	57	6	37	0	None	
Dragon Armlet	0-0 0-0 0-0	NL	58	3	47	2	3	
Edincoat	0 0 0 0 0 0 0 0	NL	50	0	33	0	None	

Escort Guard	0-0 0-0 0-0	NL	62	5	55	0	4	
Fire Armlet	0-0 0-0	NL	72	8	52	3	5	
Four Slots	0 0 0 0	NL	12	0	10	0	None	
Fourth Bracelet	0-0 0-0 0	NL	74	3	100	3	None	
Gigas Armlet	0-0 0-0 0	NA	59	0	0	0	None	
Gold Armlet	0-0 0-0	NL	46	4	28	0	None	
Imperial Guard	0-0 0-0 0-0	NL	82	0	74	0	None	
Iron Bangle	0	NL	10	0	2	0	None	
Mystile	0-0 0-0 0-0	NL	65	50	72	60	None	
Mythril Armlet	0-0	NL	18	3	8	0	None	
Platinum Bangle	0 0	DL	20	0	12	0	None	
Precious Watch	0 0 0 0 0 0 0 0	NL	0	0	0	0	6	
Rune Armlet	0 0 0 0	DL	43	5	24	0	None	
Shinra Alpha	0-0 0-0 0-0	NL	77	0	34	0	None	
Shinra Beta	0-0 0 0	NL	30	0	0	0	None	
Silver Armlet	0-0 0 0	NL	34	4	22	0	None	
Titan Bangle	0 0	NL	14	2	4	0	None	
Warrior Bangle	0-0 0-0	NA	96	0	21	0	None	
Wizard Bracelet	0-0 0-0 0-0 0-0	NL	6	3	85	3	None	
Ziedrich		NA	100	15	98	18	7	

- 1 = Drains [Cold] attacks.
2 = Drains [Lightning] attacks.
3 = Drains [Fire/Cold/Lightning] attacks.
4 = Man's Armlet nullifies [Lightning/Earth/Water/Poison].
5 = Drains [Fire] attacks.
6 = A gorgeous watch.
7 = Decreases all elemental attacks by 1/2.

18. Final Fantasy Games

As of now, here are the Final Fantasy games and their platforms.

Final Fantasy

- NES
- Playstation
- WonderSwan Color

Final Fantasy II

- NES
- Playstation
- SNES
- Wonderswan Color

Final Fantasy III

- NES
- SNES
- Wonderswan Color

Final Fantasy IV

- Playstation
- SNES
- WonderSwan Color

Final Fantasy V

- Playstation
- SNES

Final Fantasy VI

-Playstation

-SNES

Final Fantasy VII

-PC

-Playstation

Final Fantasy VIII

-PC

-Playstation

Final Fantasy IX

-Playstation

Final Fantasy X

-Playstation 2

Final Fantasy X - 2

-Playstation 2

Final Fantasy XI

-PC

-Playstation 2

Final Fantasy XII

-Playstation 2

Final Fantasy Adventure

-Game Boy

Final Fantasy Anthology

-Playstation

Final Fantasy Chronicles

-Playstation

Final Fantasy: Crystal Chronicle

-Gamecube

Final Fantasy Legend

-Game Boy

Final Fantasy Legend II

-Game Boy

Final Fantasy Legend III

-Game Boy

Final Fantasy Mystic Quest

-SNES

Final Fantasy Origins

-Playstation

Final Fantasy Tactics

-Playstation

Final Fantasy Tactics Advance

=====
19. Cheats and Codes
=====

Item Duplication Glitch

Yes, it's a glitch. All you need is the W-ITEM materia. It can be found at the end of the Winding Tunnel (re-visit to Midgar), past all the sector tunnels. After getting it, equip it and get into a battle. Select the item you want to duplicate, then choose a person to use it on. Now you get to select a different item. Choose it, but when it prompts you on who to use it on, press X/CANCEL. Now you have one more of the item you chose to duplicate. You can use this trick over and over.

Soft Reset (PSX Only)

Hold L1, L2, R1, R2, Select, and Start. This resets the game.

Easy Chocobo Races

PSX: Hold L1, L2, R1, R2 to increase speed. Hold R1 and R2 to regain stamina.

PC: Hold [TARGET] and [PGDOWN] (1 & 3) to regain stamina.

=====
20. Links
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Here are some Final Fantasy Sites I found very interesting.

Square's Official FF7 Website

<http://www.squaresoft.com/web/games/ff7/>

Sony's Official PS1 Version Website

<http://www.us.playstation.com/games/SCUS-94163/>

Eidos Interactive's Official PC Version Website

<http://www.eidosinteractive.com/gss/legacy/ff7/index.html>

Unofficial Final Fantasy VII Website

<http://www.rpgplanet.com/ff9/ff7/>

Final Fantasy VII Citadel

<http://www.ff7citadel.com/>

MadCow's World of Final Fantasy VII

<http://www.geocities.com/TimesSquare/Realm/6078/>

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21. Credits, Contact Info, and Everything Else
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This FAQ/Walkthrough was written by DjSiXpAcK14.

First of all, DO NOT TELL ME THAT YOU CAN REVIVE AERIS. I and every other non annoying person on the earth knows you're full of BALOGNA.

Don't ask me where to get items, either. As I probably don't know.

If you find a mistake, have a walkthrough for the Ancient Forest, or have some other contribution you'd like to make to this FAQ, go ahead and send it to:

My E-mail:
Benn[at]Linger.com
Just put in @ for [at].

NOTE: I have contacted several businesses that deal with e-mail marketing, and they have agreed to log the IP address of anyone who submits my e-mail to their mailing list. So if you wanna spam me...you had better have one good firewall!

Thanks to:

EastAce

ABF

JessicaLS

Raekwon917, for special info on each character's Ultimate Weapon.

You DON'T have permission to post this stuff unless you're listed on my hosting file, located at:

<http://djbenn.itgo.com/host.txt>

If you have any questions, see my e-mail above.

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