

Final Fantasy VII FAQ/Walkthrough

by Dark Angel 13

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Final Fantasy VII FAQ/Walkthrough
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The base for the information in this FAQ is at my site:
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-----1. HISTORY-----

Version 1.0 - 16/5/2002
Finished Character Bios, Limit Breaks, Walkthrough, Side Quests,
Chocobo Breeding, Ultimate Weapons, Armour, Items, Key Items,
Materia, Accessories, Enemy Skills, WEAPON Strategies, How to date
Yuffie, How to date Barret, Mini Games, Tips and Credits.

Version 1.1 - 7/5/2002
Added Quick Find, FF7 Challenges and Fort Condor mini game.

-----2. CHARACTER BIOS [CHB]-----

I'm trying to keep this FAQ as spoiler free as I can, so I won't give to much info on the character backgrounds and the way they unfold over the game. You can see that for yourself :).

CLOUD STRIFE

The main dude, you play and control him, well most of the time. Cloud works as a mercenary and is an ex-member of SOLDIER. He is 21, 173cm high and he brandishes an enormous sword which can cut almost anything in two. He was born on August 19 in Nibelhiem. After being hired by AVALANCHE, he gradually gets caught up in a massive struggle for the life of the planet.

TIFA LOCKHEART

Tifa attacks with a 'glove', in other words punches and kicks. Bright and optimistic, Tifa always cheers up the others when they're down. But don't let her looks 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 would never admit it. 20 years old, 167cm tall, and born in Nibelhiem on May 3rd.

BARRET WALLACE

Head of the underground resistance movement, AVALANCHE, Barret is fighting the mega-conglomerate Shinra, Inc. which has monopolized Mako energy by 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. 35 years old, 197cm tall, and born in North Corel on December 15th. Has the most annoying dialogue in the entire game!!

RED XIII

Just as his name implies, he is an animal with fire-red fur. But under his 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 is known about him. He is 45 years old, but only 15 or 16 in human years, has a height of 120cm and was born in Cosmo Canyon.

CID HIGHWIND

Cid is a tough-talking, warm-hearted old pilot who hasn't forgotten his dreams. There's no better pilot by air or sea. He believes someday he'll fly to the ends of the universe. With his handsome spear and knowledge of machinery, he throws himself into any attack regardless of the danger. He likes to swear to say the least. 32 years old, 178cm tall and born on February 22nd.

AERIS GAINSBOROUGH

Young, beautiful, and somewhat mysterious, Aeris met Cloud while selling flowers on the streets of Midgar. She decided to join him soon after. Her unusual abilities enable her to use magic, but she seems much more interested in deepening the love triangle between herself, Cloud, and Tifa. She uses a rod to attack her enemies, but is a much more skilled magic user. 22 years old, 163cm and born on February 7th.

CAIT SITH

Cait Sith rides around on the back of a huge stuffed Mog he magically bought to life. Megaphone in hand, he's always shouting orders and creating dopey attacks. When his slot machine attack works, the enemy lines look like an overturned toy box (Erm, I do beg to differ....). His hobby is fortune telling, but like his personality, it's pretty unreliable. 100cm tall.

VINCENT VALENTINE

A mysterious and mystical man, Vincent's past connections with Shinra and his previous occupation as a Turk are what caused him to join Cloud and the others on their journey. He may not look so tough, but inside him lives a fearsome power. His quick wrist and accurate shot proves to be a necessity in decisive battle. Oh yes, Vincent is cool, you know it's true!!! 27 years old, 184cm and born on October 13th.

YUFFIE KISARAGI

A sneaky and somewhat selfish girl, Yuffie forced herself to join AVALANCHE to get a "certain something" for herself. Despite her arrogance and self-centred attitude, she is one of the best when it comes to fighting. With her shuriken in hand, there isn't another person you'd rather have on your side in a fight. She is 16 years old, 160cm tall, and was born in Wutai on November 20th.

-----3. LIMIT BREAKS [LIB]-----

Every character has seven Limit Breaks (2 in each level, with 3 levels and one final Level Four Limit) excluding Cait Sith, who has two of them, and Vincent, who has four breaks. To earn your Limit Breaks you need to either kill a certain number of enemies with the character (have them deliver the finishing blow) or use the previous Limit Break a certain number of times.

Level 1, first break:

- You start with this one already.

Level 1, second break

- Use your first break of that level 8 times. Vincent and Cait Sith don't have these.

Level 2, first break

-Kill 80 enemies, or with Vincent only kill 60 enemies in order to fulfil this requirement.

Level 2, second break:

- Use your first break of that level 6 times. Vincent and Cait Sith don't have these.

Level 3, first break:

- Again kill 80 more enemies, 60 for Vincent.

Level 3, second break:

- You must use your first break of that level 4 times. Vincent and Cait Sith don't have these.

Level 4, extreme limit break:

- Learn all your character's other Limit Breaks (6 for everyone but Cait, 3 for Vincent). Then use your character's Limit Break Manual on that person.

-----CLOUD'S LIMIT BREAKS-----

1. LIMIT LEVEL ONE

Braver - Attacks one opponent.

Cross Slash - Attacks and (can) paralyse one opponent.

2. LIMIT LEVEL TWO

Blade Beam- Attacks one main target for heavy damage, then diffuses to hit other opponent(s) for smaller damage.

Climhazzard - Attacks one opponent.

3. LIMIT LEVEL THREE

Meteorain - Attacks all opponents. Looks cool.

Finishing Touch - Blows away all opponents or if opponents can't be blown away, eg bosses, damages them. Also looks cool.

4. LIMIT LEVEL FOUR

Omnislash - Get 32,000 points in the Battle Square at the Gold Saucer.

-----TIFA'S LIMIT BREAKS-----

Tifa's Limit Breaks work like a slot machine, depending on where you stop it, her attack will either hit normal damage (hit), hit heavy damage (yeah!) or miss (miss).

1. LIMIT LEVEL ONE

Beat Rush - Attacks one opponent using a combo of punches

Somersault - Attacks one opponent with a flipping kick

2. LIMIT LEVEL TWO

Waterkick - Wave of water washes over an opponent

Meteodrive - Attacks and opponent by delivering a backdrop

3. LIMIT LEVEL THREE

Dolphin Blow - A dolphin delivers an uppercut

Meteor Strike - Attacks an opponent by grabbing an opponent and jumping into the heavens before slamming them down to the ground.

4. LIMIT LEVEL FOUR

Final Heaven - Go to Nibelheim and enter Tifa's house. Go upstairs to the room with the piano and play the tune located below. After playing the tune, check the sheet music and you will receive Final Heaven. You will need Tifa in your team.

Note	Button
Do	X
Re	Square
Mi	Triangle
Ti	R1 and Triangle
La	R1 and Square
Do	X
Re	Square
Mi	Triangle
So	R1 and X
Fa	O
Do	X
Re	Square
Do	X

-----BARRET'S LIMIT BREAKS-----

1. LIMIT LEVEL ONE

Big Shot - Attacks one opponent

Mindblow - Depletes one opponent's MP

2. LIMIT LEVEL TWO

Grenade Bomb - Attacks all opponents

Hammerblow - Sends opponent into orbit, and completely removes them from combat. Doesn't work against bosses.

3. LIMIT LEVEL THREE

Satellite Beam - Satellite targets and damages all opponents

Ungarmax - Attacks all opponents

4. LIMIT LEVEL FOUR

Catastrophe - Talk to the woman in North Corel after the train crash. After talking to her, she will hand over the Catastrophe manual.

-----RED XIII'S LIMIT BREAKS-----

1. LIMIT LEVEL ONE

Sled Fang - Attacks one opponent.

Lunatic High - Casts Haste and increases Defense for all allies

2. LIMIT LEVEL TWO

Blood Fang - Reduces opponent's HP and MP and transfers it to Red XIII

Stardust Ray - 12 attacks on enemies for moderate damage

3. LIMIT LEVEL THREE

Howling Moon - Casts Berserk and Haste on Red XIII

Earth Rave - Hits five times for elemental damage against random target each

4. LIMIT LEVEL FOUR

Cosmo Memory - Open the safe in Nibelhiem, using the combination 36,10,59,97, you can't go past the number and must enter it with 0 on the number exactly. Defeat Lost Number (for strategy, See Side Quests, Getting Vincent Valentine/Safe in Nibelhiem) and get Cosmo Memory manual.

-----CID'S LIMIT BREAKS-----

1. LIMIT LEVEL ONE

Boost Jump - Cid jumps in the air and directly attacks the opponent.

Dynamite - Cid hurls a stick of TNT at the enemies. This damages all enemies in the group.

2. LIMIT LEVEL TWO

Hyper Jump - Cid leaps to the air and attacks the group of enemies

Dragon - Cid summons a dragon to attack just one of the enemies. This limit break will take MP and HP from the enemy and will be delivered to Cid

3. LIMIT LEVEL THREE

Dragon Dive - Cid attacks a group of opponents. This will bring cumulative damage and can do 9,999 HP per hit. There are about 6-8 shots.

Big Brawl - Cid attacks the group or solo enemy many more times than the Dragon Dive. Although it hits for less, it may be a greater limit break than Dragon Dive.

4. LIMIT LEVEL FOUR

Highwind - Get into the submarine and look for the downed Shinra plane, the Gelnika (go the docking bay on the world map near the Gold Saucer. Submerge, look around and you should see a broken plane on the seabed) Go into the cargo hold (left then south). In there is a treasure chest with his limit break manual in it.

-----AERIS'S LIMIT BREAKS-----

1. LIMIT LEVEL ONE

Healing Wind - Restores the party's lost HP.

Seal Evil - Casts this spell on all enemies, causing them to stop and be silenced.

2. LIMIT LEVEL TWO

Breath of the Earth - Cures the party of any status conditions.

Fury Brand - Gives the other characters a full limit bar.

3. LIMIT LEVEL THREE

Planet Protector - Aeris makes a barrier around the party that makes them temporarily invincible

Pulse of Life - Cures the party of all status conditions, HP, and MP

4. LIMIT LEVEL FOUR

Great Gospel - Talk to the sleeping man near Midgar (see Side Quests) When you have fought a number of battles that would have the last two digits of the number the same. (88, 99, 100, 166....), he will give you the piece of Mythril that can be exchanged for that limit break, which is in a small box at the Weapon Seller near Gongaga.

-----CAIT SITH'S LIMIT BREAKS-----

Cait Sith only has two Limit Breaks, Level One and Two.

1. LIMIT LEVEL ONE

Dice - Cait throws out several dice onto the playing field. This takes the sum x 100 to get the total amount of damage to one enemy.

2. LIMIT LEVEL TWO

Slots - List of the possible outcomes:

3 Stars - Mog Dance - This restores the party's HP, MP, and all negative status conditions.

3 Kings - Toy Soldier - Toy soldiers shoot at the enemies for a good hit of damage.

3 Bars - Summon - A random summon spell in which you have already used before.

3 Mogs - Transform - Cait transforms himself into one person with the team-mates inside him with a combined effect of all 3 characters, but HP and MP do not go past 9999 and 999.

3 Hearts - Lucky Girl - Party's Hit% is 100.

2 Cait Sith and 1 Bar - This kills your party to end the game, but this doesn't happen often.

3 Cait Siths - You win the battle automatically.

-----VINCENT'S LIMIT BREAKS-----

Vincent only has the first break's of each level, so only 4 in total.

1. LIMIT LEVEL ONE

Galian Beast - Vincent uses Beast Flare and Berserk Dance, both with fire elemental attacks.

2. LIMIT LEVEL TWO

Death Gigas - Uses Gigadunk and Livewire, attacks with lightening element and is strong against enemies with physical damage attacks.

3. LIMIT LEVEL THREE

Hellmasker - Splatter Combo and Nightmare, and is strong attacks enemies with magic attacks.

4. LIMIT LEVEL FOUR

Chaos - See Side Quests, Vincent's Waterfall.

-----YUFFIE'S LIMIT BREAKS-----

1. LIMIT LEVEL ONE

Greased Lighting - Hits one enemy with a quick hit that causes a lot of damage.

Clear Tranquil -Replenishes a small amount of HP onto the entire party.

2. LIMIT LEVEL TWO

Landscaper - The ground rises up from the enemies and explodes.

Bloodfest - 10 deadly blows are given to the enemies. This is a cumulative attack.

3. LIMIT LEVEL THREE

Gauntlet - A blue tornado beneath the ground rises to hit the opponents. It causes a large amount of damage to all enemies on the screen.

Doom of the Living - This is stronger than the Bloodfest and is cumulative which makes the Gauntlet look pretty bad.

4. LIMIT LEVEL FOUR

All Creation - Go to the Pagoda of the Five Mighty Gods in Wutai, after completing Yuffie's side quest. When you beat Godo, you get the limit break manual.

-----1.1 - MAKO POWER PLANT [PP1]-----

After the end of the beginning FMV, when you can move Cloud, check the body of the closest guard twice to get two Potions. Head north towards the door where the other AVALANCHE members go. Defeat the guards who attack you and then go through the door to your left to go outside. Meet the AVALANCHE members, Biggs, Wedge and Jessie, learn a bit more about Cloud, and then name him and Barret. Head up, right, up and left through the door. You will come to a T-junction; follow the other members to enter the plant itself.

Talk to Barret, and he joins you in your party, so you can now fight with him. Talk to Biggs to open the first door, then to Jessie to open the second one. Go through the passageway to the south after the second door to get a Phoenix Down in the chest. Talk to Jessie to enter the elevator. Once inside push the button with the up/down button with two arrows on. Listen to Barret and Cloud argue then follow Jessie out of the elevator and down the red stairs, and through the door. Jump over the gap; talk to Jessie and down the ladder. Get the Potion half-hidden in the smoke, and down the stairs and ladder. Go south to the next area. Follow the pipes, down the stairs to the Save Point. Follow the walkway south. Pick up the Restore material (which you can't use yet). Watch as Cloud gets freaky and then plants the bomb, and your first boss battle of FF7 begins.....

-----Guard Scorpion-----

Don't worry about it's Search Scope attack as it doesn't cause any HP damage. Make Cloud use his Bolt magic and Barret attack with his gun. Use this method and Limit Breaks to inflict damage until it's tail goes up. Ignore what Cloud says and don't attack while it's tail is up or it will counter big time. Just heal if needed or defend until the tail goes down and continue like before.

Equip the Assault Gun you receive for Barret after defeating the boss. You now have ten minutes to escape the plant. Retrace your steps, save if you like, up the ladder, over the pipes and talk to Jessie near where the Potion was before. Free her and retrack to the elevator. Go up a level and talk to the AVALANCHE members to open the doors back to the T-junction where the game takes over. Watch as the reactor explodes.

-----1.2 - MIDGAR CITY [MDG1]-----

After you escape, head up the stairs and go left. You can talk to the flower girl (Aeris) and pick the bottom option, then the top, and then you can choose to buy a flower from her for one gil. Go south, get the Potion near the lampposts, (you'll see it shining). Go south again. Some guards will approach you. You can fight them if you like for EXP, gil etc, (don't worry you'll be fully healed), but bare in mind they keep on coming and you'll eventually get cornered. Cloud will then jump onto the moving train below. You will see the AVALANCHE members talking and then Cloud enters the train. They talk for a bit, then walk towards the screen (forwards, to where the team-members jumped off). Talk to the people here, ending with Jessie,

who will show you a simulation of the Midgar rail system and explain about Mako reactors. Approach Barret, learn about the plate and eventually you will arrive at the train station. Talk to the people here and follow the team to the left. You can go right to the train graveyard, but there's nothing there. There's a save point to the north, and you can talk to the guy here to take a look at the Plate then follow the team members to the left. You can talk to people here if you want. You can rest at the top floor of the tall building for ten Gil, but there's no point as you will regain HP here before you fight again anyway. Wait as Barret kicks everyone out of the bar then talk to him to let you inside AVALANCHE's hideout.

-----1.3 - AVALANCHE HIDEOUT [HID]-----

Here, you will meet Tifa, and Marlene, Barret's daughter. Answer however you like when Tifa ask you a question. You can name her, and if you bought a flower from Aeris earlier, you can choose to give the flower to either Tifa or Marlene. Talk to the other AVALANCHE members, then try to leave by walking toward the door, and Barret will run in. You can talk to Tifa for a while, then head downstairs by going over to the lift where everyone else went, and pressing O. Again, talk to everyone here, then try to go back upstairs and Tifa will come down and talk to you, then go back upstairs using the lift. Try to leave and Tifa will talk to you for a while. Answer however and see a flashback from Cloud and Tifa's past. Barret will come up and give you his stash :) of 1,500 Gil. You'll stay the night and wake up in the room downstairs. Go back upstairs to meet Tifa and Barret. Talk to them both, and you can choose to learn about materia too, and you can now access the materia menu from the main menu. You should also go the tall building's middle floor. You can buy armour and other items from the first floor shop. On the middle floor there is an 'All' materia at the feet of the guy on the left, take it and get the Ether from the chest that falls after taking it. You can learn about various things about the game in this room, recommended if you are feeling confused!! You can also buy materia and items in the store to the left of the tall building. When you are ready to leave, go to the right twice, and board the train.

-----1.4 - RETURN TO MAKO PLANT [PP2]-----

Learn about your next mission, and you can talk to everyone here if you like, but to continue you need to talk to Tifa. When the ID Check discovers you, you have 15 seconds to get to the next car in line each time. You can talk to the people in the cars but it's just a waste of time. When you are running through the third car, someone walking past will nick some of your Gil. You can get it back, by talking to him twice and picking the second option before exiting to the next car. Rub through the cars until you get to the end of the train. Talk to Tifa and you, Tifa and Barret will jump off the train, into the sewers below.

From where you jumped off, you can either go north or south. If you go south, after a few screens some guards will turn up who you can fight. After you beat them, more will come out. Each time you have an option to fight or run, so you can fight this battle as many times as you like. It's good for EXP, Gil and AP. Once you are done there, or just want to continue without fighting the guards, go north. You will arrive at a green beam security barrier. There is a shaft to the left. Examine it with O, and choose to top option twice.

Go to the right and pick up the Ether. Go down the ladder. In the next screen, go down, left and down the ladder again. Go down the stairs and to the left, ignore the ladder in the middle. Talk to Wedge and go up the ladder to meet Jessie. Take the Potion to the left, and go down the ladder to the far left, not the one next to Jessie. Keep going down the ladder and go the right to pick up a Tent and find the Save Point. Talk to Biggs and go up the ladder to enter the plant.

Go down the chute to the right, and go to the left and through the door. This should look familiar, as it is the same layout as the previous Mako Plant. Jump the gap, go down the ladders, allow the pipes, down the next ladder, (you can save if you want) and across the walkway to get to the area where you set the bomb last time. Watch as Cloud goes freaky again, sets the bomb and then make your way back to long flight of double stairs. Go up them, ride the elevator, get the Ether from the chest and go into the room to the left with the three panels. Working the panels can take a while if you don't get your timing right. Wait a few seconds after Tifa stops talking then press O to raise Cloud's arms just before Tifa and Barret do. This should make the door to the right open go through it to a Save Point and prepare for the next boss. Go down the stairs to the left then run up the walkway to the T-Junction where Shinra soldiers will appear, blocking you in. Don't worry, you won't have to fight them. President Shinra will appear, talk to you for a while then escape on a helicopter, leaving you will a weird, floating machine type thing to deal with...

-----Air Buster-----

This boss will separate Cloud from Tifa and Barret, allowing you to attack it from both sides. But this boss will turn to face and attack whoever attacks it. This boss is easy if you have been levelling up with the guard battles in the sewers. After you damage it enough it will be unable to turn to attack so will just attack whoever is behind with a weak machine gun. It also has a shockwave attack that can be quite nasty but fills up Limit gauges. Also whoever has Restore materia can only use it on whoever in on their side of the boss, not on the separated ally(ies). Use Bolt magic and Limit Breaks. You will win a Titan Bangle after beating it.

The boss will explode and blow a hole in the walkway, and the bomb explosion will send Cloud falling into the slums below.

-----1.5 - MIDGAR SECTOR 5 SLUMS [SL5]-----

You will wake up in a church. Meet and name Aeris after talking to her for a while. Reno (a Turk, a group employed by Shinra) and some guards turn up. Go out the back door, to the right, jump over to the stairs, go up them, to the left and jump over the gap. Aeris will fall while trying to escape. She will be chased by three guards, you can choose to make her fight them (a bad idea as Aeris is pretty weak), tell her to wait or run. The best way to do it is to tell her to wait, then get Cloud to push the barrels off the roof rafters to take out the guards. The correct order in which to push the barrels is left-most at the back, right-most at the back and right-most at the front. If you push the wrong one, Aeris will have to fight the guard herself.

After Aeris has got away, she will come up to where Cloud is. On the next screen, go up the rafter that leads out to the roof, (the second one) and Cloud and Aeris will talk for a bit. Jump across the roof tops and get back to ground level. Go to the northwest, there is a Save Point here, then keep going northwest then north to reach the slums. Go see the guy in the pipe, and you can also buy materia, armour and items here. If you are feeling particularly mean, you can nick 5 Gil off a sick kid in the top floor of the building on the right by looking at the drawer and picking the third option then the first option.

Go to the far right to get to Aeris's house. In the lower level of the garden is an Ether and Cover materia. Go into Aeris's house, meet Elmyra, Aeris's mother, answer however you like when Aeris asks you a question, then stay the night. See a flashback in the night and when you wake up, check between the bed and desk for a Potion and a Phoenix Down. You need to get downstairs, but you have to walk not run, and not touch the walls, if you do Aeris will catch you and make you go back to bed. (you can run when downstairs). Go outside, and keep going to the left, and you'll meet Aeris again. In the next screen, go up the brown wooden walkway, along the metal hole filled bridge, down the red beam, through the tunnel, round to the left, up the wooden pole and down the brown walkway again. Go up into the playground, where Cloud and Aeris will talk again and then when Tifa rides past, follow Aeris into the next screen. Go right and up to enter Wall Market.

-----1.6 - WALL MARKET [WM]-----

In this part of the game you need to get into Don Corneo's mansion, by getting Cloud to dress up as a woman :). Firstly, go to the right to the Honey Bee Inn. Talk to the grey haired guy outside and choose the first option. Go all the way north to Don Corneo's mansion. Talk to the guy outside. Go back to the first screen and enter the clothing shop in the top left, and talk to the woman behind the counter. Go to the second screen and enter the bar on the left (where the 'IN' mat is). Talk to the man sitting on his own at the right side of the bar. To get the best dress, pick the two bottom options 'that feels soft' and 'that shimmers'. Go back to the clothing store and see what dress you got, if you picked both bottom ones you'll get the Silk Dress; if you chose second, then first option, you'll have got the Satin Dress, and if you picked first choice then either first or second choice, you'll get the worst dress, the Cotton Dress. Now got to the gym on the right of the second screen. Talk to the person here. Here, you'll have to do squats to compete for the wig. Don't push the buttons too fast or Cloud will get confused and won't be able to keep up. I suggest you practice first. Depending on how many squats you did, depends on what wig you get. If you do more squats than the other guy, you get the Blonde Wig. If you get the same, you'll get a worse wig, and you'll get an even worse one of you get less than him. I'm not sure what wig as I've always beaten him and gotten the Blonde Wig.

You can now return to the clothing store and change into the clothes and go to Don Corneo's mansion, but you can also get other items to make Cloud more feminine. If you want the Don to pick Cloud you'll need to get the best of the other items, I'll tell you how to get the best ones here:

Go back to the first screen, in the top right corner is a hop with a

guy lazing around in it. Talk to him, then spend a night at the inn. In the night, Cloud will get up and examine the vending machine, you'll get different items depending on which one you buy from the vending machine. If you buy the one for 50 Gil, you'll get the Glass Tiara, if you buy the one for 100 Gil, you'll get the Ruby Tiara and if you buy the one for 200 Gil, you'll get the best tiara, the Diamond Tiara.

Go to the sushi bar (its the top building in the middle) and buy whatever you like for 70 Gil. When the guy asks you how it was answer 'It was all right'. You'll get a Coupon. Go to the pharmacy (its the middle building in the middle, with the kid outside). Talk to the guy here and exchange the Coupon for an item, for the best cologne choose the 'digestive'. Go back to the bar and give the medicine to the guy in the toilet. In return you'll get the Sexy Cologne.

Lastly, talk to the orange guy in white wandering around the bottom right of the screen. You'll get a member's card for the Honey Bee Inn. Talk to the guy at the entrance to get in. You can listen and look through the keyholes of the two rooms on the right, and talk to the girls in the room to the north. You can choose to go in either or the two rooms to the left by picking th top option twice. If you choose the top one you'll get the Lingerie, and if you go in the bottom one you'll get the Bikini briefs. Both are good so it doesn't matter which one you choose. If you go in the top one 'The &\$#% Room', Cloud sees a ghost of himself and goes all freaky, also your HP and MP are restored, but they will be full anyway if you slept in the inn to get the tiara unless you went outside Wall Market and fought. For going in the top room you get the Lingerie if you talk to the girl before she walks away. If you went into the bottom one 'The Group Room' you have a bath with Mukki and his buddies, and you get the Bikini Pants.

When you're done, go back to the clothing shop, get changed and return to Don Corneo's mansion in the far north. Talk to the guy outside and he will let you inside. After talking the guy here, go up the stairs and to the left and down into the basement. Meet and talk to Tifa, then pick up the Ether in the corner by the fire. Go back upstairs and go through the middle room to meet the Don. He will pick either Cloud, Tifa or Aeris. If you got all the best items (the Silk Dress, the Blonde Wig, the Diamond Tiara, the Sexy Cologne and either the Bikini Pants or the Lingerie), he will pick Cloud. He will pick Aeris, if you are wearing the Silk Dress, the Blonde Wig, the Lingerie and the Sexy Cologne. He'll pick Tifa in you are wearing the Silk Dress, the Blonde Wig and any worse items than the ones I mentioned above.

If the Don didn't pick you, and picked either Tifa or Aeris instead, you will find yourself in the room that was closed before (on the right). Talk to the guys here and fight them when you reveal yourself, then pick up the Phoenix Down by the TV. When you've fought them all (they're pretty easy to beat) go outside. If Aeris was picked, Tifa will be waiting outside. If Tifa was picked go down to the basement and rescue Aeris. The go back into the Don's room and through to the room at the back.

If the Don picked Cloud, you will end up in the bedroom at the back. Look behind the bed for a Hyper and talk to him. Answer his questions however you like and eventually Tifa and Aeris will come in

and interrogate the Don. When asked a question, it doesn't matter how you answer you will still fall to the sewers below.

-----1.7 - MIDGAR SEWERS [MSW]-----

Watch the scene at Shinra HQ, and when you wake up you'll find yourself in the sewers. Before talking to Tifa and Aeris, climb up the stairs to the south and pick up the Potion. Now talk to Tifa and Aeris. After a while a boss will attack...

-----Apusu-----

Fire works well on this guy, as does Bolt but to a lesser extent so use those as well as the usual Limit Breaks and attacks, this battle isn't too tough. He has a Sewer Tsunami attack that does hit everyone but also damages him too, sometimes it will be reverse, as in it hits the bad dude first and then your allies, in this case it will hurt him more than it will hurt you. If its not in reverse, he will jump up and down a bit before casting it. You only get a measly Phoenix Down when you win.

Climb up the ladder and head south and right along the walkway. Climb down the ladder here and go across and up the stairs on the other side. Pick up the yellow Steal materia and go down the hatch, by picking the top option. Go south and down the stairs. You might want to push Select to see where to go up on the other side as it is kind of hard to see. Go up the ladder to the right to get up into the Train Graveyard.

-----1.8 - TRAIN GRAVEYARD/PLATE SUPPORT [TRG]-----

You can save at the Save Point if you like. Go into the nearby train by going up the wooden platform, and examine the oil drum to get a Hi-Potion. Go back to where the Save Point and climb up the ladder to get the Hi-Potion on top. Keep going along the top of this train until Cloud jumps up onto the white platform, go down to the ground and examine the oil drum to the north to get an Echo Screen. Go in between the train on which the white platform is resting and the trains at the top, and enter the train to get a Potion. Go south and exit the train, then go up the ladder and down the ladder the other side. Go through the lit up train and pick up a Potion before going north to enter the next screen.

Go north and circle around the train then go south to pick up a Potion in the corner, circle around the next train car to examine the oil drum and get an Ether. Go north and east from here to the train cars that you can move (they look brighter and grainier than the background cars). Get into the horizontal train by entering the door on the right. This will move the vertical train out of the way. Go east and north. Go up the ladder onto the train and pick up a Hi - Potion. Go back down to the ground and enter the train to the north. Climb back on top of the train and jump over to the train you've just moved. Run along the white platform, down the ladder and go west to the train station and keep going west, until you meet the people here, you can buy items from one of the guys here. You can save the game, then go up the stairs.

You can talk to the AVALANCHE members, Biggs and Jessie, who you meet on the way up. Continue up the stairs, until you meet Barret at the top. You've got a boss battle coming up so prepare yourself when

prompted. Barret will join you for the battle...

-----Reno-----

Fire works well on Reno. He can use a Pyramid attack on one of your allies, if he gets this on all three, it's game over. But to break it, just get an ally to attack the imprisoned member, it won't damage them. He also has a attack called Electro-mag rod, which can sometimes paralyse the recipient, but it will wear off quite quickly. Use magic and Limit Breaks to beat him. When you have inflicted enough damage he will run off and you will get an Ether.

After Reno runs away, Tifa and Cloud will try to fiddle with the bomb, then Tseng will turn up with Aeris. Wait till Barret finds the wire and you will escape. Once the support blows up, you will end up in the playground near Wall Market. Cloud, Tifa and Barret talk for a while, then, when you can control Cloud again, go south until Tifa and Barret join you, then go back to the previous screen and pick up the yellow Sense materia in the corner. Return to Aeris's house in Sector 5. Talk to Elmyra and learn more about Aeris. Go upstairs, talk to Barret and Marlene, answer however you want and you can go to the room next door to sleep. Go outside and return to Wall Market.

-----1.9 - UP TO THE PLATE [PLT]-----

You can buy materia from the guy in the shop in the top right, but there's isn't anything new. You can't get back in the Honey Bee Inn either. You can go back to Don Corneo's mansion and pick up any items you didn't get before, and free a guy in the basement. Go to the second screen and enter the building on the right. Talk to the guy on the left and buy three batteries for 300 Gil, you'll need them. You can buy weapons from the guy on the right. Go north a bit from here, and you will see some kids run to the right. Follow them and talk to the kid by the wire. Climb up it after talking to Tifa and Barret. Go up the wire until you jump off. Go south and east towards the yellow object to the right. Put a battery in it. Head up after the propeller has stopped spinning. Jump down onto the track by pressing O. Put another battery in the box and climb up the barrier. Climb up the wire. You'll come to a swinging bar, you need to press O at the right time to make the jump. It might take a few tries. Try to jump just as the end of the bar hits the dangling wire you climbed up and as the squeaking noise is stopping. Once you've made it go north to the next screen. Climb up the wire you are on until it goes up then down, follow it to drop down. Put the last battery in the box to get an Ether. Go down a screen and jump onto the bar again. When you get to the next screen again, just continue up, instead of dropping down, go up, then climb down onto the large wire and continue up.

-----1.10 - SHINRA HEADQUARTERS [SHQ]-----

There are two ways of entering the Shinra HQ. You can either go to the left and up to climb up the stairs all the way to the top which takes aaaaaaaages, but you don't have to fight anyone and you can pick up an Elixer. Or you can do through the front door and go up the lifts to the north of the second floor. But you have to fight guards on the way up. I personally prefer going up the lifts as it's quicker and you can get EXP for your characters at the same time, and you get to see a FMV of some of Shinra Motor Mobiles (talk to the people by the TV), if you enter the room called 'Accessories' on the

second floor. You can buy items from the woman in here. If you go up the lifts, you will need to press the panel again to continue upwards. But it's up to you, whatever route you take you will end up on the 59th floor. Go to the south to enter a battle with some more guards. After the battle, you will pick up the Keycard 60, which will get to the 60th floor. Go into the lift and ride up to the 60th floor, talk to your friends on the way up. When you arrive, go off the screen and go left, avoiding the guards ahead of you, and into the office.

What you need to do next is to hide behind the gold statues and make your way right. Run when the guards are turning not staying still, and pause behind each statue before moving again.. When you get to the middle, you'll need to signal Tifa and Barret across, do so when the guards are moving like when Cloud crossed. The guards on the far right move faster, so you need to run as soon as they turn. Again signal Tifa and Barret across when Cloud get to the far right. If you are caught by the guards at any point, you will have to fight them and then start back at the office. When you've got all the way across go up the stairs.

On the next floor, talk to the people here, and one guy will present you with an option, answer '.....', and he'll assume you're a repairman, and give you the Keycard 62, allowing you up to the 62nd floor. Go into the lift and go up to the 62nd floor. You'll meet the Mayor of Midgar here, and if you guess his password right, he'll give you an Elemental materia, but only if you guess right on the first go. I think there's hints in the libraries and you can buy hints off the guy outside (Hart), but I don't think it's worth it.

You can now go to the 63rd, 64th and 65th floors, there is a Save Point on the 64th floor, which you may want to use before attempting the 63rd floor. Also on the 64th floor, check the lockers at the back to get a Phoenix Down and an Ether. You can't take the megaphone yet. You can rest in the room with the Save Point too.

On the 63rd floor, there are three coupons which can be exchanged for items, and you can only open three doors at a time, before resetting. To get all the items first activate the computer. Then go out the door, and go up to the top of the screen and open the door on the right, on the last row of gates. Keep going right until you come to a door facing right, and one facing south. Open the south facing door. Go through and head left and go through the door with the red light. Pick up 'A Coupon'. Go into the air duct, (the black box thing to the right). Once inside go south and head right. Go up the walkway not right at the junction, drop down and get 'B Coupon'. Go out of the red light door and go left. Open the door here and go inside to get 'C Coupon'. Go back into the air duct in the room with the 'B Coupon' and now go right to drop down in the room with the computer. Activate the computer, and pick the bottom option to exchange your coupons. For 'A Coupon' you get the Star Pendant, for the 'B Coupon' you get the Four Slots Braclet and for the 'C Coupon' you get an All materia.

Either go back to the 64th floor to save again, or continue to the 65th floor. On the 65th floor, you have to open various chests to get pieces to fit into the model of Midgar, eventually resulting in getting another Keycard. Be careful, for some odd reason there are random battles on this floor, although they are very random. Firstly go into the room to the north with the model in. You can examine it if you want. Go out and go into the room on the top left. Examine

the chest at the bottom to get Midgar Parts. Go back to the model and examine it in a counter-clockwise way until an option appears to place the parts in the model. Go back to the top left room and open the other chest, return to the model and place the parts. Go to the bottom left room and open the left chest and return and place the parts. Go back to the lower left room and open the other chest. Place the parts and go to the room in the upper right, open the chest here and go back to the model. Finally go to the middle right room and pick up the Keycard 66, to get to the 66th floor.

You can either go up the stairs or go back to the lift. Either way go to the toilets to the left of the floor. Choose the middle option when it appears, to climb into the ventilation shaft above the conference room. Move towards the screen and listen to what the Shinra executives are talking about. When they are done, go back the way you came and go towards the stairs. Follow Hojo to the 67th floor (nice and convenient that the door stays open as you don't have the Keycard to open it yourself). Go to the left and into the area with lots of boxes. When Cloud goes freaky, look into the purple chamber and go north through the boxes. Pick up the Poison materia in the chest and save your game as you've got a boss coming. Go into the lift to the next floor. Talk to Hojo and free Aeris. Watch as Hojo is attacked and choose who you want to look after Aeris, choose whoever you don't intend on fighting with. Name Red XIII, who will replace whoever you chose to protect Aeris, and fight the boss...

-----Sample H0512-----

Use Fire and Bolt, as well as Limit Breaks on the big guy, don't bother about the little things, they die when the big one does. Red XIII has Fire already equipped so have him cast that. Don't use Ice or Bio. This guy likes to poison you characters alot. But if you cure yourself, he'll probably just poison you again, so save your Antidotes and just Cure every now and then. I think you'll get a Talisman when you win.

Pick up the Enemy Skill's materia in the chamber and go left, south and up the stairs. Talk to the guy in grey to get the Keycard 68. Pick up the two Potions on the walkway Go to the right and pick up two more Potions. Make your way down a floor and go into one of the lifts. You be caught by Rude and Tseng. You will then be taken to a meeting with President Shinra. Afterwards you'll find yourself in the cells to the north of the 67th floor.

Talk to everyone here, the choose to sleep by walking towards the door after talking to Tifa. When you wake up, you'll find the door to your cell is open. Go outside and examine the guard in the corner. Return to your cell and talk to Tifa. Go outside and talk to her again. Go and free Barret and Red XIII. Follow them and talk to everyone here. Go back to the area with the boxes and talk to Red XIII. Follow him upstairs. Go right, and north and go up to the next floor using the stairs (follow the blood trail). Go through the centre door and save.

Go up the stairs on either side and go right to see that President Shinra has been killed. Listen to what Palmer says, talk to everyone and go through the door to the north to get to the roof. Listen to Rufus's speech and then Cloud orders everyone to leave. On the lower floor, Tifa stays behind to wait for Cloud. Your team is now Barret, Red XIII and Aeris. You can either remove Tifa and Cloud's materia

or leave it as it is. I suggest removing it then re-equipping the team you have with Bolt, Fire and other magic spells. Leave your Cure materia for Cloud, as you can use Aeris's Limit Breaks to heal. Go south and enter the lift. You will be attacked by a boss...

-----Hundred Gunner-----

In this battle you can only use long range attacks so have Barret attack. You should have equipped Bolt and Fire to your characters so use those. Red XIII and Aeris can't reach, so have them use magic, or heal with Limit Breaks in Aeris's case and Potion's otherwise. Red XIII can use his Limit Breaks to attack also. Don't use Bio. After you inflict enough damage, the boss will begin to break up, and after wards will begin to use more powerful attacks. After you defeat this boss, another will appear....

-----Heli Gunner-----

Use the same tactic as the previous boss, use Thunder, have Barret attack and Aeris heal. You'll win a Mythril Armlet when you win.

After the battle, you'll find yourself on the roof again with Cloud, you can remove materia from everyone else if you like. Equip Cure and Poison and any other strong magic. When you are done, press Start and Rufus and Cloud will talk for a while, when you and Rufus will fight...

-----Rufus-----

Use Bio to poison him, and use Bolt to kill off the Dark Nation first. The Barrier makes your physical attacks not as damaging so use magic instead. Your Limit Break will fill quite quickly so use that. You'll win a Protect Vest and Guard Source when you win.

-----1.11 - ESCAPE [ESC]-----

Go downstairs and save. Talk to Tifa. You will switch back to controlling Aeris so try to go out the front door, to find you're surrounded. You will talk for a while, then watch the kick-ass FMV. Afterwards you'll play a mini-game in which Cloud must protect the van by swiping the oncoming motorbikes with his sword. Press Square to attack left and O to attack right. Before starting, form your party and equip yourself with Bolt, Ice and Cure/All materia. During the mini-game there is a gauge showing how much health everyone has, as the van gets attacked their HP will go down. At the end of the mini-game you'll fight at large machine boss...

-----Motor Ball-----

This boss will get the first attack from behind, but if at the start of the battle you hold L1 and R1 as if trying to escape you will turn around at the back attack won't be a back attack any more so you will take less damage. Also your characters will only have as much health as they had left after being attacked in the mini-game. If a character was killed in the mini-game they will start this battle with 1 HP, and as the boss gets the first attack, they will need to be revived. Use Bolt and Ice on the boss, and be careful of it's flame attacks (Twin Burner) if you are at a low level, so have someone with Cure/All to heal your party.

After the battle, your characters will talk for a while, you'll find yourself at a screen you could have seen but not accessed if you went south from Aeris's church. Talk to everyone here and go south to enter the world map. You can now save anywhere on the World Map. You can either fight around here to level up, which I suggest or go straight to Kalm. Head east from Midgar and you should see a town nearby. Enter. You can buy materia, weapons and items here. When your done, go into the inn.

-----1.12 - KALM [KLM]-----

Talk to the receptionist, and then go upstairs to meet your friends. Talk to them to here Cloud talk about his past in flashbacks. You'll find yourself in the back of a truck with other Shinra soldiers and Sephiroth. He and Cloud will talk for a while, then you will be attacked by a huuuuuuuuuuuge dragon. Don't worry if Cloud dies, Sephiroth can kill it in two hits. After the battle, the scene will switch back to Kalm, then return to Nibelhiem. Talk to the guards and then Sephiroth. Go north. When Sephiroth leaves you can talk to the guard and the kid. You can visit Cloud's house on the right and Tifa's house next to his (has double doors). Go to her room and Cloud will play a tune on her piano if you choose the bottom option. You need to play this tune when you visit Nibelhiem later to get Tifa's Level 4 Limit Break Manual. When you are done looking around go back to the inn. Talk to Sephiroth twice and pick the bottom option. In the morning talk to Sephiroth and you'll have your picture taken with Sephiroth and Tifa. You'll then make your way up to the Mt.Nibel reactor. Cross the bridge and talk to Tifa. After falling, go north east into the cave. Keep heading north. You'll come to a Mako fountain, you will talk here for a bit, then eventually arrive at the Mako Plant. Go up the stairs. Once in the plant, go across the wires and down the chains. Follow Sephiroth into the chamber room. Talk to him and examine the chamber to the left at the bottom. Talk to Sephiroth again to look inside the chamber. After Sephiroth goes craaaaaaaazy and the monster breaks out, the scene will switch back to Kalm. You can choose to save your game or continue. Choose whatever you like and then Cloud will continue. Back in Nibelhiem, Cloud will enter the mansion. Go up the stairs, and right. Talk to the guard and go through the door in the corner and down the spiral stair way. Go south and right to the library and talk to Sephiroth. Leave after he is done. After Cloud wakes up go back to the library. Talk to Sephiroth and return to the town. Talk to Zangan and enter Cloud's house. Watch the really cool FMV and you'll find yourself back in the Mako Plant. Make your way to the chamber room. Examine Tifa to move her out the way then go into the room Sephiroth went into to see another cool FMV. After Cloud challenges Sephiroth, the scene will cut back to Kalm. After you leave the inn, you can go get an Ether in the house next the inn (its behind the door under the stairs) and another Ether in the chest on the second floor of the house next to the previous house (in the cupboard). There's also a Peacemaker gun in the thrid house along, up the curving stairs to the north. Also in this house, in the cupboard next to the girl on the second floor (go up the other stairs) is a Guard Source. There's another Ether under the stairs of the house on the right side of the town.

When you've got everything exit the town and keep going east until you come across some lighter grass and enter Chocobo Farm.

-----1.13 - CHOCOBO FARM [CHO1]-----

When you enter the farm, there is a Chocobo standing next to the pen fence. Talk to it and reply 'Wark' and the Chocobo's will dance :). Afterwards you'll receive the Choco/Mog materia. Go into the house on the left and talk to the guy here. You can rest in the room with the beds for 100 Gil. Go into the barn on the right and talk to the kid in here (Choco Billy). From him, you can learn how to catch a Chocobo, but eventually you will need to pick the bottom option and buy a Chocobo Lure off him for 2000 Gil. You should probably buy some Greens off him as well. Go out of the farm and equip someone with the Chocobo Lure. There are Chocobo tracks outside the farm on the lighter grass. Catch a chocobo by wandering around on the tracks until you enter a battle with a Chocobo and other enemies. You must never attack the Chocobo or it will run away so don't attack with magic paired with All. You will need to kill the enemies quickly or the Chocobo will get scared and run off. If you bought Greens you should throw them to the Chocobo by selecting them off the Item list. This will distract them while you attack the enemies. When you have killed all the enemies and the Chocobo is still there, you will have caught the Chocobo. After the battle you will be riding the Chocobo on the World Map.

There is a marsh near the Chocobo farm, look around with the camera to see it, it looks grey and green. Use the Chocobo to cross the marsh and avoid the large snake in the marsh, the Midgar Zolem. If the snake does touch your Chocobo you will have to fight it. I strongly suggest trying to avoid the snake as it is very tough at this stage in the game. Eventually you will get to the other side of the marsh; ride into the cave on your Chocobo, you will see a large snake on a spike. Go north, dismount and enter the cave.

-----1.14 - MYTHRIL MINE/FORT CONDOR [MMFC]-----

Head north east onto another screen. Go up the steps and pick up the Ether to the right and the Tent in the chest. Climb up the brown vine on the left hand side. Pick up the pink Long Range materia. Go back down the vine and go back to the entrance. Go east and south under the arch. Go right to a chest with a Mind Source in. Go back to the arch and go left and up to the next screen. You meet the Turks, Rude, Elena and Tseng. When they leave go north, not up the vines. Get the Elixir in the chest and the Hi-Potion on the floor. Go back to where you meet the Turks, climb up the vines and go out the door.

You'll be back on the World Map. Go forward to see an area of brown land. Keep going and you'll see a structure with a golden bird on top. This is Fort Condor. Talk to the man here. He'll tell you where Junon is, and if you choose the bottom option, he'll let you inside. You can rest and save in the room to the right (go down the rope) and to the north east there are Materia and Item shops (although there's nothing new). Talk to everyone but I don't think you should give loads of money to these people as you should save it for weapons and such, as you don't need to go here to continue in your quest. To use the Materia and Item shops you need to talk to the man at the table and say you will help them, if you don't the people won't sell you anything. When you are done return to the World Map.

Head towards the forests to the north-west (You can also fight Yuffie in these forests - See Side Quests). Go through them towards a brown

hill near the coast. There is a big gun sticking out towards the sea. This is Junon, enter it.

-----1.15 - JUNON [JUN1]-----

Talk to the people here then make your way left and go down the stairs. Meet Priscilla and Mr. Dolphin :). After talking to her, you will be attacked by a flying boss...

----Bottomswell----

Use Bolt, Bio and Fire magic attacks. Some characters can't attack it so have them cast magic instead. This boss can put a bubble on a character that slowly reduces their HP. To destroy the bubble you must cast a magic spell on it. If you have a magic spell linked with All, you can attack the boss and the bubble at the same time. You should keep your HP up as this boss can create a wave attack (Big Wave) before it dies.

After killing the boss, you will need to revive Priscilla by using mouth-to-mouth resuscitation. Fill your lungs by pressing Square and when the marker gets to the top of the lung symbol press Square again to breathe into Priscilla. It will take a few tries. Go into the house near the entrance on the left. Talk to the woman in front of the door. Choose the bottom option to rest. Cloud will have a freaky dream and when you wake up go outside to meet with your friends. Talk to them then go up the set of wooden stairs. You find that Priscilla is OK, and she will give you the Shiva materia in return for saving her life. Follow her back to the beach. Talk to her and you'll have to get the dolphin to jump you up to the tower, by calling it with Square. If you choose the middle option and don't move, just press Square where you are, the dolphin will launch you but you will miss. However if you call the dolphin again, you will be deposited in just the right place. Go to the left and climb up the wire. You will see a cutscene of the Highwind. Once up top, go south, towards the screen. Go left and down, until you get to a yellow box. Examine it and it will take you down to the next floor. Go south through the arch. You will be in hallway, some soldiers will run past and an officer will spot you and make you change into a Shinra uniform. Go into the room to the north and examine the locker at the end. Choose to change, and some guards will come in. They will show you how to march, choose the bottom option to stop them. There is a Save Point in the corridor to the right. I suggest you save. Follow the soldiers when you are done. Watch the FMV of Junon. In the next event, you will need to sneak into the row of soldiers and march with them. You will also need to move your gun with O in time with the other soldiers. Depending on how high the TV ratings were will depend on what you will get at the end. You will end up marching with the other soldiers in front of Rufus and Heidegger. When they leave you will find out Sephiroth has been here and you will find yourself in the locker room. You will practise the next event and choose the bottom option when you are done. Now you can look around Junon and buy various weapons, items materia etc from the shops here. In the last building on the left, in the basement, (talk to the guy to the right on the first floor) there is a room where you can learn about various parts of the game in more detail. On the second floor of this building is a 1/35 Soldier and a Mind Source. There is a Luck Source in the room with the kittens. There is a Power Source and a Guard Source on the top floor. In the other side of the town, in the third entrance along there is a Speed Source

in the room with the lazy soldier. There's a 1/35 Soldier on the top floor. Go all the way to the far side of town and you will meet up with the other soldiers and the officer. You will now have to perform for Rufus, using the various buttons on the controller. Listen to the officer and push the relevant buttons. At the end face forward and press any button to perform the final salute. You will receive an item depending on how many points you got. for 0 - 50 Points you will get Silver Edge Glasses, for 60 - 90 Points you will get a HP Source and for 100 - 190 Points you will get a Force Stealer. After wards, if you try to go out the door you will be stopped by Red XIII, and will board the boat.

-----1.16 - CARGO SHIP [CSH]-----

Go to the left and open the chest to get an Ether, and the All materia if you don't have Yuffie, but I think if you do have her, you can get to the materia, you might be able to get it if you answer the bottom option. Anyway, talk to everyone here, especially Red XIII on the deck :). A guy in white on the deck, not the one running around will sell you Potions and Phoenix Downs and some rejuvenating drink. There is a Save Point near Red. Go back down below and talk to Aeris again. You can now sneak to the front of the ship and check out Barret in his sailor suit :)!!. Talk to him a few times and the alarms will sound. Go back to the main deck area, and you will talk to your friends for a bit, then choose you party. Equip Quake, Fire and Ice magic, as well as Shiva and any other good materia you have. Save at the Save Point in the northern part of the deck. Go down below and you can now pick up the All materia that Yuffie was blocking before. Go into the door to the north and make your way up the ladder to the left and go across the walkway to get a Wind Slash from the chest. Go back down the ladder and talk to the officer in red. You'll find out he's dead, and Sephiroth will appear and summon a version of Jenova for you to fight....

-----JENOVA BIRTH-----

Primarily use Quake, Fire and Ice magic, as well as Limit Breaks. This boss has some nasty attacks such as Tail Laser, and W-Laser which hits twice (obviously!). Keep your HP up, and only use physical attacks if you are low on MP. Jenova can cast Stop on a character so don't rely on a character too much. You'll get a White Cape when you win.

After the battle you party will talk, and Cloud will try to explain the situation. Your party will leave and the ship will dock at Costa de Sol.

-----1.17 - COSTA DE SOL [CDS]-----

You will exit the ship and your friends will talk for a while. When they all leave go southeast to the next screen. The Shinra helicopter will show up and Rufus and Heidegger will get out. They will talk for a bit, then the scene will switch back to Cloud. Go over the bridge and down the stairs. Go all the way right and down the stairs to the beach. You can talk to Hojo here but you won't get anything amazingly wonderful out of it. In the building to the right of the bridge, there is a Power Souce and a Motor Drive in the basement to the right. There is also a Fire Ring in the chest. You can meet Mukki in the Bar if you REALLY want to. Go under the bridge to get to the world map.

Go towards the mountains in the southwest. There's a path running through them, go over it. At the end of the path, you'll see a cave to the left. Go up the path and talk to the guy here. Go north towards the light. Keep going north until you get to a Mako Reactor. Don't go inside just keep going south down the stairs. Go down the train tracks, there's a Save Point here. At certain points the track will break and will you can press O to jump over the gap, don't. While falling hold left or right and keep hitting O. Depending on which way you fall you'll get a different item. If you fall left, you'll get a Wizard Staff. If you fall right you'll get a Star Pendant, you don't get anything if you fall in the middle. You get three chances to fall down, so try to get all the items. There's one on the lower track, one on the top to the left and another to the right of the gap. There is a W Machine Gun to the left of the top gap and a Turbo Ether and a Transform Materia to the right of the top gap. Go on the top track to the right and on the next screen your friends should be on the lower track. If they're not there you need to go back, go down the lower track and call them with the PHS. Keep going right and go inside the shed and choose the top option. Go down a bit until you hear birds chirping and climb up the wall. Choose the top option and you'll fight a Cokatolis which is just incredibly easy so just attack it and you'll get 10 Phoenix Downs.

Go back the way you came and go down to the lower track and over the bridge. Follow the track. Go to the left, then down. Keep going left until you come to a cave. You can get a Tent, Mind Source and a Power Source here. Go back up to the track. Keep going south along the REALLY long bridge. Eventually you will end up in North Corel.

-----1.18 - NORTH COREL/GOLD SAUCER [GLD1]-----

When you enter some people will talk to Barret. You can buy weapons, Materia and items here although they're not very good and you need 3000 Gil to enter the Gold Saucer which is where you're going next. You can stay in the inn to the north. Go left to Ropeway Station. This will take you to the Gold Saucer. You will talk to your friends and learn more about Barret's past before boarding. When you get to the Gold Saucer you'll see a Save Point to the left but you can't use unless you have GP. Talk to the woman at the IN sign and pay 3000 Gil to enter. You'll talk to your team for a while. Talk to one person who you want in your team, you can only have one at this point. Go to the Wonder Square and you'll meet Cait Sith. watch him tell your fortune which goes completely wrong apart from the last reading. He'll then join your team. He has two Materia, Manipulate and Transform. Now go to the Battle Square and find the guard's been killed.

You'll talk to the woman behind the desk and some guards and Dio will show up and accuse you of killing everyone. You'll run inside the Battle Square and will be ambushed by some robots. Don't worry, you won't have to fight them. You'll be caught then chucked through the 'Gateway to Heaven' which lands you straight in jail. You'll find Barret and talk to him for a bit. Go through the gate.

-----1.19 - COREL PRISON/CHOCOBO RACES [CPR]-----

If you stand still too long a weird freaky man will follow you. VERY annoying. There's a Save Point and you can talk to people here if you want. Eventually go into the house on the right where the

strange man will leave you alone (yay!). Barret will come in and everyone else will too. You'll see a flashback from four years ago in which Barret's best friend gets his arm shot off. Now you have to choose your team. I suggest you save at the Save Point before you leave. You'll notice that the man following you has gone, I think he was the one that Barret shot :) Go north through the gate and then go through the other gate to the left. When you get to the next gate, go through the gate to the right to where the man is and keep going north or if you get fed up going north go right until you reach a line of rocks or a junkyard. When you get to the line of rocks go right. When you're at the junkyard equip Barret with Restore and your best Magic and Summon Materia as you will have to fight with only Barret. Go north and you'll talk to Dyne. You'll find out he was injured and also got a gun grafted onto his arm. You'll have to fight him...

-----Dyne-----

Let him attack you with his gun as it will make your Limit Bar fill up quickly, and use Cure when you have to. Hit him with your Limit Break when it's full and use your best summon (Choco/Mog can paralyze him sometimes) to inflict more damage. He can pull off a big attack before dying so keep your HP up. You'll win a Silver Armband.

After Dyne kills himself you'll find yourself back at the prison talking to Mr. Coates. You'll need to win the upcoming Chocobo Race to get out of prison. After you've taken the lift, you can find the Summon Ramuh Materia in the corner by the poster. Talk to Ester when she comes and you will participate in the Chocobo Race.

You can either do Automatic or Manual. If using Manual, hold R1, R2 and this will make your dash meter regenerate which will let you dash (O) more often. If you can't win on Manual, use Automatic and you should win eventually although it's pretty easy to win on Manual.

When you come in first place you'll get a buggy which lets you go over shallow rivers. Come out of the desert bit and you'll see a shallow river nearby. Go over it, and eventually you'll see a black structure in a forest. Get out of the buggy and enter it. Go forward a bit and you'll see the Turks, Reno and Rude. They'll talk for a bit and then you'll have to fight Reno and Rude together. Answer however you like when they ask you a question and you'll enter the battle...

-----Reno and Rude-----

Use your best Summoning and Magic to inflict damage on the Turks. You should concentrate your attacks on one or the other as when you inflict enough damage on one the other will leave. You can poison them with Bio. Rude can heal them both, and Reno can inflict more damage so decide accordingly. You'll win a Fairy Tale when you're victorious.

Go northeast to the burnt out Mako Reactor. Scarlet and Tseng will arrive and talk about Huge Materia. When they leave check around the edge of the reactor and when an option appears choose the bottom one to get the Titan Materia. Go back to where you met Reno and Rude and go west. Keep going west at the junction to get Deathblow Materia. If you keep going down this pathway you'll end up in the world map so go back to the junction, not the one where you found the Turks, and

head north. You'll reach Gongaga Town.

-----1.20 - GONGAGA TOWN/COSMO CANYON [CC]-----

You can buy Materia, accessories and items in various buildings. There's also an inn with an X-Potion in a chest. In the building to the far north there is a White M-Phone in a chest. Go into the building in the far south to hear about a guy named Zack. Leave the town and go back to the world map. Get in the buggy and go around the forest and over the shallow river until you see some red mountains and the sky will darken. Your buggy will breakdown and you'll be forced to go into the building in the mountains which is Cosmo Canyon. Then talk to the guy. If Red is in your team he'll come out and show himself, if not he'll run up the stairs. There is an inn and various shops such as a weapons and item shop. If you come back to Cosmo Canyon in Disc 2 or 3 and enter the item shop the red cord will be gone and you can pick up a Full Cure Materia, Magic Source and Elixir. Make your way up the stairs to the left and talk to Red. Go up the stairs and there's a Save Point here. Go up the stairs and left, go up the outside stairs and into the cave. Climb up the ladder to Bugenhagen's observatory (go through the door to the left, press Select if you can't see the door). Talk to Red XIII and Bugenhagen for a while. You will need to make a new party, so go talk to whoever you want in your party, they will be in various loactions in Cosmo Canyon. When you have your party go back to the observatory. You will see a short cutscene, where you can learn about the Planet and the Lifestream.

When it is over, return to the bonfire to meet with your friends. Talk to everyone here. Eventually Bugenhagen will come and talk to Red XIII. You will need to take one other person with you as you have to take Red XIII. Go up to the top level, where the ladder was to enter the observatory. Talk to Bugenhagen and he will open the door. Go through the door and climb down the ladders and ropes until you get to the bottom where you should head right. There are caves in here that if you go inside you will be given an option. Ignore the first two caves unless you want to fight the enemies that are inside (if you choose the top option). Go to the cave to the north east and go inside. Pick the top option. A new door will appear. Go through it.

Go north and west. There is oil on the floor. Don't run on it as you will go sliding into a spiked wall, reducing everyone's HP by 500. Just walk on it instead. Go south from where the oil is to get to the previous screen and pick up the Added Effect materia. Return to the other screen and go right and up, and then left and down the stairs to get a Black M-Phone. Go back up and through the arch and get the Ether in the chest. Go up the stairs and head north. Go to the next screen and go through the tunnel fourth from the left. If you hit the spider web, you will be attacked by a large spider, they are pretty easy to beat, although their Sting Bomb attack can take off quite a bit of health and you have to fight them to continue. At the end you will get a X-Potion in the chest. Go back and go through the second tunnel to the right, and fight the spiders. If you run against the left side wall before the door you will go through a secret passageway and pick up the Turbo Ether in the chest. Go back through the passageway and go through the door at the top. You will talk for a bit, and then the statue will start to move and you will fight a boss....

-----Gi Nattak-----

There is a very easy way to kill this boss. As it is undead, curing items will hurt it so simply use an X-Potion to kill it in one go. But if you don't wanna do that, just use Summon materia and Limit Breaks on the main guy, don't worry about the fire guardians that he has with him. You can also use Ice and Bolt magic. You will win a Wizer Staff when you kill him.

Pick up the Gravity materia on the ground and follow Red XIII to the next screen. You will learn about Red's father here, and you will be back at bonfire. Make a new party and try to leave. Red XIII will come and join you again. Leave Cosmo Canyon and get in the buggy which is now fixed. Go past Cosmo Canyon and go over the shallow river and you should see some spiky mountains in the distance. Get out of the buggy and enter the town of Nibelhiem.

-----1.21 - NIBELHIEM [NIB1]-----

When you enter the town, Cloud will see that Nibelhiem has seemingly been rebuilt, despite that he remembers it being burnt down. Firstly go into the inn, and enter the room at the back on the first floor. Talk to the black creature here to get a Luck Source. In the building to the right of the inn is an item shop, and another black creature with an Elixir in the furnace room. Go to Tifa's house, and get the Turbo Ether off the creature at the back of the room on the first floor. You can play on the piano in Tifa's room if you like, and read the letter on Tifa's desk as well. In the building to the right of Tifa's house on the top floor you can get a Luck Source from the creatures in the attic.

When you have got all the items, go into the mansion. You can get Vincent now if you want (See Side Quests). There is an Enemy Launcher in the chest near the room with the safe in, and if you go through the northern door, under the stairs there is a Twin Viper in the room to the right and up. Go to the right of the top of the stairs to get a Magic Source in the chest in the room to the north. Eventually make your way down to the basement. Go towards the back room and you'll meet Sephiroth again. He will talk of the Reunion and when he leaves, he will throw the Destruct materia at you. Pick it up and leave the mansion. Go north to leave to the world map.

-----1.22 - MT. NIBEL [NIB2]-----

Go north through the mountains until you enter the mountain path up to Mt.Nibel. You should remember this place from Cloud's flashback. Follow the path until it splits. Take the north spiralling path to get a Rune Blade. Go back to the path and continue following it. Before the bridge, you can follow the other path to eventually get a Platinum Barretta. Go back to the bridge and cross it. You'll come to a set of tunnels, go down the ladder and free the ladder that is folded. Go back up and go down the tunnel numbered '2'. At the end is a Powersoul. Jump off the ledge and use the Save Point if you like. Climb back up to the top where the tunnels start and now go down the one numbered '4'. You'll get an All materia in the chest here. You can now fight the boss, or go out the passageway next to the boss, and follow the path to go outside, then drop down to the lower ledge and enter the cave and take the right hand path. Work youe way south west and go through the small hole. Go up, left then down to get to a chest with an Elixir in. Go out the exit to get to

a wooded area. There is an Elemental materia on the ground to the left. Keep going north, then right, up as far as you can go, then left to get a Sniper CR. Go back and take the right most passage, this goes south and leads you outside. From here go left until you get to the Mako Plant in Cloud's flashback. Go past it to the door set in the rock face. This will lead you back to the area with the tunnels. Head to the bottom and examine the blue bird-like creature to enter the boss battle...

-----Materia Keeper-----

This boss can use an attack called Trine, so you should learn it if you have Enemy Skill materia equipped. You should Haste to start off and make sure you have Cure/All equipped. The boss can heal himself too. Try to use physical attacks and save the MP's to cure yourself. You can poison it as well. Just stick to Limit Breaks and physical attacks, you can use Summons as well to inflict more damage. You'll get a Jem Ring when you win.

Pick up the Counter materia that's left behind and go down the path that the boss was blocking. Follow it until you reach the World Map. Circle around the mountain until you see a town in the distance. Make your way towards it.

-----1.23 - ROCKET TOWN [RT]-----

There is a weapon shop on the left and an inn on the right when you enter. There is a Power Source in the room to the bottom right. If you talk to the old guy a few times and choose the top option to look at the rocket, he will give you the Yoshiyuki. Be sure to get the Barrier materia in the shop next to the old man. When you have bought weapons, rested etc, go into the house to the top right. There is a Drill Arm in one of the rooms in a chest. Go out back to see the Tiny Bronco. Shera will turn up and when she leaves, exit the house and go north towards the rocket. Go over the bridges, up the stairs and ladder and go right to enter the rocket. Talk to the guy in here (Cid) and name him. When options appear, choose any one you want buy you will need to ask the top option to continue. Go back to Cid's house when you are done and talk to Shera. Cid will turn up and when he leaves, Shera will explain about what happened with the rocket, flashback style. When the FMV finishes, Cid will come back and Palmer will arrive. Go outside to find that Rufus wants the Tiny Bronco. Shera will make you go inside and then go out back to where the Tiny Bronco is. You'll find Palmer trying to nick it, so talk to him and then you will fight him...

-----Palmer-----

Use Haste/All and Slow Palmer if you have learnt it, or use Choco/Mog summon. His Mako Gun can attack with Ice, Fire and Bolt so watch out. Use good summons and Limit Breaks and Palmer will be run over :) in no time. You'll get an Edincoat when you win.

Your party and Cid will now jump on the Tiny Bronco as it flies away, but in it's escape it gets damaged and you will have to make an emergency landing in the sea.

You will now use the Tiny Bronco as transport but it can only go in shallow water and rivers. To get out you must land on a beach. At this point in the game you can do a few things, such as Yuffie's side

quest as Wutai has some good items. Also go to the northern continent and visit the Bone Village in one of the forests on the southern part of the continent. They have some good armlets for sale here.

When you want to continue in your journey, go to the area where the Gold Saucer is. You can go through the shallow river on the west side of the west continent. There is a lone house near here. Go inside and talk to the guy here to find you will need a Keystone to get into the Temple of the Ancients. He will tell you Dio from the Gold Saucer has it. Get out the Tiny Bronco and go to North Corel and take the ropeway up the Gold Saucer.

-----1.24 - GOLD SAUCER REVISITED [GLD2]-----

Buy a ticket and go to the Battle Square. Head to the right and go into 'Dio's Show Room'. Examine the Keystone and Dio will turn up. Choose the top option and he will offer to give you the Keystone if you enter the Battle Square battles. You will have to fight with only Cloud and now matter when you lose or win, you will still get the Keystone. At the end of each battle, you will have to stop a slot machine. This has various effects of you, such as stops you using Summon materia, or give you a status change or restore your HP. Whatever changes occur, they will stay for all the battles. When you have the Keystone, try to leave the Gold Saucer to find the ropeway is broken. Cait Sith will turn up and you will be at the Hotel. You will talk to your friends a while, then you'll be in your room.

At this point, Cloud will go on a date with someone, it's usually Aeris, but it can be Tifa, Yuffie or Barret. Firstly you'll go to the Event Square and as you are the 100th couple, you will take part in the play. Choose any of the options while in the play. Next you will go to the Round Square, and go on the gondola. When your date talks look in a direction to see an FMV. When you get off, you will see Cait Sith wandering around. You will chase him around. He will go to the Battle Square, then the Speed Square, then the Wonder Square. Go behind the yellow bird to find Cait Sith hiding very badly behind it. He will then go to the Chocobo Square. Chase him outside and see him throw the Keystone to Tseng in the Shinra helicopter. You'll find he has taken Marlene hostage. You'll find yourself back in your room at the Hotel. Examine the cabinet to get an Elixer. Exit your room to meet with your friends, and then Aeris will become a permanent member of your team. Pick another party member and leave the hotel. Go back to the Station and leave Gold Saucer. Head back to where you left the Tiny Bronco. Go to the far southern continent, by going through the shallow river and going anti clockwise around the western continent, and then anti-clockwise around the eastern continent. You should see a brown stair like temple surrounded by a forest on one of the islands, go around the back of it to reach a beach. Leave the Tiny Bronco here and enter the temple.

-----1.25 - TEMPLE OF THE ANCIENTS [ANC1]-----

Go across the bridge and up the stairs. Examine the black creature at the top of the stairs, then enter. You will see Tseng here and he will give you the Keystone back. Examine the stone altar in the middle to put the Keystone in and enter the temple itself.

The layout of the temple is pretty confusing so from where you

entered go up, left, up and down the stairs. Go into the opening above you, right and down the vines. Go under the stairs to reach a chest with a Trident inside. Keep going right and down the stairs. Climb the vines here, go left past the opening (which you can't go into yet) and up the stairs nearby. The old man in blue will run away. Climb up the vines after him and pick up the Mind Source here. Go down the stairs and enter the room the man went into. Get the Silver Rifle from the chest and talk to the man. Talk to him again to buy items, rest and save your game. When you are done, go back outside, up the stairs and down the vines. Now go down. You arrive near a green item, it's a Turbo Ether. Go down the long set of stairs, go left and down the smaller set of stairs. Go to the left again, down the vines and pick up the Rocket Punch in the chest. Down the stairs again and up the vines. Go up the stairs, through the arch and down the stairs (go right). Climb up the vines here. Go under the stairs to get the Lucky Plus materia. Go back down the vines, and through the archway. Down the stairs and to the left. Go through the arches here to get to a room with boulders rolling by. To get past them you need to time your movements so that you are in the hollow arch when the boulders roll by. When you get to pool, pick up the Morph materia here and continue right. Once you get to the pool, if you get hit by a boulder, you will only have to restart at the pool not at the beginning. At the end, Aeris will go back to the pool. You will talk to her for a while and then you will see a flashback of Tseng and Elena looking a wall with murals on. Sephiroth shows up, and makes a double of himself (very freaky!). Sephiroth's double will descend on the pool, then fly away. Go to the right, and you can rest and save at the old man here. Go south.

There is a talking clock here, and you need to align it's hands with various passageways. I suggest first pressing Triangle to move the hands yourself, then you can make the minute hand move anticlockwise with Triangle, and clockwise with O. You start off at passageway X so move the long hand to passageway IIII, and press X. You'll get Aeris's Ultimate Weapon, the Princess Guard in the chest here. Go back to the clock, and keep moving the hand until the hour hand reaches passage IIII, which is where you are. Line the other hand up to passage VII and press X. You'll get the Trumpet Shell here. Go back to the clock, and move the hands so that one is at passage VII and one at VIII. Get the Megalixer in the chest and return to the clock. Now stand on one of the hands and wait for the second hand to come round. It will hit you off the hand you are on, and you will arrive in a room with a chest. Before you can open it, you are attacked. Simply use Demi magic, and Summons if you want. They aren't hard at all, you can even Manipulate them. You might wanna watch out for their Southern Cross attack though. When you have beaten them, you'll get a Turbo Ether. Get the Nail Bat from the chest and head out the door to the south. You'll be back in the area with the vines and stairs, where the passageway is that you couldn't go through before. Make your way back to the clock, and make the hands point to where you are and passage VI.

You'll see another old man here, who will run away with the key to the door here. You need to work out his route and catch him at an exit. First of all, go to the bottom level and pick up the Work Glove in the chest. When you have caught the man, rest and save. Make you way back to the top and go through the door. You'll meet Sephiroth and keep going right to see him again. He'll talk about becoming one with the Planet and Meteor. Cloud will go freaky once again, and appear to have his own double. After he comes to his

senses you'll hear Sephiroth and be attacked...

-----Red Dragon-----

This dragon can be tough if you are at low levels, but start off by Hasting yourself, Slowing the dragon if you can and using Magic Barrier if you have it. Use your best Summon materia, but not Demi magic. Try to use Limit Breaks and physical attacks. Fire will heal this boss so don't use that. You'll get a Dragon Armband at the end.

Pick up the Summon Bahamut materia, and equip it to someone. Try to go out the door to find you're locked it, so go to the right and examine the yellow object here. Choose whatever option, and eventually Cait Sith will ring on the PHS. Choose whatever option and then leave the room. Rest and save with the old guy, then go back to the clock room. You can only go down passage XII, go up to the door and you will have to fight another boss.....

-----Demon's Gate-----

Haste and Barrier yourself as this guy can inflict quite a lot of damage. Use Bahamut summon as the others don't do much. His attacks fill your Limit Bars quite quickly so use them whenever you have them. Magic doesn't really work so stick to physical attacks. You'll win a Gigas Armband.

Cait Sith will come out the door and talk to you. He'll then go and take the Black Materia. You'll find yourself outside the temple, where the stairs are. Cloud will go down to collect the Black Materia. Sephiroth will appear and force Cloud to give him the Black Materia. Cloud will move towards Sephiroth, and you will control a kid Cloud. You can talk to the adult Cloud, but it won't stop him. Afterwards, Cloud will attack Aeris, and Cait Sith No.2 shows up. Your other party member will jump down and stop Cloud. Cloud will have what I think is a dream, where Aeris will talk for a while. Sephiroth will appear and then you will wake up in Gongaga Town. You'll talk to Tifa and Barret a while, then go outside. You'll now have them in your team, and Aeris will be gone, but her weapons, armlets, accessories and Materia are in the menu. You can sell her weapons if you want. When you are done, go out of Gongaga Town.

When you are on the World Map, you'll see the Tiny Bronco on a beach nearby (how it got there I don't know!!). Board it and go to the northern continent, by going to the right side of the continent you are on and go through the river by Gold Saucer, then around the left side and to the north. Enter the excavator's site (looks like a skull and ribs) that is in a forest.

-----1.26 - EXCAVATOR'S SITE (BONE VILLAGE)/SLEEPING FOREST [BV1]-----

Firstly, go up the ladder and into the forest at the north. This is the forest in Cloud's dream. Go north a screen and stand still in the middle (go north a bit). You'll see a red materia appear every now and then. When it appears, try to take it and you'll get the Summon Kjata materia. Go back to the excavator's site, and talk to the man by the rib cage. Pick the top option twice to start a dig for the Lunar Harp, which you will need to go through the forest.

Go to the upper ledge and place five diggers in a circle facing the smoke, to the southwest of the tent. When you are done, ignite the

bomb and place the dig point where the diggers are looking. The next day, check the chest by the entrance and you should find the Lunar Harp. If not, keep trying and replace the dig point. If you have it, go into the forest and head north twice. The Sleeping Forest will awaken and you can now go north to a rocky area. Go past the red coral and under the tree trunk to get the Water Ring in the chest. Go back to the coral and go up the stairs to the left. Go through the tree trunk and head north. Go along the curving path and head southeast. You'll be back on the World Map. Head north and enter the round blue object.

-----1.27 - CITY OF THE ANCIENTS (FORGOTTEN CITY) [ANC2]-----

Go north and take the left path. Go up the path and left into the stone building. There is a Save Point here and a Magic Source in the chest. Leave the building and go east across the bridge. Go down the stairs and right under the arches to get the Aurora Armet in the chest. Now return to the crossroads and go up the middle path. Keep going north until you reach a spiky building. Go left then right to enter it. Go all the way up to get the Comet materia here. Go all the way back to the crossroads and take the right path. Go into the first shell house and up the ladder to get the Guard Source from the chest. Now go north and right into the other shell house. Get the Elixir from the chest on the bottom floor and go up the ladder. Approach the beds and choose to rest. When Cloud wakes up, go along the beds and check behind the last one to pick up an Enemy Skills materia. Go back to the middle path and go into the spiky building. The fish will have gone, so go down the stairs here. Go down the long set of stairs. Go left out of the building and save at the Save Point. Equip Earth, Titan, Comet, Kjata and Bahamut materia, as well as anything else good. Head down the stairs and across the pillars to get to Aeris. Walk towards her and talk to her. Cloud will draw his sword and talk to her again. Press O three times. Watch the very cool FMV where Sephiroth appears. Cloud will get all sad at Aeris's death and then Sephiroth will summon another Jenova for you to fight to Aeris's music (awwwww)...

-----Jenova LIFE-----

Use Earth, Titan, Comet, Kjata and Bahamut as they work particularly well against this boss. Physical attacks do quite a bit of damage. But be careful as Jenova has a nasty attack called Aqua Lung, which does about 1,500 HP of damage, but do try to stay alive as it is a good enemy skill to learn. Make use of your Cure/All materia. Also Haste and Barrier are a good idea as well. You'll win a Wizard Bracelet.

Watch as your party say goodbye to Aeris, then the FMV, and Cloud talks for a bit and you can choose to save your game. And hey, that's it, Disc 1, done!!

DISC TWO [DSC2]

-----1.1 - FORGOTTEN CITY/CORRAL VALLEY CAVE [CVC]-----

You'll start off outside the first shell house, so go down and right. You'll see a ghost of Sephiroth heading north east. Follow him. You might want to rest in the beds in the second shell house before

leaving. You'll come to a set of spiky stairs. Ignore them and go behind it and up the rocks to the right to get to a chest with a Viper Halberd in. Go back to the spiky thing and go up it. Go into the black area and spiral around the object and back again when you get to the top. Go left into the Corral Valley Cave.

Walk to the left and go towards the second split in the wall. Climb upwards and choose to go left. Walk to the left and climb up the next split. Choose to go left again and up. Keep going up to pick up the Bolt Armlet in the chest. Jump back into the split and go down, choose to go right. Run to the next split and go up then right to get the Megalixer in the chest. Go into the split and go down. Jump right, then go back to the split and go down. Eventually you'll jump down and get the HypnoCrown in the chest. Jump back in and go up. Jump to the right, go back into it and go up. Jump left, jump out, go left and into the split again. Go up and jump off. Go to the ladder and go down. At the bottom pick up the Magic Plus materia. Walk towards the ladder and Cloud will climb it again. When he jumps off, walk towards it again and choose to go up. When you jump off, go right and through the opening. Pick up the Power Source in the chest, and go north. You'll be back on the World Map. Go left from the cave until you reach the coast. If facing the water, go right. You'll see some Chocobo tracks in the snow if you're going the right way. Now go right and you'll eventually see a village. Save before you enter.

-----2.2 - ICICILE INN [IIN]-----

There is a weapon shop to the left, and an inn on the top right. On the top floor of the inn, by the window is a X-Potion. Go into the room next to the snowman and go into the room to the north. There are a Hero Drink and a Vaccine here. Also take the map that's on the wall of this room. You can go into the building next to the weapon shop to see some videos about Aeris's parents, the Ancients, Jenova and WEAPON. Also after watching them go down the stairs and take the Turbo Ether. Finally go and talk to the man in the far north of town. Pick the top option and Elena and some guards will turn up. She will talk to Cloud, and when the transparent box appears, press left and she will miss and go rolling past. If she does hit you, you will be knocked out and end up on the bed in the room with the videos.

Go into the house in the middle of the town and talk to the little boy, twice. He'll give you his snowboard. Take it and go to the north of the town again. Go right and you'll start a snowboard mini-game. Press square to brake, X to jump, Start to pause, Left/Right to move, and L1/R1 to quick turn to left/right. Collecting balloons won't go anything, so keep to the left and take the left path twice. If you took the left path twice, you'll end up in a forest area.

-----2.3 - GREAT GLACIER [GG]-----

From the forest, go right. Keep going right until you see an area by a lake. Run along the coast until you can walk on the ice. Pick up the Potion and go northwest. You'll come to an area with lots of little icebergs. You need to cross them so pick the top option. The icebergs will change when you jump on one surrounding it. If they are raised they will submerge, if they are submerged they will raise. If you surrounded by submerged icebergs you will sink and have to start again. To get across you need to make sure going to jump on

one that is surrounded by raised icebergs because if you do they will submerge when you jump and you will sink.

When you make it to the other side go north into the cave. Pick up the Safety Bit inside and go back past the icebergs and head to the exit in the right corner, pressing Select might help. Go right at the tree and keep heading north east. At the next area, there is a path to the top left, bottom left (where you should be), one to the bottom right and one to the top right. Take the path to the top right. Go to the top left and on the second screen of this there should be a blue Added Cut materia on the path, it's kinda hard to see. When you have it go to the top left again. On the next screen, with some steaming lakes, run towards the water to the left. When an option appears choose the top option. Keep going to the north west. Then go left. You'll be on a vast snowfield. You should place markers with O to plot your course. Go north and mark your course. The wind can blow you around, so use the markers to make sure you are always going in a straight line north. You should come to a cave. There is an All materia in the tent. Get it and return to the snowfield. Keep going north to arrive at a shack. Enter it and talk to the man here to rest and save. Leave the shack and your friends will be outside. Talk to them and head south back to the snowfield. Go south until you get to the cave. Don't enter but now go east. Keep going east until you get to a new area. Head south and east to get to a cave. Cure yourself, and talk to the person here. You'll fight a boss...

-----Snow-----

Basically stick to Fire attacks, as Ice will heal her. Bahamut and Ifrit should do it. She attacks with Cold Breath, Ice2 and Fascination that confuses whoever it hits.

After the battle, you can pick up the Summon Alexander materia left behind. Now return to the shack to rest and save.

-----2.4 - GAEA'S CLIFF [GC]-----

Leave the shack and head north. Climb upwards and go to the ledge. You'll notice the gauge in the corner. This is your temperature. You need to keep this above 27. If you don't you'll pass out and end up back in the shack. You keep it up by hammering the Square button, but you can only do this on a ledge. The maximum temperature is 38. Also, your heat doesn't go down in battle or while in a cavern.

When on the ledge, go toward the flag and climb up. Keep going up, climbing where the flags are and keeping you heat up at every ledge. Eventually you'll come to a cavern opening. Go inside and head north under the arches. Go through the door and head up the stairs to the left. Go through the door to the south. Head south and then right. When you get to the wall, keep going right. You'll enter a chamber with a chest in. Take the Ribbon in the chest and go left to return to the main path. Go north and then west over the bridge. Take the Javelin in the chest to the north and go through the door. Go over the bridge and press Select. Go north through the passage and when you come out, examine the blue boulder and pick the top option. This will make the boulder unblock the passage below. Retrace your steps back to where the Ribbon was, then head left and north, through the door. Keep going north through the passage until you reach an exit. Follow the pathways that come next and eventually you'll be back

outside.

Raise your temperature and climb up. When the option appears choose to go up to the next ledge. Keep climbing up and choose the top option to go right. At the next ledge go up and then at the next one, go left, where the flag is. Keep going up and you'll come to another cave opening. Go inside.

There is a Save Point in here to the north. Use it and head to the lower right to the Elixer in the chest. Now go north to the exit to the right. You'll be outside. Go north along the path, east then south. In the next cavern, there is a Fire Armllet in the chest, take it and head left. You will have an icicle, and some bats, just use Fire attacks, but the bats can Silence you so watch out. Once you hurt the icicle enough it will begin to crack and you will have won. You need to do this to all four icicles hanging to the left. They will fall to the lower level and fill the holes. After 'killing' one you can choose to jump down. Don't jump down (choose the top option) until you have made all the icicles fall, as then you can get the Last Elixer (which is really just a Megalixer, but when you get it, it's called a Last Elixer) in the chest to the far left. Then go near the door and you will get the choice to jump down. Do so by picking the bottom option. The holes will be filled and you can now get up to the chest in the upper left corner which contains a Speed Source. Jump over the stones to the north to get to the exit, you'll then go outside.

Pick up the Enhance Sword in the chest and head north, around the bend and then south. You'll come out on the cliff again, so climb right, and choose to go up when the option appears. Keep climbing up and you'll come to another cave entrance. The pool of light restores HP and MP, and use the Save Point. You should fight in this area to get some Dragon Armllet from the Blue Dragon's around here so you have one on every character. If you haven't got Barrier up to MBarrier try to do so here. When you think you are done, go to the right and down the long passageway. A black creature, like the ones from Nibelhiem will appear, and then a two-headed boss will attack...

-----Twinhead-----

This boss has two heads, and can be a real pain if you don't know how to fight it. One head is healed by ice (scaly one on the right) and the other by fire (the horned one on the left). Use MBarrier and Haste on yourself and Slow Twinhead at the beginning and use Summon's like Alexander, Bahamut, maybe Odin. Don't use Kjata or Bio. You might want to stick to one head and attack with the opposite element, so fire and Ifrit on the right head and ice and Shiva on the left. When you kill one of the heads, it will cast a spell which can be very nasty if you have low HP. It will do this twice when each head dies, so it is probably a good idea to stick to one head. You'll get a Dragon Fang when you kill them.

After the battle, I suggest you go back to the Save Point and pool of light. When you are healed go back to the passage and go south, towards the screen. You'll be outside, climb up the cliff to the right and when you get to the top, a FMV will play. After it has finished, go north over the ridge. Your party will talk then go left down the crater.

In the next screen, go left until Tifa arrives. She will force you to take her in your party if you don't have her in it already. When you have made your party go left. Go south to the lower path, and then go left and pick up the Summon Neo Bahamut materia. You can jump to the Save Point, then jump north and go left. Cloud will see something and a cutscene with the Shinra will happen. When it's over, go left again and you'll see a 'shield' and some black creatures. You need to cross when the wind is almost disappeared, but if you don't you'll get knocked back and have to fight a Wind Wing. When you make it across, you'll see more black creatures. Follow them up the path and pick up the Kaiser Knuckle on the way. There's another shield on the next screen, but this time with a green aura going past every now and again, wait until this has gone and then for the wind to subside, then cross. If you hit it, you need to fight a Wind Wing. In the next screen, you'll see Sephiroth again, and he'll talk for a bit. When he's done, he'll summon Jenova to fight you...

-----Jenova DEATH-----

Jenova's main attacks are Red Light, Silence and Tropic Wind. You might want to start off by using MBarrier and Haste. This battle can be pretty easy as the Red Light attack isn't that bad, and physical attacks can take off quite a bit of damage, but she does have quite a bit of HP. If you feel like using Summons, use Kjata, Bahamut, Neo Bahamut and Titan. Alexander and Comet magic is also good. You'll win a Reflect Ring, when she is defeated.

Your party will talk after the battle, and you'll get the Black Materia back. You need to give it to someone else, who isn't in your party. Some of your team will refuse to take it, like Yuffie, Vincent, or Cait Sith. When you've given it to someone, talk to Tifa. Head north and pick up MP Turbo materia on the ground. Keep going up and save at the Save Point. Take the Poison Ring from the chest and head north. There is another 'shield' screen here. This one has the wind, the green aura and a strike of lightning. Wait for them all to pass, then cross. And yes, if you hit it, you have to fight a Wind Wing. Go north.

You'll come to a replica of Nibelheim, and you'll now be in a semi interactive flashback. Sephiroth will turn up followed by some guy with black hair in Cloud's place. Talk to Tifa to continue. You'll see Nibelheim burning down again. When your party appears in the burning rubble, they will talk and Sephiroth will appear and talk some more. Talk to him when you can move, then talk to Tifa twice. Sephiroth will talk and then show you the picture taken at Nibelheim in Cloud's flashback. Where Cloud should be, the guy with black hair is there. Cloud goes freaky and the scene ends.

You'll then see Rufus and the other Shinra heads talk. The scene will switch back to the other party members not in your team, and everyone but whoever has the Black Materia will disappear. Tifa will appear and make that person go into the crater. Then Tifa will turn out to be Sephiroth. The other party members will appear and the scene will switch back to the Shinra heads. Your party will then appear where the Shinra are. The person holding the Black Materia will turn up and press O a few times to get them to give the Black Materia to Cloud. Cloud will then fly up to where Sephiroth is. Hojo will talk for a bit, then watch the FMV where Cloud will give

the Black Materia to Sephiroth and the crater will fall apart. Watch the very cool FMV as the WEAPON's appear, and everyone but Cloud will escape on the Highwind.

There'll be a flashback and you'll come to at Junon Town.

-----2.6 - JUNON TOWN REVISITED [JUN2]-----

You'll talk to Barret and then find out that Meteor has been summoned, WEAPON's are attacking and that the Northern Cave is protected by a barrier. When you can move talk to Barret, and Rufus and Heidegger will turn up. As Barret, follow Tifa and the guards. Save at the Save Point then follow them down the stairs. Go left and down the stairs. Just keep following them, until you come to a room with some chairs. Tifa will get strapped into the gas chamber. WEAPON will then attack Junon. Scarlet will get knocked out by Cait Sith and two guards will attack Cait Sith and Barret. Just attack with physical attacks. After the battle, go to the door in the south east. Press O a few times. You'll then see Heidegger and Rufus arm the big cannon to fire against WEAPON. After it fires and WEAPON still attacks Junon, the scene will switch back to Tifa. Gas will start pumping into the chamber. As Barret go talk to Cait Sith. Go north, out the door, then right. There can be some tough random battles around here, so you may want to equip some materia. You'll see Yuffie posing as a reporter, talk to her to get her to join you. Keep going left. Go north and examine the yellow box to go up a level. Go north east towards the ship in the background. You'll now switch to Tifa. To free her, press the following buttons: X, X, Triangle, X and Triangle, Triangle and Circle, Circle. This will free her and then go around to the back of the seat and press O to shut off the gas. Go over to the door and WEAPON will cut and opening in the ceiling before being shot again with the cannon. Make your way down the side and then go towards the top left, using the Select button might help. Keep going this way to the end of the cannon. Scarlet will appear and start slapping you! Slap her back with O. If you hit her enough, she'll fall to the ground; if you get hit too much, you fall to the ground. No matter what happens, Barret will appear in the Highwind and save Tifa. Go into the door to the left to enter the Highwind. Go down the stairs and go to the right along the walkway. Keep going right to get to the cockpit. Talk to everyone here, ending in Red XIII. Then talk to Cid and the pilot next to him. Go back to the room called Operation. Talk to the man here, and make a new party. You can also restore HP and MP, and save. Go back and talk to the pilot and choose the top option to fly the Highwind.

You'll notice the big pink Meteor in the sky and you can ram the barrier around the Northern Crater (it won't get you anywhere). Lots of places sell new items, such as Junon Town, Fort Condor, Costa De Sol and Rocket Town. In Rocket Town, in the weapon/accessory shop there is a chest with a Fourth Bracelet in. When you're done, fly to the south-eastern continent. There is an town surrounded by a forest. Land the Highwind on the grass and enter the town.

-----2.7 - MIDEEL [MDE]-----

Go to the right, not north and go into the shops. Talk to the hyperactive kid in each store and buy weapons, they're expensive but worth it. At the back of the weapon store, examine the door and then go to where the accessory shop is. Go behind it and the walkway will

creak. Examine it to get the 'Beat-up Useless Old Key'. Go back to the weapon store's door and examine the door again. When the option appears you can either lie and get some funny results about how nice the door is :) or choose the bottom one to get the Curse Ring. You'll need to reset if you chose the top option. When your done shopping, go to the right along the upper walkway and into the house here. You can buy accessories here. Now go north and Tifa will play with the cat. While doing this, she will overhear some people talking nearby. It turns out that Cloud washed up near here and is being cared for in the hospital. Tifa insists on staying with him.

You'll then be back on the Highwind. Cait Sith will reveal that the Shinra are looking fro Huge Materia at Corel and Fort Condor. Cid will then be declared the new party leader, complete with his weird running style. Go to the Operations room to make a new party. Afterwards, land the Highwind and return to Mideel. Go into the house to the left of where the cat was. Pick up the Elixer from the bed. When you try to leave the old man will ask if you took it, answer however, you'll still get to keep it. Return to the Highwind and go to North Corel.

-----2.8 - NORTH COREL HUGE MATERIA QUEST [NCHM]-----

Go to the north of the town and go along the long train track bridge. Go north east and then along the bridge in the west direction. These train tracks should look familiar, so make your way west to where the Save Point is. Keep going west, then north west across the bridge until you reach North Corel reactor. Go north and you'll be attacked by some Shinra guards, they are easily killed. Afterwards, a train will leave the reactor. Cid will go and get another train to chase the Shinra one.

In the next bit, you will firstly need to continually press Up and Triangle to catch up with the other train. This may take some practice to get a fast motion going. You should arrive at the other train and will jump on it. On each carriage you will need to fight a battle, there are 5 in all. Don't use Summon's as they take too long, concentrate on magic and physical attacks. Once you get to the engine after the battles, press the buttons in the following order, after your friends have stopped talking: Up and Triangle, Down and X, Down and X. The train will speed up before stopping before actually hitting the town. If you saved North Corel, you'll get the Huge Materia and then go to where the shops are, and you'll get the Ultima materia from a kid. You'll then sleep in the inn. If you didn't save the town, you can pay 50,000 Gil to the kid for the materia. If you go into the house below the inn and talk to the woman here, you'll get Barret's Level 4 Limit Break Manual from her. Now leave North Corel, get in the Highwind and fly to Fort Condor.

-----2.9 - FORT CONDOR HUGE MATERIA QUEST [FCHM]-----

You might want to save in the bedroom before starting this quest. When you are done, go up the ladder in the top left side of the area and then up the stairs. Talk to the orange guy up here and pick the middle option to start a mini game, or the bottom option to learn more. In the mini game you need to set units to attack oncoming enemies, it doesn't really matter if they reach the reactor, because if they do, your party just has to fight the commander which is easier than the mini game. So if you want to Have money, as you have to pay for the units you use, just put down a few units and wait

until they attack the shed and beat the commander that way. Watch the FMV then go out the door and pick up the Summon Phoenix materia and look at the sweet icky baby condor, who will then fly off. Go back inside and talk to the man praying at the table to get the Huge Materia. You'll then learn there's another Huge Materia in Junon, but first go back to Mideel and go and talk to Tifa. The screen will shake, so go outside and you'll see Ultima WEAPON flying about. After Cid shouts at it, it will attack you...

-----Ultima WEAPON-----

This boss only has a few attacks (Quake 2 and Ultima Beam) and is pretty easy to beat, use Barrier as he deal out quite a bit of damage, you can also use Haste if you like, and then just use powerful summons and physical attacks and eventually he'll fly off.

The town will then fall about and as Cloud and Tifa try to escape, they will fall into the Lifestream.

-----2.10 - INSIDE THE LIFESTREAM [LFS]-----

You'll now control Tifa and after she freaks out, you'll be in a place of Cloud's memories. Firstly talk to the Cloud in the north, when Nibelhiem is. Go north a bit, and then talk to Cloud when he appears. When your back with the other Cloud's talk to the one on the left, looking at the well. After that's done, talk to the Cloud on the steps, then to the kid Cloud. After Tifa and Cloud fall, talk to the shadow of Cloud. Then follow Cloud to where Niblehiem is and talk to him. Then go into Nibelhiem. You'll go to the Mako reactor. The rest of the story should unfold and you'll learn who Cloud really is. After that, talk to Cloud one last time and you'll be returned to the real world.

When you have returned to the Highwind, talk to the guy here and make a new team. You might want to go back to Mideel and buy some more things from the hyper kid up the slope. Also go to the Chocobo Farm and buy some Mimett Greens and give them to the white chocobo (they are called Salerno Greens there for some reason) and you'll get the Contain materia. You might also want to spend this time breeding chocobos before going on with the story, as you can get the Knights Of The Round materia which can wipe out the rest of the bosses in one hit. You can also go into the Gold Saucer again, and get the key to Midgar from the Bone Village (see Tifa's Ultimate Weapon). Anyway when you are done, go to Junon.

-----2.11 - JUNON HUGE MATERIA QUEST [JHM]-----

Go to the soldier at the north of the town and pay him to ride the elevator. Press the panel to ride it. Go to the main road in Junon and go south then north until you reach a grey corridor with an officer drilling his men (he'll be blowing a whistle). Go towards them and follow them through the door to the left. In the elevator, you'll fight some soldiers. At the bottom of the elevator you have to fight some more soldiers. After they're done, go south then left. Then go right down the stairs and save. Go down the next elevator. Go north through the underwater tunnel. Go into the chamber at the end and press the red switch. Then go back out the door you came from. Go along the walkway past some submarines, and hit a Save Point in the next hall. You can talk to the guard in the north and he will fight you, then two more soldiers will; if you don't talk to

him all three will fight you. Got to the right and fight more guards. Make your way across the walkway and see the Huge Materia being loaded. Keep going right and you'll meet Reno of the Turks again, but he will sent a metal machine after you instead...

-----Carry Armour-----

If you have Knights of the Round, this boss can be killed in one go. Otherwise: All three parts of this boss are weak against Lightening, so use Ramuh and Bolt as much as you can. The guy's arms can imprison one or two of your allies, and they receive a third of the damage the boss takes, so if they are caught try not to use anything that hits more than once. The only way to get your allies back during the battle is to kill off the arm they are held in, or to have that character die. Once you have your characters back, use Phoenix to restore them and hurt the boss. This guy has a pretty nasty attack called Lapis Laser which can take off about 1,500 HP so watch out for that. You'll get the God's Hand once you're done.

Head to the left to get the Battle Trumpet. Then head towards the guards in the background. Get the Scimitar from the chest by the stairs and the Leviathan Scales in the chest to the left. Then go up the stairs and fight the guards. Cloud will then get in the sub and you'll have to fight the three guards in here. Save after killing them, then go to the door to the north to meet the commander and two soldiers. You can either choose to let them live (bottom option) or fight them (top). Afterwards examine the chair and read the manual then sit in the chair. Then pick the bottom option to start a mini game:

Use square to shoot torpedoes when near an enemy sub. X Speed Down, Triangle Speed Up. Most is explained in the manual. You have 10 minutes to complete the mini game. First locate the red Shinra sub and continually shoot torpedoes at it, you can also destroy the yellow subs too. Watch out for mines, and if WARNING comes up an enemy sub is approaching, ALERT when it is firing, MINE if you've run into a mine, and CONFLICT if you are hitting the ocean floor. When you are done, Misson Complete will appear and you can now use the sub on the World Map. If you didn't do it, your party will jettison the sub. You will then be at the dock near Junon. Before going into Junon, get back in the sub.

-----2.12 - SUNKEN SHINRA PLANE (GELNIKA) [SSP]-----

Go to the bay near Gold Saucer, there is a dock nearby. Submerge and you'll see a plane on the sea bed. Touch it to enter. The enemies in here are very hard, so be careful in random battles. Go left and save. Take the Heaven's Cloud from the chest and go in the door to the north. Go left and get the Escort Guard from the chest. Go to the top right corner and pick up the Double Cut materia. Go to the top left corner and take the Conformer, Yuffie's Ultimate Weapon. Then go back to the entrance and go north across the beams and pick up the Megalixer in the chest. Then go back to the Save Point. Go left and you'll meet Reno and Rude again. You'll have to fight them once again...

-----Reno and Rude-----

This is much like any other time you have faced Reno and Rude, hurt one enough the other will go, Rude can use Fire and Ice, and Reno

uses Neo Turk Light a lot. Haste your guys, Barrier etc, or just use KOTR to kill them in one go. They can confuse you as well, and use Summons whenever you can. You'll get an Elixir when they leave.

Go through the door they were by. Take the Megalixer from the chest and go all the way along the walkway to get to a chest with the Spirit Lance in. Go down to the lower level and take the Outsider and Cid's Level 4 Limit Break Manual, Highwind from the chest below. Go to the helicopter and pick up the Summon Hades materia there. There's nothing else here so you can leave or morph the enemies here into various sources.

If you completed the mini game, you need to get the Huge Materia from the downed Shinra sub so go to the islands to the south of the World Map, west of the Temple of the Ancients, and south east of the weapon smiths house. Submerge and look around underwater for the red sub. Touch it to pick up the Huge Materia.

If you didn't complete the mini game go back to Junon and to back to the grey walkway in the centre of the town. Go down the elevator to where the dog is, fight some guards then examine the dog, follow him and examine him again. Pick the top option. Fight the guards that show up, then choose to either fight the commander or not. You will then gain control of the sub.

Now go to the southern part of the Northern continent. Look around for a tunnel in the wall leading to a cave, there is a spiky object here. Touch it to take it. Now you can choose to go back to Junon. You can go back to airport to see an optional FMV of the plane taking off with the Huge Materia. Now go back to Rocket Town.

-----2.13 - ROCKET TOWN HUGE MATERIA QUEST [RTHM]-----

Go to the rocket, and fight the two soldiers. Then fight the others up the stairs. Cid will then show up and insist on being in your party. Go up the ladder and you'll fight Rude and some soldiers....

-----Rude (and soldiers)-----

Finish off the soldiers first, and use KOTR if you have it. If not, just Haste, Barrier etc, and use summons and spells. He can Cure himself and use Bolt2. He's pretty easy to beat and you might win an S-Mine when you're done.

Go inside the rocket and you'll fight another soldier. Go through the northern door with Circle and talk to the crew here. After Cid's done being all heroic, and the rocket take off, go to the door on the right and up the ladder. Examine the Huge Materia. Pick the top option and when the first message appears, press Circle. Then, on the second message, press Square; on the third message, press X and on the fourth one, press X. Go back down the ladder, after getting the Huge Materia. Head down the ladder to the cockpit and go through the door to the south and climb down the ladder here. When you walk past the tanks, they will explode, trapping Cid. Shera will help Cid get out and into the escape pod. After a long cutscene and FMV, you'll be back in the Highwind.

After talking a bit, go to Cosmo Canyon. Go up to Bugenhagen's observatory. Talk to Bugenhagen and Cloud will call the others. They will talk about Aeris for a while and Cloud will ask Bugenhagen

to look after the Huge Materia. Examine them all and get the Bahamut ZERO Summon from getting closer to the Huge Blue Materia. Exit Cosmo Canyon, and go to the Ancient City on the Northern Continent.

-----2.14 - CITY OF THE ANCIENTS REVISITED [ANC3]-----

At the crossroads go left, then right under the overhang. Go to the right over the arches to get to where Bugenhagen is. You talk for a while about the Ancient's, the Planet, and Holy. You need the spiky object you got from the sea, which is actually a key to continue. If you didn't get it, Bugenhages will stay here until you get it. If you do have it, it will create a waterfall and a short FMV will occur. Go across the bridge and you will see pictures of Aeris on the water. After Bugenhagen has finished talking, you can leave the Ancient City. You discover that the Sister Ray has been moved to Midgar. Make your way back to the Highwind. You see another WEAPON rise from the water near Midgar. Land the Highwind near Midgar and wait for the WEAPON to reach the land. You can now run into it to fight it...

-----Diamond WEAPON-----

Haste/Big Guard/MBarrier etc at the start. Physical attacks won't work, so stick to Summon's and spells. He likes to stomp on you a lot, so be sure to use Cure/All. Don't use Demi or Bio. You can slow him too, and when you've hurt him enough he will use Countdown. If you kill him before the countdown ends, you win, but if the countdown does end, the Sister Ray will shoot him. Either way he gets shot by Sister Ray, but if you kill him, you get looooooooooads of EXP, AP and Gil.

Watch the FMV's and after Midgar gets hit, you'll be back on the Highwind. You can go fight Ultimate WEAPON now or just fly towards the Northern Cave to get on with the plot. You'll find the barrier is gone and that Hojo has taken over the Sister Ray. Now make your way to Midgar and fly over it. You will be on the deck of the Highwind. Pick your party and parachute into Midgar.

-----2.15 - RETURN TO MIDGAR/MIDGAR UNDERGROUND [MDG2]-----

Watch the FMV and when you get inside Midgar, follow Cait Sith. Go north, talk to everyone here, save and talk to Cait Sith to open hatch. Go down the ladder to enter the underground of Midgar. Go down the ladder and then down the slope (not the stairs). Go north, over the wood plank, then right to a chest with a Megalixer in. Then go all the way left past the wood plank to a chest with an Elixer in. Go all the way back to the ladder where you came underground and go down the stairs here. Go down the ladder to the left and north in the background. Go all the way up to get an Aegis Armlet. Go back down the ladder to the walkway and run to the right of the screen. After the walkway gives way, head left, onto the pipe and go up the ladders. Keep going up, and when you are off the ladder, go under the stairs, down and into the pipe. Open the chests here to get an Elixer and a Starlight Phone. Go down the ladder in the foreground. Go towards the pipe with 42 on it. Go north through the pipe, and when at the other end, go left and up the ladder. Get the Max Ray and head back down the ladder. Go down the chute and press left to jump up. Go up the ladder and up the stairs in the background, near the 12 pipe. Go up the stairs and save. Enter the area in red and go north through the crawl space. Firstly go south. Keep going

can use and attack called Combo which can Poison whoever it hits. On all forms just use Summons, spells and physical attacks if you have high attack points. You'll get a Power Source for killing all three forms.

You go back to the Highwind and then watch the cut scenes. There is then a pretty long cut scene with Cloud and Tifa. At the end, watch the Highwind blast off and that's it for Disc 2!

DISC THREE [DSC3]

-----3.1 - NORTHERN CAVE [NCA]-----

You'll start off on the outside deck of the Highwind. You can go down the ladder to go into the Northern Cave or go back to the cockpit to return to the World Map. To continue, choose to go down and when you jump into the crater descent, you will see a treasure chest with a Save Crystal in it. You can use this to create a save point in the Cave, but you can only use it once, so don't use it yet. Next to the treasure chest is a door or a cave leading back to the Highwind in case you need anything or just running low on supplies.

Go down the path, jumping across the gaps automatically. You can pick up the Guard Source in the chest along here. Leave the descent and you'll enter a new area. Here you can climb down the grey areas with O. Climb down the right side and get to the chest with another Guard Source in. Go to the next chest (Mind Source), don't walk off the edge of the ledge below or you'll have to climb back up. You can now either climb back up and get the rest of the chests, or continue down into the Cave. To get the chests, firstly climb up the ledge to your left. Go all the way to the left and climb up two ledges, then walk to the right to find another chest containing a Magic Source. Go left again, go up to the next ledge, then go to the right and climb up again. Walk all the way to the right, climb up again and head left to find a chest holding an Elixir. Then go up to the next ledge, go left, and climb up the grey part to get to a chest containing a Power Source. Go to the right and past a large rock to obtain a HP Absorb materia. When you've got all that, jump back down, go right, and climb up the ledge to reach the top again and make your way south to an area with a load of ledges again. Go to the right to fall down and go to a hidden chest on the left with a Mind Source in. Go to the ledge edge and press O when the message appears to jump up. Walk left until you fall down, then go right and walk through the doorway by pressing up. Through here is a chest with a Megalixir. Make your way back to the other screen and go to the left to fall down another level. Get the chest to the right (Hero Drink) and go through the doorway on the left. Get the Guard Source and follow the path to a Power Source. Go back out and go up to the opening that will take you back to the top. Go all the way down by running right, fall down, right again and go through the doorway. Go through the opening it takes you to, and go left, then fall down and then right. In the next screen climb down the first "ladder" and here's a good point to use your Save Crystal. Then climb down again and you'll meet the rest of your friends. You need to decide which way they should all take, left or right. Choose a way for Cloud to go and then tell the people you want in your party to go the same way. If you told the people who were in your party before to go another way to Cloud, you'll have to make a new party. I've separated the paths below,

right path, and left path, with the upper and lower routes separated.

-----3.2 - RIGHT PATH [RP]-----

You'll find yourself in a rocky area. Follow the path down. At the gap, choose to either jump down or turn back. Get the Mystile in the chest on the right and the green Elixer to your left. Keep going along the path. The chest in the north has a Speed Source in it. There is a Tetra Elemental in the chest between the broken structures. On the main path, head east then north. At the path split go west and get the Megalixer from the chest and retrack to the path split and go north. The chest on the right has another Megalixer in it. Keep going north to the bridge and work your way down it to the Place of Gathering.

-----3.3 - LEFT PATH [LP]-----

At the start of this path, whoever else (apart from your current party) you told to go on the left path will ask whether to take the upper or lower path. Take the path you didn't tell the others to go.

-----3.4 - LEFT PATH: UPPER [LPU]-----

Jump down to the brown branch thing and go to the right and press up to get to another branch. Then go right and get the Magic Source from the chest and go back to the first branch. Go left then north to the edge. Here Cloud will jump to the rocks. Go north along the path and Cloud will dive into the water and re surface on the other side. Get the Remedy from the chest by going left then north. Make your way right and take the upper path to get to a new screen. Go to the far right and pick up a Hero Drink from the chest. Take the upper route and go all the way left and to the north to get to a chest with a Vaccine in. Walk in front of the rock on the right and take the path up to the top and pick up the Shield materia there. From here walk to the left and press down to climb down. Cloud will get his feet wet again and re surface near a chest, this time with an Imperial Guard in. After getting it, press down to make Cloud re enter the water and go back to the other side of the screen. Run south then east to arrive in a new area. This place can be annoying due to layout and there isn't a clear path, but go to the left and work your way down. Go towards the centre of the screen and then north to end up near a small dot. Press O to get the W-Magic materia. Now make your way to the light by going south then east. When you get to the light, examine the bit of darkness to get a Counter materia. Then go west then north to get to the Place of Gathering.

-----3.5 - LEFT PATH: LOWER [LPL]-----

Jump down the columns and get the Remedy from the chest. Go right and go up the steps to get to an Elixer in a chest. Make your way back to the first chest and jump down to the column at the bottom of the ledge to get an X-Potion in a chest. Go southeast to the next screen. Jump down and go left to get a Turbo Ether. Follow the path and get the Vaccine from the chest. Go west then south and jump across some more columns. Go to the south and then right to get down to a ledge with another X Potion. Go to the left over the bridge and drop down. Keep going right and then down the steps. There is a chest to the left with a Turbo Ether inside. Go to the left and there is a materia floating in the air. You will jump onto that

platform but you need to press O at the right time (or just hammer it) to pick up the materia before jumping onto the western ledge. It's the Mega-All materia and you can only get it while jumping from the south not from the western ledge. Anyway, get the Speed Source from the chest on the western ledge and make your way south to the Place of Gathering.

-----3.6 - PLACE OF GATHERING [POG]-----

On the right is a chest with a Luck Source. Follow the path until you get to a set of steps. The rest of your friends will turn up and you can talk to them to get various items. Some may not have some, depending the way you told them to go. When you have their items, approach the steps. Choose to either go down or stay. If you choose to go down, you can't come up, so I suggest going back along the paths that you didn't do along, to pick up items etc. Once you're all done up there choose to go down. You'll leap down the steps towards the centre and can be attacked while descending. After the second set of steps you'll reach the centre and have to fight the final form of Jenova.

-----Jenova Sythesis-----

Haste and Barrier/Wall yourself and begin to deal out the damage with Enemy Skills and Summons. After you've hit the arms enough they'll drop but you need to kill the rest of Jenova quickly after that as they will be resurrected after a while, so multi enemy spells and summons are essential here. If you have high attack, physical attacks are good. Her attacks themselves aren't much to worry about but when she is about to kick the bucket, a countdown will begin, going down from 5 every round. If it hit's zero, Jenova will cast Ultima ending the fight. But if you end it like this, you won't get any EXP, Gil or AP for the battle so try and hit her hard to end it quick.

After Jenova's death, the ground begins to fall apart and Cloud etc begin to float. Sephiroth appears and you'll get to make a new party and visit the menu before you have to fight the first form of Sephiroth.

-----Bizzaro Sephiroth-----

Wall/Haste at the beginning to up your defence and use multi enemy attacks again to damage the five parts of Bizzaro. Whenever one of his body parts dies, you are given the option to switch to another party (if you had the choice to make another party). If you have more than one, only one party can attack the centre of Sephiroth's body, the yellow orb. Once that team has damaged the centre enough you can switch back to Cloud's party and get that team to attack him. Once you've killed the orb attack the other body parts. If you have more than one party, and one team is wiped out the game is over, so watch out. You should also be careful in relation to Cloud's level as Sephiroth will gain more HP etc compared to his level.

Sephy can heal himself and resurrect body parts. His attacks include Demi 3, a fire ray type attack and an attack that reduces all party members HP to 1 point.

Once Bizzaro Sephiroth has been defeated, Sephiroth shows up in a new form. You fight him with whatever team Cloud is a part of.

-----Safer Sephiroth-----

Safer Sephiroth can be pretty mean and again his HP etc depend on Cloud's level. He attacks many ways, can slow and dispel team members, cast Wall on himself and attack with various high level magic. One of his meanest attacks is Supernova that hits all party members. He also has a laser attack and can fly high, preventing some characters from attacking physically.

Use Wall/Haste/Regen and fix any status problems from the previous fight. Again dish it out with best summons (KOTR, Bahamut ZERO), spells (Ultima, Flare) and enemy skills, as well as anything else that deals big damage, such as Coin or Throw, as you won't be needing money or items anymore!

After killing Safer Sephiroth, Cloud will fight Sephiroth one last time, one on one. It's very easy and impossible to lose, so either let Cloud counter or use Omnislash (which comes up even if you haven't learned it). After that is over, enjoy the really long (as most game endings are) ending, and get very, very happy as that's it! Final Fantasy VII Completed!!!!

-----5. SIDE QUESTS-----

5.1 - GETTING VINCENT VALENTINE [VV]

Go to Nibelheim. Enter the mansion to the north. You can look at the letter to the far left to get some hints about the combination. Go up both sets of stairs and go left. Go into the room on Cloud's right. There is a safe here. Examine it and pick the top option. You now have 20 seconds to input the safe combination. You must hit the number exactly and input it with 0. You can't go past the number by a few digits then go back again input it as this won't work. The combination is: 36, 10, 59, 97. If you put it in correctly, the safe will open and you will be attacked...

-----Lost Number-----

Just attack with your best spells and summons - Choco/Mog works well as it usually paralyzes this boss. You need to be careful after you inflict enough damage as the boss will shed of its parts, leaving it either red or purple. If it is red, magic won't hurt it as much, so use physical attacks. In its red form it will primarily use magic attacks on you. If it is purple, physical attacks won't work as well, so use magic attacks. In purple form it can deliver some nasty physical attacks so keep your HP up.

When you have beaten the boss, pick up the red Summon Odin materia, Red XIII's Level 4 Limit Break manual, Cosmo Memory, and the Key to the Basement. Go to the left from the top of the stairs and through the door in the corner of the lower room. Go down the spiral staircase and go south to the second screen (before the library). You can now open the door to the north. Examine the closed coffin and talk to Vincent. Tell him about Sephiroth and name him. Keep talking to him until he tells you to leave him alone. Attempt to leave up the

stairs and Vincent will come out and choose to join you.

5.2 - GETTING YUFFIE KISARAGI [YK]

Go to the area near Gongaga Town where the burned out structure in the forest is. Don't enter this area with the reactor, stay on the World Map. Go and fight in the forests near this area. (Or in the forests near Junon). Eventually you will enter a fight with Yuffie. She is very easy to beat, and when you have won, you will find yourself on a field with Yuffie and your party. There is a Save Point in the corner but don't use it as Yuffie will run off and nick some of your money. Also don't go into the main menu. Talk to Yuffie and answer in the following way:

'You spikey-headed jerk! One more time, let's go one more time.'

- Not interested.

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

-petrified.

'I'm really gonna leave! REALLY!'

- Wait a second.

'You want me to go with you?'

- That's right.

'All right! I'll go with you.'

-Let's hurry on.

You can name her, and you now have Yuffie on your team.

5.3 - VINCENT'S WATERFALL [VW]

In Disc 2, breed a gold chocobo and go to the waterfall in the centre of the western continent. I think you can get there with the submarine as well. Ride the Chocobo to the west of the waterfall where the grass is. Dismount and enter the waterfall. Go to the room with the white stone. You must have Vincent in your team. He will talk about Lucrecia. In Disc 3, return here (again with Vincent) and you will receive Vincent's Ultimate Weapon, the Death Penalty, and his Level 4 Limit Break Manual, Chaos.

5.4 - YUFFIE'S SIDE QUEST [YSQ]

You can do Yuffie's side quest as soon as you get the Tiny Bronco, but can only do it in Disc 1 or 2. Go to the western-most continent and if you are in the Tiny Bronco, go to the far south of the island, and dismount on the beach. Head north and you will find a curving path that takes you up to the high mountain. As you reach the top, you will enter a plain and Yuffie will appear, and some Shinra guards will attack you. They are easy to beat and when you have defeated them, your party will realise that Yuffie has stolen all your materia. If you try to board the vehicle you won't be able to as your party (if you have Yuffie in your team, Barret will take her place)

will refuse to and want to go after Yuffie, so head north over the bridges and through the valley until you reach Wutai.

When you enter, you will see Yuffie run away. Head to the top left corner and go to the next screen. Head into the building to the right. You can rest in the room here, then go along the hall until you see a room with a man lying down inside. Go talk to him continually until he stands up and Yuffie will arrive, you will find out the man is Yuffie's father, Godo. If you follow Yuffie, she will have disappeared, so go into the room next to the one with Godo in. Examine the right wall and a secret passageway will appear. At the end is a chest with a Hairpin in.

Go into the bar on the first screen and you'll see the Turks, Reno, Rude and Elena. Talk to them and then go to the Item Shop. There is a chest that is normally blocked to the right, but you can now open it to get a MP Absorb materia. But just as you get it, Yuffie will drop down and steal it off you. Now go into the house to the south east of the town. There is a folding cover to the left. Examine it to find Yuffie. She will run away again. Go to outside the bar. You will see the pot outside moving. Examine it and the rest of your party will block the exits. Hit O 3 times to hit the pot and make Yuffie jump out. She will try and escape but will be stopped by your team. Seeing he has no other choice, she leads you to her house to give you back your materia.

You will see a scene where two Shinra guards will talk to the Turks at the bar. After this ends, you will be in Yuffie's house. Follow her downstairs and talk to her. Examine the levers at the back, it doesn't matter which one you choose, a cage will fall on your other party members, trapping them. After she leaves, examine the levers again to free your friends.

Go back to where Godo was, but don't enter the building. There is an arch to the left, go through it and examine the bell her to ring it. This will reveal an entrance below. Go through it to see who has taken Yuffie....Don Corneo. He will also have nabbed Elena. Get the Swift Bolt and Elixer in the chests before going up the stairs. Three Shinra soldiers will attack you, kill them and find that the Don has escaped.

Go outside and talk to Reno and Rude. Go to the north east part of Wutai, where there are lots of paths in a mountain. Talk to the Turks and take the path that goes to the north. Go past Rude and go south to find the Don. He will summon a monster for you to fight...

----Rapps----

As you probably don't have any materia you can only attack. It's a good idea to use some of the attack items, like Swift Bolt etc to inflict more damage, and use Hi-Potions etc to cure. You'll win a Peace Ring.

Don Corneo will talk for a while and ask a question, answer however. Reno and Rude will turn up and kill the Don. You will return to Yuffie's house where she will give you your materia back, but she will place it all wrong so re-equip it how you want.

There are 4 materia caves on the World Map and hold some of the best materia in the game inside. Here are the locations and what's inside each.

CAVE 1: Far south of Wutai, right at the end of the island, hidden behind a mountain, use a black or gold chocobo to get there. Go inside and examine the glowing light to receive the Quadra Magic materia. This casts a magic spell or summoning 4 times.

CAVE 2: North of Mideel, on long island nearby. Go inside and examine the glowing light to receive the Mime materia. This mimes the previous command in battle.

CAVE 3: Cave is next to the mountain lying on a square of brown land in the North Corel area. Need a black or gold chocobo to get there. Go inside and examine the glowing light to receive the HP<>MP materia which switches your HP and MP values.

CAVE 4: Go to Goblin Island (its the elongated island with a forest on it to the northwest of the Chocobo farm). Ride a gold chocobo northwest from here. You will eventually come to an island that isn't on the map. It is surrounded by mountains and trees. There is a forest in the middle. Dismount in here and enter the cave. Examine the glowing light to receive the best summon materia in the game - the Knights of the Round.

5.6 - TURTLE PARADISE FLYER LOCATIONS [TPF]

Top Floor of a house in the Slum near Aeris' House
Ground Floor of the Shinra Building
Ghost Hotel in Gold Saucer
Hotel at Cosmo Canyon
Next to the Weapons Stand in Cosmo Canyon
In Yuffie's House in Wutai (where she drops a cage on you)

When you have them all go talk to the barman in Wutai. As a reward you get a Power Source, Guard Source, Magic Source, Mind Source, Speed Source, Luck Source and a Megalixer.

5.7 - SLEEPING MAN NEAR MIDGAR [SLE]

The sleeping man will give you something when you have won a certain number of battles. You can find him in a cave a little ways south and east of Midgar. You'll need the Buggy, the Airship, or the Green, Blue, Black, or Gold Chocobo to get to him. If you want to get to him using the Buggy, drive it into Costa del Sol and you will have the option of transporting it back to the continent where Midgar is. Inside the cave is the sleeping man, of course. He'll usually tell you how many wins you've gotten so far. - If your last two digits are odd, he'll give you Mythril. - If your last two digits are even, he'll give you an item (usually a Bolt Ring or Ice Ring). If you have a piece of Mythril, you can take it to the blacksmith who lives in the house on the peninsula near the Gold Saucer. He'll let you trade the Mythril for a Gold Armet (in the long wooden chest), or the

Great Gospel Manual (in the metal lid on the upper floor). You can return to the sleeping man and get as many rings or pieces of Mythril as you like.

5.8 - KALM TRAVELLER [KLM2]

On the top floor of the rightmost building in Kalm, there is a very happy traveller. When Meteor is summoned, he says he will be leaving on a journey. He needs a Guidebook, the Earth Harp, and the Desert Rose. To get the Guidebook, you will have to go to the underwater reactor, and morph a Ghost Ship. By doing this, you will receive Underwater materia, which eliminates the 20 minute timer in the Emerald WEAPON fight. To get the Earth Harp, you must fight, and defeat the Emerald WEAPON (see WEAPON Strategies), and in return you will get Master Magic, Master Command, and Master Summon Materia. And finally, you must fight and defeat the Ruby WEAPON (see WEAPON Strategies), to get the Desert Rose, and to exchange it for a Gold Chocobo.

5.9 - Ancient Forest [ANF]

Get here by either beating Ultima WEAPON in Disc 2 or 3, and getting to the Ancient Forest by going behind the huge crater behind Cosmo Canyon, or breeding a Gold Chocobo and riding to here before Ultima WEAPON dies.

Here you need to pick up frogs etc and put them in bags to access other areas in the forest. If you completely muck up press Square to reset the whole area and you'll be placed right back at the beginning to start again.

Right to begin with put the three frogs in the bags near the trees, by going under the bridge and press O to make one frog jump in the bag. Step on the full bag and press O again to make another frog jump in the next bag. Get onto the second bag, and deposit the last frog in the third bag. Jump to the other side. Go near the pink plant. Walk slowly on it, and don't get to the centre as if you do it will snap shut and you'll lose HP. When you get near the item bag, press O to pick it and get a Supershot ST. Get off the plant and go right. Use the pink vine thing to get to the other side and collect the Spring Gun Clip past the tree. Go right to the next screen, and pick up one of those lovely frogs again. Go near the vine and go to the ledge by using the top option. Put the frog in the bag and jump across that and the second bag. Once on the ground get another frog and go to the top of the green ledge and let the frog jump into the bag on the left. Wait until the frog escapes and you'll be put on the ledge above. Get the wasp nest and jump down. Go near one of those annoying snapping plants again and release the nest near it. Hopefully the plant will snap it. Get the Slash All materia and take the big frog. Go back to the green ledge and put the frog in the right bag. Wait till this one escapes to be placed on the other side of the pink plant. Go to the right to the next screen.

In this screen place two frogs in the bags to get across with the vine. Treetop time: head left and down to get the Minerva Band. Go

up and right, across the branch using the vines. Head south to get the Typhoon summon and proceed across the vines, taking the lower branch when back on the branch. Get a frog when back on the ground. Underneath the two bags in the right is a ledge. Throw the frog into a bag from here. Get on the full bag and go to the ledge with the wasps nest on. Pick up the nest and do the same thing with the snapping plant as before. Get a small frog and go past the plant. Let go of the frog once on the left ledge. Go across using the bag and jump down to the ground. Head left and pick up a frog. Place it in the tree hollow, causing a big frog to hop out. Take this big frog and put it in the bag that you used to get here. Jump across to the ledge and wait for it to escape, before picking it up again. Release it in the far right bag, and use the momentum when it escapes to get to the cave entrance. Go inside and open the chest on the right to get the Apocalypse sword (useful when fighting Ruby and Emerald WEAPON's). Go north and east to pick up an Elixir. Exit the forest on the left; you'll be back on the World Map.

5.10 - WUTAI PAGODA [PAG]

After completing Yuffie's side quest, you can go into the pagoda in the north of the town. Here you will fight 5 bosses, one on each level, with only Yuffie.

On the first level you will fight:

-----GORKI-----

This guy is weak to Wind attacks, but it's easy enough to just take him down with physical attacks. If you do attack with magic etc, don't use Quake or Titan, as Gorki is immune to earth attacks.

After you see off him, you can go up another level. Before talking to the guy here, make sure you heal.

-----SHAKE-----

Not too hard, just attack with physical attacks and strong magic, just not Demi as he's immune to it. Cure when you need to.

Up another level and it's:

-----CHEKHOV-----

Again, not hard. You might have to watch out for Chekhov's ability to absorb HP, and again cure when need be and dish damage with physical and magic. Yep, he's also immune to Demi.

4th Level and this time you face:

-----STANIV-----

-----6. CHOCOBO BREEDING [CHO2]-----

For Chocobo breeding, you're gonna need to get the Highwind, (which you get somewhere in Disc 2), and a load of money. But luckily you fight quite a bit during the breeding process so can make money from that.

To catch a Chocobo, you need the Chocobo Lure from Choco Billy for 2,000 Gil. You should have bought it earlier in the game when you cross the marsh in Disc 1. If you sold it, you can get another one in the Chocobo Farm, by the outside pen, which should now be empty. It's to the right when you first go in, against the south side of the fence. Once you have a Chocobo Lure, equip it to someone and walk around on some Chocobo tracks until you enter a battle with a Chocobo. You can tell its a Chocobo battle due to the different music (sounds like surfer music!). DONT attack the Chocobo, just kill the enemies. You can feed it greens to distract it while you defeat the enemies.

Go to the Chocobo Farm and enter the house, not the barn and talk to the guy there to buy Chocobo stables for 10,000 Gil. If you are low on money, just buy three stables (but bare in mind you will need to buy at least one more stable later on).

Fly in the Highwind to the northern continent to the Chocobo Sage's house (the house surrounded by grass to the northwest of the farm. Fight in this area (on the grass) until you fight a red dragon/dinosaur type thing. You'll know what it is as I'm pretty sure the only other things you fight there are some things that look like squirrels. Have someone equipped with Steal and steal a Carob Nut from it. End the battle one way or the other and repeat until you have 3 Carob Nuts.

Get back in the ship and fly to the Gold Saucer. There are Chocobo tracks, catch a Chocobo here, (see above). Dismount the Chocobo and when the option appears select 'Send the Chocobo back to the stables'. Its a good idea to catch 4 Chocobos here and send them all back to the stables before returning to the Chocobo farm. Save before you enter.

Talk to Choco Billy in the stables and pick the 'Moving Chocobos' option. You will cycle through the Chocobo's you have in the fenced area in front of the stables. Choco Billy will rate the Chocobo's you have caught. You will need a 'good' Chocobo (they will be walking when you see them), not an average (which is standing still) or anything worse (with it's head down). Before moving the Chocobo into the stable, you will find out it's gender and name it. You will need a male one. If your only 'good' Chocobo is a female, you can reset from where you saved outside as gender is determined randomly. You should release all other Chocobo's from the pen when you have moved the 'good' one into a stable, by selecting 'Moving Chocobos' again, but instead of putting them in, choose to let them go.

If you have a 'good' male Chocobo from the area near Gold Saucer, fly to the Southern continent and land near where Cloud is found in Disc 2, Mideel. There are Chocobo tracks nearby. Catch another 4 Chocobo's here, see above on how to catch one, then fly back to the Chocobo farm. You can again save incase of wrong gender.

Again go the stable and choose to move a Chocobo into a stable. You will need a 'great' one this time, (they will be running when you see them) and the gender needs to be a female. Again release all

Chocobo's from the pen when you have finished moving them.

You should now have two yellow Chocobo's in your stable. Go outside and save -very important to do so as you probably need to reset a few times before producing the right type of offspring. Return to the stables. Talk to Choco Billy and choose 'Mating Chocobos'. Go to the individual stables of your two Chocobo and 'talk' to them using O. When you have selected both, pick the top option, then choose to breed with the Carob Nut (which you stole from the red dino deally on the north continent). Then choose the top option to breed them.

You should have got a green Chocobo. If you got a blue or yellow Chocobo, you will need to reset and breed again. Refer to the above paragraph on how to breed. You will need to take note of your Chocobo's gender.

You won't be able to breed the yellow Chocobo's again for a while (come on, they're not machines!!) or breed the green Chocobo yet. So you can either wait for a while and get on with the storyline, or simply release your two yellow Chocobos (by choosing 'Releasing Chocobos' and selecting the two yellow ones), and catching two more from the same areas (see above). It doesn't matter which way you do it, but you will need to buy another stable for 10,000 gil. Again use the Carob Nut when breeding either your new yellow Chocobos or the existing ones. If you caught new ones. they will still need to be the 'good' male, and 'great' female.

Anyway, eventually, you should have a green and blue Chocobo, of different genders. You should have two stables free by the way, if not, release your yellow ones. In the Highwind, fly back to the area where you stole the Carob Nuts and enter the house. Talk to the guy here and choose to buy something. Buy either 20 or 40 of the Sylkis Greens (they cost 5000 Gil each) depending on how much money you have. (You will need 40 eventually, but can do with just 20 at the moment). If you are low on money, you can go to the area northeast of Mideel, on the Southern Continent. There is a mountain on an island, with two beaches on each side. On the beach to the right you can fight Sandworms that are quite easy to beat for 5000 Gil, allowing you to buy one Sylkis Green. It is a bit monotonous, but a good place to earn money, I think.

Go back to the Chocobo Farm and talk to Choco Billy again. Choose 'Feeding Chocobos' and give 10 Sylkis Greens to your green Chocobo, and 10 to you blue Chocobo, by changing the number of greens to feed them with the up and down button and then press O twice to feed the Chocobo's.

Go to North Corel. Use the ropeway to get to the Gold Saucer. Purchase a single ticket and go to the Chocobo Square. Talk to the girl (Ester?) who is standing in front of the Staffroom door. Choose to race, then choose either your blue or green Chocobo. Pick the top option twice and press Start at the Chocobo stats screen to begin the race. If you have either Tifa or Cid in your team, sometimes they will ask to ride the Chocobo instead of Cloud.

Your Chocobo starts off with a C ranking, you need to improve this to an A ranking by winning races. If you just let the Automatic Sequence race for you, you are very likely to win every race. If you choose to do manual control hold R1, R2 and square to go faster and not decrease stamina. It usually takes about 3 winning races to go up a

ranking. Race your Chocobo's until they are both at an A ranking or higher.

NOTE: When you win a race, you will win an item. You can choose to take the item or the GP. I highly recommend taking the GP, as you will be racing a lot and will gain a lot of GP. You will very likely gain at least 300 GP while racing your green and blue Chocobos to A ranking. When you have 300 GP go the Wonder Square and exchange your GP for a Gold Ticket, which gives you an unlimited pass to the Gold Saucer. This is very useful as you will be returning here again to race other Chocobos, so allows you to save your money for greens.

When you are done and both Chocobo's are at an A ranking, leave the Gold Saucer and return to the Chocobo farm. Save outside. Go to the barn, talk to Choco Billy and choose to mate your green and blue Chocobo's together, using a Carob Nut. Refer above on the specifics. Hopefully, you will have bred a black Chocobo. If not reset and try again. Take note of your black Chocobo's gender.

Fly to the elongated island with a forest on it to the northeast of the Chocobo farm. If you have learned the Goblin Punch Enemy Skill, it is the same place you learned that. Wander around in the forest until you enter a battle with a Goblin (it has boxing gloves on). Steal a Zeio Nut from it, you only need one.

Now fly to the west side of the Northern Continent. There are Chocobo tracks in the snow near here. You will need to land the Highwind on the grass nearby. Catch 4 Chocobo's here. See at the top for how to catch a Chocobo. Return to the Chocobo farm. Save before entering the farm. Check your caught Chocobo's in the pen for a 'great' or 'wonderful' Chocobo. It must be the opposite gender to your black Chocobo. You will also need to buy another stable or release your green and blue Chocobo's. You may also want to save outside again, so you don't have to re-capture your yellow Chocobo.

Now you may need to return to the Chocobo Sage's house on the Northern Continent. If you bought 40 Sylkis Greens from him before you can skip this bit, but if you just bought 20, you will need to return to him to buy another 20 Sylkis Greens. If you are low on money go to where I told you before to make some money.

Return to Chocobo Farm. Feed 10 of the Sylkis Greens to your black Chocobo and 10 to your yellow Chocobo. Refer above on how to do this.

Now you need to return to Gold Saucer and race both your black and yellow Chocobos to A rank or higher. Refer above for racing tips. When they are at A rank or higher, return to Chocobo Farm. Again save outside before entering.

Go into the barn and speak to Choco Billy and choose to mate your black Chocobo with your new yellow Chocobo. Use the Zeio Nut. Wait until the next morning and hopefully you got adum dum duuum.....GOLD Chocobo!!!!

This is where you wonder whether it was all worth it. Well let me tell you it is, for with your brand-spanking gorgeous Gold Chocobo, you can get the best Summon materia in the game, the Knights of the Round. To do so read on:

Talk to Choco Billy and pick the option 'Riding Chocobos' and pick

your Gold Chocobo. Ride over to the Highwind, and press 'O' to get on with your chocobo. Park the Highwind on the Goblin Island (its the island to the northeast of the eastern continent), and ride the chocobo north-northeast from there to a mountain and forested island, that isn't on the map. Go into cave and grab the ultimate summon materia....Knights of the Round!!!!

-----7. ULTIMATE WEAPONS [UW]-----

-----7.1 Cloud-----

Fight and defeat Ultima Weapon. In Disc 2, after you defeat Diamond WEAPON, Ultima WEAPON will be hovering over the lake by Junon Town. Save and rest in the Highwind, then fly into it. You will have to fight it from the deck of the Highwind. He's pretty east to beat so just use Summon's and good magic and when you inflict enough damage, he will fly out of the battle. When the view returns to the World Map, be sure to see what direction he flies off in. You need to follow him, and ram him a few times. Eventually he will fly off to a new location. Follow him, and when he stops, rest and save again. The fly into him and fight again. Continue this, saving before each fight because if you don't see where he flew off to, you can reset and fight again, and hopefully take more notice! He usually settles over the main locations, such as Midgar, The Northern Cave and Nibelhiem. Eventually he will stop over Cosmo Canyon. This will be the final fight and might be harder than the rest. After he dies, there will be a huge crater behind Cosmo Canyon, allowing you to get to the Ancient Forest behind. You'll then get the Ultima Weapon for Cloud. This weapon seems to do more damage if Cloud has more health.

-----7.2 Barret-----

Before fighting Hojo and after defeating Proud Clod, go up the stairs to the second landing. There will be a green chest here only if you have Barret in your team. You'll get the Missing Score; this weapon will do more damage if the materia equipped to it has lots of AP.

-----7.3 Tifa-----

After Cloud rejoins the team in Disc 2, go back to Midgar and a man will be standing outside the town, talk to him to learn about a missing key. Go to Bone Village on the northern continent and choose to excavate "good treasure" then place diggers if you like (but it's not necessary) and have them dig near a small piece of metal sticking out of the wrecked plane near the entrance (it's across from the blocked door where the man is standing). In the morning, check the treasure chest, and you should get the Key to Sector 5. With the key in your possession, return to Midgar. Once inside go to Wall Market, you can get Tifa's best weapon, the Premium Heart, from the item shop with the machine that shot at you earlier. I think you need to go here with Cloud, Tifa and Cid. This weapon will do more damage if Tifa's Limit Break bar is filled up. Use you Limit Break but miss on one of the wheels. The Premium Heart should now power up.

-----7.4 Red XIII-----

On Disc 3 go back to Cosmo Canyon. Go to the second floor of the observatory. You will need to have Red XIII in your team. Red and

Bugen Hagen will talk for a while, then Bugen Hagen will give Red his Ultimate Weapon, the Limited Moon. He will then die. Red will rejoin the party at the bonfire. You may also want to pick up the Full Cure materia, Elixer and Magic Source from the Item Shop (go down the passage to the right that was previously blocked by a red rope).

-----7.5 Cid-----

In Rocket Town, in Disc 3, repeatedly talk to the old guy looking at the rocket. Eventually he'll give you Cid's Ultimate Weapon, the Venus Gospel.

-----7.6 Aeris-----

In the Temple of the Ancients, when you reach the area with the clock, go down passage IV and in the chest is Aeris's Ultimate Weapon, the Princess Guard.

-----7.7 Cait Sith-----

Go to the Shinra building in Disc 2 and search the lockers on the 64th floor. You can now take the megaphone there which is the HP Shout. The more HP remaining, the stronger it is.

-----7.8 Vincent-----

See Side Quests, Vincent's Waterfall.

-----7.9 Yuffie-----

Use the submarine to go to the wreck of the Shinra plane underwater. To get there go to Junon and head west until you reach a peninsula. Go around it and head south until you reach the land. There'll be a dock nearby and you should be able to see the Gold Saucer. Submerge and you should see a wrecked plane on the seabed. Touch it to enter. Go into the room to the north on the first screen. In the upper left corner of the room with the chests in on the lower level, hidden by a pipe is a chest. Inside will be the Conformer, Yuffie's Ultimate Weapon. I think this weapon is more powerful if Yuffie is fighting an enemy with a higher level than her.

-----8. WEAPONS [WEA1]-----

8.1 - CLOUD

NAME - Buster Sword
ATTACK - 18
ATTACK % - 96
SLOTS - O=O
AP GROWTH - Normal
LOCATION - Initially Equipped

NAME - Mythril Saber
ATTACK - 23
ATTACK % - 98
SLOTS - O=O O

AP GROWTH - Normal
LOCATION - Kalm

NAME - Hardedge
ATTACK - 32
ATTACK % - 98
SLOTS - O=O O O
AP GROWTH - Normal
LOCATION - Junon

NAME - Butterfly Edge
ATTACK - 39
ATTACK % - 100
SLOTS - O=O O=O
AP GROWTH - Normal
LOCATION - Cosmo Canyon

NAME - Force Stealer
ATTACK - 36
ATTACK % - 100
SLOTS - O O O
AP GROWTH - Double
LOCATION - North Corel

NAME - Rune Blade
ATTACK - 40
ATTACK % - 108
SLOTS - O O O O
AP GROWTH - Double
LOCATION - Mt. Nibel

NAME - Enhance Sword
ATTACK - 43
ATTACK % - 107
SLOTS - O=O O=O O=O O=O
AP GROWTH - Normal
LOCATION - Gaea's Cliff

NAME - Murasame
ATTACK - 51
ATTACK % - 100
SLOTS - O=O O=O O
AP GROWTH - Normal
LOCATION - Wutai

NAME - Yukiyoshi
ATTACK - 56
ATTACK % - 100
SLOTS - O O
AP GROWTH - Normal
LOCATION - Old man in Rocket Town

NAME - Organics
ATTACK - 62
ATTACK % - 103
SLOTS - O=O O=O O O
AP GROWTH - Normal
LOCATION - Icicle Inn

NAME - Nail Bat

ATTACK - 70
ATTACK % - 100
SLOTS - None
AP GROWTH - Normal
LOCATION - Temple of the Ancients

NAME - Crystal Sword
ATTACK - 76
ATTACK % - 105
SLOTS - O=O O=O O=O
AP GROWTH - Normal
LOCATION - Mideel

NAME - Apocalypse
ATTACK - 88
ATTACK % - 110
SLOTS - O O O
AP GROWTH - Triple
LOCATION - Ancient Forest

NAME - Heaven's Cloud
ATTACK - 93
ATTACK % - 100
SLOTS - O O O O O O
AP GROWTH - Normal
LOCATION - Sunken Shinra Plane (Gelnika)

NAME - Ragnorok
ATTACK - 97
ATTACK % - 105
SLOTS - O=O O=O O=O
AP GROWTH - Normal
LOCATION - Defeat Proud Clod

NAME - Ultima Weapon
ATTACK - 100
ATTACK % - 110
SLOTS - O=O O=O O=O O=O
AP GROWTH - No AP Growth
LOCATION - Defeat Ultimate Weapon

8.2 - TIFA

NAME - Leather Glove
ATTACK - 13
ATTACK % - 99
SLOTS - One single
AP GROWTH - Normal

NAME - Metal Knuckle
ATTACK - 18
ATTACK % - 102
SLOTS - One linked
AP GROWTH - Normal

NAME - Mythril Claw
ATTACK - 24
ATTACK % - 106

SLOTS - One linked, one single
AP GROWTH - Normal

NAME - Grand Glove
ATTACK - 31
ATTACK % - 110
SLOTS - One linked, two single
AP GROWTH - Normal

NAME - Tiger Fang
ATTACK - 38
ATTACK % - 110
SLOTS - Two linked
AP GROWTH - Normal

NAME - Diamond Knuckle
ATTACK - 51
ATTACK % - 112
SLOTS - Two linked, one single
AP GROWTH - Normal

NAME - Dragon Claw
ATTACK - 62
ATTACK % - 114
SLOTS - Two linked, two single
AP GROWTH - Normal

NAME - Crystal Glove
ATTACK - 75
ATTACK % - 115
SLOTS - Six single
AP GROWTH - Normal

NAME - Motor Drive
ATTACK - 27
ATTACK % - 106
SLOTS - Three single
AP GROWTH - Double

NAME - Platinum Fist
ATTACK - 30
ATTACK % - 108
SLOTS - Four single
AP GROWTH - Double

NAME - Kaiser Knuckle
ATTACK - 44
ATTACK % - 110
SLOTS - Two linked, six single
AP GROWTH - Normal

NAME - Work Glove
ATTACK - 68
ATTACK % - 14
SLOTS - None
AP GROWTH - Normal

NAME - Powersoul
ATTACK - 28
ATTACK % - 106

SLOTS - Four single
AP GROWTH - Double

NAME - Master Fist
ATTACK - 38
ATTACK % - 108
SLOTS - Six single
AP GROWTH - Normal

NAME - God's Hand
ATTACK - 86
ATTACK % - 255
SLOTS - Two linked
AP GROWTH - Normal

NAME - Premium Heart
ATTACK - 99
ATTACK % - 112
SLOTS - Four linked
AP GROWTH - None

8.3 - BARRET

NAME - Gatling Gun
ATTACK - 14
ATTACK % - 97
SLOTS - One single
AP GROWTH - Normal

NAME - Assault Gun
ATTACK - 17
ATTACK % - 98
SLOTS - One linked
AP GROWTH - Normal

NAME - Cannon Ball
ATTACK - 23
ATTACK % - 98
SLOTS - One linked, one single
AP GROWTH - Normal

NAME - Atomic Scissors
ATTACK - 32
ATTACK % - 99
SLOTS - Two linked, two single
AP GROWTH - Normal

NAME - Heavy Vulcan
ATTACK - 39
ATTACK % - 100
SLOTS - Two linked
AP GROWTH - Normal

NAME - Chainsaw
ATTACK - 52
ATTACK % - 100
SLOTS - Two linked, one single
AP GROWTH - Normal

NAME - Microlaser
ATTACK - 63
ATTACK % - 101
SLOTS - Two linked, two single
AP GROWTH - Normal

NAME - AM Cannon
ATTACK - 77
ATTACK % - 103
SLOTS - Six single
AP GROWTH - Normal

NAME - W Machine Gun
ATTACK - 30
ATTACK % - 100
SLOTS - Three single
AP GROWTH - Double

NAME - Drill Arm
ATTACK - 37
ATTACK % - 97
SLOTS - Four single
AP GROWTH - Double

NAME - Solid Bazooka
ATTACK - 61
ATTACK % - 100
SLOTS - Four linked
AP GROWTH - Normal

NAME - Rocket Punch
ATTACK - 62
ATTACK % - 110
SLOTS - None
AP GROWTH - Normal

NAME - Enemy Launcher
ATTACK - 35
ATTACK % - 100
SLOTS - Two linked, three single
AP GROWTH - Normal

NAME - Pile Banger
ATTACK - 90
ATTACK % - 80
SLOTS - Six single
AP GROWTH - None

NAME - Max Ray
ATTACK - 97
ATTACK % - 98
SLOTS - Six single
AP GROWTH - Normal

NAME - Missing Score
ATTACK - 98
ATTACK % - 108
SLOTS - Four linked
AP GROWTH - None

8.4 - RED XIII

NAME - Mythril Clip
ATTACK - 24
ATTACK % - 100
SLOTS - One linked, one single
AP GROWTH - Normal

NAME - Diamond Pin
ATTACK - 33
ATTACK % - 102
SLOTS - One linked, two single
AP GROWTH - Normal

NAME - Silver Barrette
ATTACK - 40
ATTACK % - 110
SLOTS - Two linked
AP GROWTH - Normal

NAME - Gold Barrette
ATTACK - 50
ATTACK % - 104
SLOTS - Two linked, one single
AP GROWTH - Normal

NAME - Adaman Clip
ATTACK - 60
ATTACK % - 106
SLOTS - Two linked, two single
AP GROWTH - Normal

NAME - Crystal Comb
ATTACK - 76
ATTACK % - 108
SLOTS - Six single
AP GROWTH - Normal

NAME - Magic Comb
ATTACK - 37
ATTACK % - 100
SLOTS - Three single
AP GROWTH - Double

NAME - Plus Barrette
ATTACK - 39
ATTACK % - 104
SLOTS - Four single
AP GROWTH - Double

NAME - Centdip
ATTACK - 58
ATTACK % - 108
SLOTS - Eight single
AP GROWTH - Normal

NAME - Hairpin

ATTACK - 57
ATTACK % - 120
SLOTS - None
AP GROWTH - Normal

NAME - Seraph Comb
ATTACK - 68
ATTACK % - 110
SLOTS - Four single
AP GROWTH - Normal

NAME - Behemoth Horn
ATTACK - 91
ATTACK % - 75
SLOTS - Six single
AP GROWTH - Normal

NAME - Spring Gun Clip
ATTACK - 87
ATTACK % - 100
SLOTS - Six single
AP GROWTH - Normal

NAME - Limited Moon
ATTACK - 93
ATTACK % - 114
SLOTS - Four linked
AP GROWTH - None

8.5 - AERIS

NAME - Guard Stick
ATTACK - 12
ATTACK % - 99
SLOTS - One single
AP GROWTH - Normal

NAME - Mythril Rod
ATTACK - 16
ATTACK % - 100
SLOTS - One linked
AP GROWTH - Normal

NAME - Full Metal Staff
ATTACK - 22
ATTACK % - 100
SLOTS - One linked, one single
AP GROWTH - Normal

NAME - Striking Staff
ATTACK - 32
ATTACK % - 100
SLOTS - One linked, two single
AP GROWTH - Normal

NAME - Prism Staff
ATTACK - 40
ATTACK % - 105

SLOTS - Two linked
AP GROWTH - Normal

NAME - Aurora Rod
ATTACK - 51
ATTACK % - 110
SLOTS - Two linked, one single
AP GROWTH - Normal

NAME - Wizard Staff
ATTACK - 28
ATTACK % - 100
SLOTS - Three single
AP GROWTH - Double

NAME - Wiser Staff
ATTACK - 33
ATTACK % - 100
SLOTS - Four single
AP GROWTH - Double

NAME - Fairy Tale
ATTACK - 37
ATTACK % - 103
SLOTS - Eight single
AP GROWTH - Normal

NAME - Umbrella
ATTACK - 58
ATTACK % - 118
SLOTS - None
AP GROWTH - Normal

NAME - Princess Guard
ATTACK - 52
ATTACK % - 111
SLOTS - Eight single
AP GROWTH - Normal

8.6 - CID

NAME - Spear
ATTACK - 44
ATTACK % - 97
SLOTS - One linked, two single
AP GROWTH - Normal

NAME - Slash Lance
ATTACK - 56
ATTACK % - 98
SLOTS - Two linked, one single
AP GROWTH - Normal

NAME - Trident
ATTACK - 60
ATTACK % - 105
SLOTS - ix single
AP GROWTH - Normal

NAME - Mast Ax
ATTACK - 64
ATTACK % - 99
SLOTS - Two linked, two single
AP GROWTH - Normal

NAME - Partisan
ATTACK - 78
ATTACK % - 100
SLOTS - Six single
AP GROWTH - Normal

NAME - Viper Halberd
ATTACK - 58
ATTACK % - 102
SLOTS - Four single
AP GROWTH - Double

NAME - Javelin
ATTACK - 62
ATTACK % - 104
SLOTS - Two linked, one single
AP GROWTH - Double

NAME - Glow Lance
ATTACK - 78
ATTACK % - 102
SLOTS - Six single
AP GROWTH - Normal

NAME - Mop
ATTACK - 68
ATTACK % - 118
SLOTS - None
AP GROWTH - Normal

NAME - Dragoon Lance
ATTACK - 66
ATTACK % - 100
SLOTS - Eight single
AP GROWTH - Normal

NAME - Scimitar
ATTACK - 86
ATTACK % - 102
SLOTS - One linked
AP GROWTH - Triple

NAME - Flayer
ATTACK - 100
ATTACK % - 100
SLOTS - Six single
AP GROWTH - Normal

NAME - Spirit Lance
ATTACK - 92
ATTACK % - 112
SLOTS - Two linked
AP GROWTH - Normal

NAME - Venus Gospel
ATTACK - 97
ATTACK % - 103
SLOTS - Four linked
AP GROWTH - None

8.7 - YUFFIE

NAME - Boomerang
ATTACK - 30
ATTACK % - 101
SLOTS - One linked, two single
AP GROWTH - Normal

NAME - Pinwheel
ATTACK - 37
ATTACK % - 104
SLOTS - Two linked
AP GROWTH - Normal

NAME - Razor Ring
ATTACK - 49
ATTACK % - 105
SLOTS - Two linked, one single
AP GROWTH - Normal

NAME - Hawkeye
ATTACK - 61
ATTACK % - 107
SLOTS - Two linked, two single
AP GROWTH - Normal

NAME - Crystal Cross
ATTACK - 74
ATTACK % - 110
SLOTS - Six single
AP GROWTH - Normal

NAME - Wind Slash
ATTACK - 30
ATTACK % - 103
SLOTS - Three single
AP GROWTH - Double

NAME - Twin Viper
ATTACK - 36
ATTACK % - 108
SLOTS - Four single
AP GROWTH - Double

NAME - Spiral Shuriken
ATTACK - 68
ATTACK % - 110
SLOTS - One linked, six single
AP GROWTH - Normal

NAME - Super Ball

ATTACK - 68
ATTACK % - 120
SLOTS - None
AP GROWTH - Normal

NAME - Magic Shuriken
ATTACK - 64
ATTACK % - 113
SLOTS - Three single
AP GROWTH - Normal

NAME - Rising Sun
ATTACK - 68
ATTACK % - 108
SLOTS - Two linked
AP GROWTH - Double

NAME - Oritsuru
ATTACK - 90
ATTACK % - 116
SLOTS - Two linked, four single
AP GROWTH - Normal

NAME - Conformer
ATTACK - 96
ATTACK % - 112
SLOTS - Four linked
AP GROWTH - None

8.8 - CAIT SITH

NAME - Yellow M-Phone
ATTACK - 36
ATTACK % - 100
SLOTS - One linked, two single
AP GROWTH - Normal

NAME - Green M-Phone
ATTACK - 41
ATTACK % - 100
SLOTS - Two linked
AP GROWTH - Normal

NAME - Blue M-Phone
ATTACK - 48
ATTACK % - 100
SLOTS - Two linked, one single
AP GROWTH - Normal

NAME - Red M-Phone
ATTACK - 60
ATTACK % - 100
SLOTS - Two linked, two single
AP GROWTH - Normal

NAME - Crystal M-Phone
ATTACK - 74
ATTACK % - 100

SLOTS - Six single
AP GROWTH - Normal

NAME - White M-Phone
ATTACK - 35
ATTACK % - 102
SLOTS - Three single
AP GROWTH - Double

NAME - Black M-Phone
ATTACK - 31
ATTACK % - 104
SLOTS - Four single
AP GROWTH - Double

NAME - Silver M-Phone
ATTACK - 28
ATTACK % - 106
SLOTS - Eight single
AP GROWTH - Normal

NAME - Trumpet Shell
ATTACK - 68
ATTACK % - 118
SLOTS - None
AP GROWTH - Normal

NAME - Gold M-Phone
ATTACK - 58
ATTACK % - 103
SLOTS - Four linked
AP GROWTH - Normal

NAME - Battle Trumpet
ATTACK - 95
ATTACK % - 95
SLOTS - Six single
AP GROWTH - None

NAME - Starlight Phone
ATTACK - 88
ATTACK % - 102
SLOTS - Four linked
AP GROWTH - Normal

NAME - HP Shout
ATTACK - 95
ATTACK % - 110
SLOTS - Four linked
AP GROWTH - None

8.8 - VINCENT

NAME - Quicksilver
ATTACK - 38
ATTACK % - 110
SLOTS - One linked, two single
AP GROWTH - Normal

NAME - Shotgun
ATTACK - 48
ATTACK % - 112
SLOTS - Two linked
AP GROWTH - Normal

NAME - Shortbarrel
ATTACK - 51
ATTACK % - 118
SLOTS - Two linked, one single
AP GROWTH - Normal

NAME - Lariat
ATTACK - 64
ATTACK % - 120
SLOTS - Two linked, two single
AP GROWTH - Normal

NAME - Winchester
ATTACK - 73
ATTACK % - 120
SLOTS - Six single
AP GROWTH - Normal

NAME - Peacemaker
ATTACK - 38
ATTACK % - 118
SLOTS - One linked, one single
AP GROWTH - Double

NAME - Buntline
ATTACK - 48
ATTACK % - 124
SLOTS - Two linked
AP GROWTH - Double

NAME - Long Barrel R
ATTACK - 66
ATTACK % - 255
SLOTS - Four linked
AP GROWTH - Normal

NAME - Silver Rifle
ATTACK - 62
ATTACK % - 120
SLOTS - None
AP GROWTH - Normal

NAME - Sniper CR
ATTACK - 42
ATTACK % - 255
SLOTS - Two linked
AP GROWTH - Normal

NAME - Supershot ST
ATTACK - 97
ATTACK % - 120
SLOTS - Six single
AP GROWTH - None

NAME - Outsider
ATTACK - 80
ATTACK % - 120
SLOTS - Two linked, four single
AP GROWTH - Normal

NAME - Death Penalty
ATTACK - 99
ATTACK % - 115
SLOTS - Four linked
AP GROWTH - None

-----9. ARMOUR [ARM1]-----

NAME: Bronze Bangle
DEFENCE: 8
DEFENCE %: 0
MAGIC DEFENCE: 0
MAGIC DEFENSE %: 0
SLOTS: None
NOTES: Normal

NAME: Iron Bangle
DEFENCE: 10
DEFENCE %: 0
MAGIC DEFENCE: 2
MAGIC DEFENSE %: 0
SLOTS: One single
NOTES: Normal

NAME: Titan Bangle
DEFENCE: 14
DEFENCE %: 2
MAGIC DEFENCE: 4
MAGIC DEFENSE %: 0
SLOTS: Two single
NOTES: Normal

NAME: Mythril Armlet
DEFENCE: 18
DEFENCE %: 3
MAGIC DEFENCE: 8
MAGIC DEFENSE %: 0
SLOTS: One linked
NOTES: Normal

NAME: Carbon Bangle
DEFENCE: 27
DEFENCE %: 3
MAGIC DEFENCE: 14
MAGIC DEFENSE %: 0
SLOTS: One linked, one single
NOTES: Normal

NAME: Silver Armlet
DEFENCE: 34
DEFENCE %: 4

MAGIC DEFENCE: 22
MAGIC DEFENSE %: 0
SLOTS: One linked, two single
NOTES: Normal

NAME: Gold Armlet
DEFENCE: 46
DEFENCE %: 4
MAGIC DEFENCE: 28
MAGIC DEFENSE %: 0
SLOTS: Two linked
NOTES: Normal

NAME: Diamond Bangle
DEFENCE: 57
DEFENCE %: 6
MAGIC DEFENCE: 37
MAGIC DEFENSE %: 0
SLOTS: Two linked, one single
NOTES: Normal

NAME: Crystal Bangle
DEFENCE: 70
DEFENCE %: 8
MAGIC DEFENCE: 45
MAGIC DEFENSE %: 1
SLOTS: Six single
NOTES: Normal

NAME: Platinum Bangle
DEFENCE: 20
DEFENCE %: 0
MAGIC DEFENCE: 12
MAGIC DEFENSE %: 0
SLOTS: Two single
NOTES: AP growth x2

NAME: Rune Armlet
DEFENCE: 43
DEFENCE %: 5
MAGIC DEFENCE: 24
MAGIC DEFENSE %: 0
SLOTS: Four single
NOTES: AP growth x2

NAME: Edincoat
DEFENCE: 50
DEFENCE %: 0
MAGIC DEFENCE: 33
MAGIC DEFENSE %: 0
SLOTS: Seven single
NOTES: Normal

NAME: Wizard Bracelet
DEFENCE: 6
DEFENCE %: 3
MAGIC DEFENCE: 85
MAGIC DEFENSE %: 3
SLOTS: Four linked
NOTES: Normal

NAME: Adaman Bangle
DEFENCE: 93
DEFENCE %: 0
MAGIC DEFENCE: 23
MAGIC DEFENSE %: 0
SLOTS: One linked
NOTES: Normal

NAME: Gigas Armlet
DEFENCE: 59
DEFENCE %: 0
MAGIC DEFENCE: 0
MAGIC DEFENSE %: 0
SLOTS: Two linked, one single
NOTES: AP x0

NAME: Imperial Guard
DEFENCE: 82
DEFENCE %: 0
MAGIC DEFENCE: 74
MAGIC DEFENSE %: 0
SLOTS: Six single
NOTES: Normal

NAME: Aegis Armlet
DEFENCE: 55
DEFENCE %: 15
MAGIC DEFENCE: 86
MAGIC DEFENSE %: 50
SLOTS: Two linked
NOTES: Normal

NAME: Force Bracelet
DEFENCE: 74
DEFENCE %: 3
MAGIC DEFENCE: 100
MAGIC DEFENSE %: 3
SLOTS: Two linked, one single
NOTES: Normal

NAME: Warriors Bangle
DEFENCE: 96
DEFENCE %: 0
MAGIC DEFENCE: 21
MAGIC DEFENSE %: 0
SLOTS: Two linked
NOTES: No AP growth

NAME: Shinra Beta
DEFENCE: 30
DEFENCE %: 0
MAGIC DEFENCE: 0
MAGIC DEFENSE %: 0
SLOTS: One linked, two single
NOTES: Normal

NAME: Shinra Alpha
DEFENCE: 77
DEFENCE %: 0

MAGIC DEFENCE: 34
MAGIC DEFENSE %: 0
SLOTS: Six single
NOTES: Normal

NAME: Four Slots
DEFENCE: 12
DEFENCE %: 0
MAGIC DEFENCE: 10
MAGIC DEFENSE %: 0
SLOTS: Umm, four single slots?
NOTES: Normal

NAME: Fire Armlet
DEFENCE: 72
DEFENCE %: 8
MAGIC DEFENCE: 52
MAGIC DEFENSE %: 3
SLOTS: Two linked
NOTES: Absorbs Fire based attacks

NAME: Aurora Armlet
DEFENCE: 76
DEFENCE %: 8
MAGIC DEFENCE: 54
MAGIC DEFENSE %: 3
SLOTS: Two linked
NOTES: Absorbs Ice based attacks

NAME: Bolt Armlet
DEFENCE: 74
DEFENCE %: 8
MAGIC DEFENCE: 55
MAGIC DEFENSE %: 3
SLOTS: Two linked
NOTES: Absorbs Lightning based attacks

NAME: Dragon Armlet
DEFENCE: 58
DEFENCE %: 3
MAGIC DEFENCE: 47
MAGIC DEFENSE %: 2
SLOTS: Six single
NOTES: Absorbs half damage from Fire, Ice and Lightning based attacks

NAME: Minerva Band
DEFENCE: 60
DEFENCE %: 8
MAGIC DEFENCE: 57
MAGIC DEFENSE %: 0
SLOTS: Six single
NOTES: Can only be worn by women

NAME: Escort Guard
DEFENCE: 62
DEFENCE %: 5
MAGIC DEFENCE: 55
MAGIC DEFENSE %: 0
SLOTS: Six single
NOTES: Absorbs damage from Lightning, Earth, Water or Poison based

attacks. Can only be worn by men

NAME: Mystile
DEFENCE: 65
DEFENCE %: 50
MAGIC DEFENCE: 72
MAGIC DEFENSE %: 60
SLOTS: Six single
NOTES: Normal

NAME: Ziedrich
DEFENCE: 100
DEFENCE %: 15
MAGIC DEFENCE: 98
MAGIC DEFENSE %: 18
SLOTS: None
NOTES: Cuts all magic damage in half

NAME: Precious Watch
DEFENCE: 0
DEFENCE %: 0
MAGIC DEFENCE: 0
MAGIC DEFENSE %: 0
SLOTS: Eight single
NOTES: Normal

NAME: Chocobracelet
DEFENCE: 35
DEFENCE %: 10
MAGIC DEFENCE: 38
MAGIC DEFENSE %: 10
SLOTS: Four single
NOTES: Raises Speed Plus by 30 points

-----10. ITEMS [ITM]-----

ITEM - EFFECT

- Potion - Restores HP by 100
- Hi-Potion - Restores HP by 500
- X-Potion - Fully Restores HP
- Ether - Restores MP by 100
- Turbo Ether - Restores all MP
- Elixir - Fully Restores HP/MP
- Megalixir - Fully Restores all members' HP/MP
- Phoenix Down - Restores Life
- Tent - Restores ally's max MP/HP; use at Save Point
- Luck Source - Raises Luck
- Speed Source - Raises Speed
- Mind Source - Raises Spirit
- Magic Source - Raises Magic Power
- Guard Source - Raises Vitality
- Power Source - Raises Strength
- Grenade - Explosive damage against one opponent
- Shrapnel - Explosive damage against all opponents
- Right Arm - Explosive damage against all opponents
- Dream Powder - Uses Sleepel on all opponents
- Mute Mask - Silence all opponents

War Gong - Berserk all opponents
Loco Weed - Confu all opponents
Fire Fang - Fire 2 all opponents
Fire Viel - Fire 3 all opponents
Antarctic Wind - Ice 2 on all opponents
Ice Crystal - Ice 3 on all opponents
Bolt Plume - Bolt 2 on all opponents
Swift Bolt - Bolt 3 on all opponents
Earth Drum - Quake 2 on all opponents
Deadly Waste - Bio 2 on all opponents
M-Tentacles - Bio 3 on all opponents
Stardust - Comet 2 on all opponents
Holy Touch - De Spell on 1 ally
Ink - Darkness on all opponents
Vampire Fang - Sucks HP out of one opponent
Ghost Hand - Sucks MP out of one opponent
Dragon Scales - Water damage on all opponents
Impaler - Changes one opponent to a frog
Molotov - Fire damage on 1 opponent
S-mine - Explosive damage on 1 opponent
8-inch Cannon - Explosive damage against 1 opponent
Graviball - Demi against 1 opponent
T/S Bomb - Demi 2 against 1 opponent
Dazers - Paralyzes one opponent
Dragon Fang - Lighting damagae on all opponents
Spider Web - Slow all opponents
Bird Wing - Whirlwind all opponents
Light Barrier - Casts Barrier around all allies
Hyper - Cures Sadness
Tranquilliser - Cures Fury
Vaccine - Protects against all transformations
Eye Drop - Cures Darkness
Hero Drink - Raises ability once during battle
Speed Drink - Cast Haste on one ally
Smoke Bomb - Can escape from opponents during battle
Remedy - Cures abnormal status
Echo Screen - Cures Silence
Cornucopia - Cures Small
Maiden's Kiss - Cures Frog
Soft - Cure Petrify
Antidote - Cures Poison
Sylkis Greens - When you want a Chocobo
Reagan Greens - When you want a Chocobo
Mimett Greens - When you want a Chocobo
Curiel Greens - When you want a Chocobo
Pahsana Greens - When you want a Chocobo
Krakka Greens - When you want a Chocobo
Zeio Nut - For Breeding Chocobos
Carob Nut - For Breeding Chocobos
Porov Nut - For Breeding Chocobos
Pram Nut - For Breeding Chocobos
Lasan Nut - For Breeding Chocobos
Sahara Nut - For Breeding Chocobos
Luchile Nut - For Breeding Chocobos
Pepio Nut - For Breeding Chocobos
Tissue - Determines how hard the Battle Arena battles are, more you have, the harder they are, so sell them when you can
1/35 Soldier - Shinra armored "attack" soldiers: 12 in the set
Save Crystal - Use inside Northern Cave to create a save point
Super Sweeper - A new machine to protect the reactor

Earth Harp - Trade for 3 Master Materia's (See Side Quests, 5.9 - Kalm Traveller)
Desert Rose - Trade for a Gold Chocobo (See Side Quests, 5.9 - Kalm Traveller)
Guidebook - Trade for Underwater Materia (See Side Quests, 5.9 - Kalm Traveller)

-----11. KEY ITEMS [KITM]-----

Ancient Key - For use in the City of the Ancients

Basement Key - Opens area to Vincent in Shinra Mansion Basement

Blonde Wig - Cloud wears in it Wall Market

Cologne - Cloud wears in it Wall Market

Cotton Dress - Cloud wears in it Wall Market

Deodorant - Cloud wears in it Wall Market

Diamond Tiara - Cloud wears in it Wall Market

Digestive - Cloud wears in it Wall Market

Disinfectant - Cloud wears in it Wall Market

Dyed Wig - Cloud wears in it Wall Market

Flower Cologne - Cloud wears in it Wall Market

Glacier Map - Map to Great Glacier

Grass Tiara - Cloud wears in it Wall Market

Huge Materia (all 4) - Get Bahamut Zero from Bugenhagen's Observatory by examining all 4 Huge Materia

Keycard 60 - For use in Shinra HQ Floor 59

Keycard 62 - For use in Shinra HQ Floor 61

Keycard 65 - For use in Shinra HQ Floor 64

Keycard 66 - For use in Shinra HQ Floor 65

Keycard 68 - For use in Shinra HQ Floor 68

Keystone - For use in Temple of Ancients

Leviathan Scales - For use to put out fire in Da Chao

Members Card - For use in Wall Market

Midgar Parts - For use in Shinra HQ Floor 65

Mythril - Can get Aeris's 4th Limit Break with it

Pharmacy Coupons - For use in Wall Market

PHS - For use in Save Points only, to change party members

Ruby Tiara - Cloud wears in it Wall Market

Satin Dress - Cloud wears in it Wall Market

Sexy Cologne - Cloud wears in it Wall Market

Silk Dress - Cloud wears in it Wall Market

Snowboard - For use to get to Great Glacier

Wig - Cloud wears in it Wall Market

-----12. MATERIA [MAT1]-----

12.1 - SUPPORT MATERIA

---ALL---

All effects on paired materia eg: link with Fire and you can use Fire on all enemies. Found in many areas, firstly at the Beginner's Hall in Sector 7.

---ELEMENTAL---

Adds materia element to equipped weapon or armour, eg: link elemental and fire and you will attack your enemy with fire attack, (useful on ice enemies for example). Can win from the Mayor of Midgar on the 62nd floor of the Shinra HQ.

---ADDED EFFECT---

Adds materia status to equipped weapon or armour, eg: Link added effect and poison to your weapon and you may poison your enemy when you use a physical attack. In the second area of the Cave of the Gi, go to the left and go back to the first area. The materia is on the ledge here.

---MP ABSORB---

Link to attached materia (Summon/Spell etc) and when you use it you will drain your opponents MP and transfer it to you. In Wutai's Item shop, in the chest here (can only get it during/after Yuffie's Side Quest).

---HP ABSORB---

Link to attached materia (Summon/Spell etc) and when you use it you will drain your opponents HP and transfer it to you. After Yuffie's Side Quest. go to the house with all the cat's in, go up the stairs and get the materia from the chest.

---ADDED CUT---

When you use materia attached to this, after using the spell/summon etc, you will use a physical attack on the enemy. Great Glacier on the mountain crossroads top of the mountain north east of the steaming lakes. Upper right corner, go up and left. Once screen repeats twice materia should be on the path.

---MP TURBO---

Uses extra MP and increase power of paired magic. Materia is found after defeating Jenova DEATH in the Northern Cave, go north after talking and the materia is on the path.

---STEAL AS WELL---

When attached to a materia that attacks eg: spell, summon, after using it you will steal from the enemy as well. Found in Wutai/Da-Chao mountains.

---MAGIC COUNTER---

When attached to spell or summon materia, when you are attacked you will counter with the attached materia not a physical attack. You can win this materia from the Chocobo Racing at the Gold Saucer.

---FINAL ATTACK---

Link to a materia, and when the character dies they will cast the attached materia. A very useful combo is linking Final Attack and Life2, reviving you when you die, even if you are the last character alive. Get this materia by getting Omnislash and W-Summon from the Battle Arena. Then win the special battle that is unlocked.

---QUADRA MAGIC---

Attach to a materia and when you use it, it will be cast 4 times. Get from the materia cave to the far south of Wutai, right at the end of the island, hidden behind a mountain, use a black or gold chocobo to get there.

---SNEAK ATTACK---

The attached materia, such as a spell or summon, will be cast at the beginning of the battle. Win this from the Chocobo Races in the Gold Saucer.

12.2 - COMMAND MATERIA

---STEAL---

Steal - Steal's items from an opponent
Mug - Attack and Steal at the same time.

From Midgar Sewers, before or after fighting Apusu.

---SENSE---

Sense - Allows you to see the name of the enemy, their level,

current/total HP, current/total MP and any weaknesses.

After the pillar falls, go back to the Sector 6 Playground and the materia is in the lower right corner.

---ENEMY SKILL---

E. Skill - Learn certain enemies attacks and use them in battle.

After defeating Sample HO512 in Shinra HQ 68th floor (after meeting Red XIII) its in the sample chamber.

---THROW---

Throw - Throws items at enemies to damage them.

Coin - Throws money at opponents to damage them for the amount of money.

Yuffie has this initially equipped when she joins your party.

---MANIPULATE---

Manip. - Lets you control the enemy.

Cait Sith has this initially equipped when he joins your party.

---DEATHBLOW---

D.Blow - Either hits the enemy with a critical hit or the attack will miss.

On one of the roads near the Gongaga burnt out reactor.

---MORPH---

Morph - Changes enemies with very low HP into items

At the Temple of the Ancients, in the area with the rolling boulders, the materia is by the pool of light.

---DOUBLE CUT---

2x-Cut - Attacks the enemy 2 times in a row

4x-Cut - Attacks the enemy 4 times in a row

Sunken Shinra ship, near the Gold Saucer underwater. In the first room to the north.

---MIME---

Mime - Mimes last command.

Far south of Wutai, right at the end of the island, hidden behind a mountain, use a black or gold chocobo to get there.

---W-SUMMON---

W-Summon - Cast two summons in one go.

Gain 64,000 BP at the Battle Square in Gold Saucer.

---SLASH-ALL---

Slash-All - Attacks all enemies.
Flash - Instant death for all opponents.

In the Ancient Forest (See Side Quests), or in the Northern Cave.

---W-ITEM---

W-Item - Use two items in one round, can be used to clone items

At the end of Disc 2, under Midgar, keep going south and the materia is right at the end to the right.

---W-MAGIC---

W-Magic - Casts two magic spells in one round

Northern Cave

12.3 - SPELL MATERIA

Ice-Ice
---ICE---

Ice - 4MP
Ice2 - 22MP
Ice3 - 52 MP

Initially equipped on Cloud

---LIGHTNING---

Bolt - 4MP
Bolt2 - 22MP
Bolt3 - 52MP

Initially equipped on Cloud

---FIRE---

Fire - 4MP
Fire2 - 22MP
Fire3 - 52MP

Many materia shops, firstly in Sector 7 and 6 slums.

---RESTORE---

Cure - 5MP
Cure2 - 24MP
Regen - 30MP
Cure3 - 64MP

On the walkway, in Reactor No.1 before placing the bomb.

---POISON---

Bio - 8MP
Bio2 - 36MP
Bio3 - 80MP

Shinra HQ Floor 67, in the chest before going up the elevator.

---EARTH---

Quake - 6MP
Quake2 - 28MP
Quake3 - 68MPM

Materia shop in Kalm.

---HEAL---

Poisona - 3MP
Esuna - 15MP
Resist - 120MP

Materia shop in Kalm Town

---REVIVE---

Life - 34MP
Life2 - 100MP

Materia shop in upper Junon

---SEAL---

Sleep - 8MP
Silence - 24MP

Materia shop in upper Junon

---TRANSFORM---

Mini - 10MP
Toad - 14MP

Mt.Corel's railroad tracks.

---MYSTIFY---

Confu - 18MP
Berserk - 28MP

Shop in Gongaga Town

---TIME---

Haste - 18MP
Slow - 20MP
Stop - 34MP

Shop in Gongaga Town

---GRAVITY---

Demi - 14MP
Demi2 - 33MP
Demi3 - 48MP

Left behind after defeating Gi Nattak at the end of the Cave of the Gi.

---DESTRUCT---

DeBarrier - 12MP
DeSpell - 20MP
Death - 30MP

Sephiroth will throw this at you before leaving the Shinra mansion in Nibelhiem.

---BARRIER---

Barrier - 16MP
MBarrier - 24MP
Reflect - 30MP
Wall (Barrier + MBarrier) - 58MP

Shop by old man in Rocket Town.

---EXIT---

Escape - 16MP
Remove - 99MP

Shop by old man in Rocket Town.

---COMET---

Comet - 70MP
Comet2 - 110MP

City of the Ancients (Forgotten Capital)

---FULLCURE---

FullCure - 99MP

Cosmo Canyon Item shop, in Disk 2 or 3, around the back where the red rope would have been.

---CONTAIN---

Freeze - 82MP
Break - 86MP
Tornado - 90MP
Flare - 100MP

After the Lifestream gushes up in Mideel, talk to the white chocobo, give it Mimett Greens and scratch it behind it's ear.

---ULTIMA---

Ultima - 130MP

After stopping the train at North Corel, the kid will give you it, or if you don't stop it you can buy it for 50,000 Gil.

---SHIELD---

Shield - 130MP

Northern Cave (Left Route: Upper).

12.4 - SUMMON MATERIA

---CHOCO/MOG---

14MP

Deathblow: A mog riding a chocobo will run at the enemy and can sometimes cause Stop.

Fat Chocobo: A rare possible outcome where a giant, fat chocobo will fall from the sky and land on the enemy.

When you first visit the Chocobo Farm, talk to the chocobo that is standing still on the left side of the fence. Answer `Wark!' and the chocobo's will dance and you will receive the Choco/Mog materia.

---SHIVA---

32MP

Diamond Dust: Shiva will cause a glacier around the enemy causing Ice damage.

Priscilla will give you this after you save her in Junon.

---IFRIT---

34MP

Hellfire: Ifrit will come out of the earth and rush through the enemy leaving fire trails; causes Fire damage.

Left behind after defeating Jenova BIRTH on the Cargo Ship.

---RAMUH---

40MP

Judgement Bolt: Ramuh appears atop a large pillar, and summons lightning bolts upon the enemy.

After killing Dyne, when you go up to race Chocobo's, the materia is in the corner by the poster.

---TITAN---

46MP

Anger Of The Earth: Titan will grab the floor around the enemy, pull it up and throw the enemy upside down, on it's head, causing Earth damage.

After Scarlet and Tseng inspect the burnt out reactor near Gongaga, examine the area where they were looking to find the materia.

---ODIN---

80MP

Gunge Lance: Odin will ride on his horse and through his lance skywards, then it comes flying down, piercing the enemy.

Steel Bladed Sword: Only appears in non-boss battles. Odin will slice all enemies, causing instant KO.

Unlock the safe in Nibelhiem and defeat Lost Number (see Side Quests). The materia will be inside the safe afterwards.

---KJATA---

110MP

Tetra Disaster: Kjata, the bull appears and hits the ground sending a ripple effect to hit the enemy with Fire/Ice and Lightning elemental attack.

After the Temple of the Ancients, go to Bone Village and go into the forest to the north. On the second screen the materia will appear every now and then. When it appears, take it.

---BAHAMUT---

100MP

Mega Flare: Bahamut gathers energy and then shoots it at all enemies, causing non-elemental damage.

After killing the Red Dragon at the Temple of the Ancients.

---ALEXANDER---

120MP

Holy Judgement: A huge machine appears and attacks all enemies for Holy damage.

Touch the Steaming Lakes, then fight Snow (See Disc 1 walkthrough, 2.3 - Great Glacier).

---NEO BAHAMUT---

140MP

Giga Flare: Neo Bahamut appears and raises the area with the enemy(ies) on up into the sky, then disintegrates the land they're on, causing non elemental damage.

After defeating TwinHead go south and near the bottom of the screen, below the save point is the materia.

---LEVIATHAN---

78MP

Tidal Wave: A huge serpent like creature appears and summons a huge tidal wave which attacks all enemies for water damage.

Go to Wutai with Yuffie. Go to the tall building in the west. Fight the four people here and then fight Godo at the top. When you win you will receive the Leviathan materia.

---PHOENIX---

180MP

Fire Attack: Phoenix appears and causes Fire damage on the enemy as well as fully reviving all party members.

Get the Huge Materia from Fort Condor and get the Summon materia next to the baby condor before it flies away.

---HADES---

150MP

Black Cauldron: Causes nonelement damage and randomly inflicts Confuse, Frog, Minimum, Paralyze, Silence, Sleep, and Slow

On the sunken Shinra plane (near dock near Gold Saucer, then submerge) in the room after where you fight Reno and Rude, on the lower part near the helicopter is the materia.

---BAHAMUT ZERO---

180MP

Terra Flare: The final form of Bahamut, appears in space and forms a large amount of energy and shoots it down to earth, hitting all enemies for non-elemental damage.

Once you have Bahamut and Neo Bahamut and have got all the Huge Materia's, go to Cosmo Canyon and see Bugenhagen. Examine the blue materia to get Bahamut ZERO.

---TYPHOON---

160MP

Disintegration: Causes instant-kill attack on an enemy; survivors in opposing party are hit for non-element damage.

Ancient Forest (See Side Quests, 5.10 - Ancient Forest)

---KNIGHTS OF THE ROUND---

250MP

Ultimate End: The 13 Knights Of The Round Table will appear and each will attack all enemies for various elements.

Breed a Gold chocobo (See 6. Chocobo Breeding) and go to Goblin Island in the north east. Ride the chocobo in the north east direction until you see an island surrounded by a mountain. The materia is in the cave on here.

12.5 - INDEPENDENT MATERIA

---COVER---

Increases defence of character it's equipped to, and protects other characters; taking their damage when they are hit.

First found in the lower right part of the garden to the right of Aeris's house.

---CHOCOBO LURE---

When equipped, you can enter battles to catch a chocobo, whilst walking on chocobo tracks on the World Map.

Can be purchased from Choco Billy on Disc 1 for 2000 Gil, or you can find one by the pen fence in the southeast of the first screen at the Chocobo Farm in Disc 2.

---LONG RANGE---

Same attack strength in the back row as the front.

Found in Mythril Mine - up the vines in the room to the northeast when you first enter.

---COUNTER ATTACK---

When character equipped with this materia takes damage, they will counter with a physical attack on the enemy.

It is left behind after defeating the Materia Keeper in Mt.Nibel

---ENEMY LURE---

When equipped, the enemy encounter rate will increase, resulting in more random battles.

You can get this materia by getting 250 Battle Points (BP) at the Battle Square in Gold Saucer.

---ENEMY AWAY---

The enemy encounter rate will decrease, resulting in less random battles.

Get this by winning in the Chocobo Races, either when racing your own chocobo, or I think you can probably get it by betting on the races too.

---SPEED PLUS---

Increases Speed/Dexterity (duh!).

Can get it for 4000 BP at the Battle Square in the Gold Saucer.

---MP PLUS---

Increases maximum Magic Points.

Can be bought at a few places, such as Cosmo Canyon and I think Mideel as well.

---HP PLUS---

Increases maximum Hit Points.

Can be bought at Cosmo Canyon and Mideel.

---LUCK PLUS---

Increases Luck.

Found at the Temple of the Ancients (See Disc 1 Walkthrough, 1.25 - Temple of the Ancients).

---MAGIC PLUS---

Increases Magic Power/Attack.

Found in Corral Valley Cave (the cave after the Forgotten City/City of the Ancients).

---GIL PLUS---

Increases amount of Gil gained at the end of a battle.

Can be exchanged for 1000 GP at the Wonder Square on Gold Saucer.

---PRE-EMPTIVE---

Increases chance of first strike/pre-emptive attacks.

---EXP.PLUS---

Increases amount of experience points you receive at the end of a battle.

Can be exchanged for 2000 GP at the Wonder Square in Gold Saucer.

---HP<>MP---

Switches maximum HP and maximum MP values, usually results in very high MP and low HP.

Can be found in the cave is next to the mountain lying on a square of brown land in the North Corel area. Need a black or gold chocobo to get there. Go inside and examine the glowing light to receive the HP<>MP materia.

---MEGA-ALL---

Equips 'All' to every materia in your weapon and armour.

Found in the Northern Cave (see Disc 3 walkthrough, 3.5 - Left Path: Lower).

---UNDERWATER---

Removes the 20 minute timer while fighting Emerald Weapon.

Get this materia by going to the sunken Shinra ship, (near dock near Gold Saucer) and morph a Ghost Ship. Then take the Guidebook to the traveller in Kalm (See Side Quests, 5.9 - Kalm Traveller).

NAME - INFO - LOCATION

Amulet - Luck +10 - Shop in Mideel.

Bolt Ring - Nullifies Bolt attacks - Shop in Mideel.

Cat's Bell - Restores HP as you walk - By winning S Class Chocobo Racing.

Championship Belt - Strength and Vitality +10 - 16,000 BP at Battle Arena.

Choco Feather - Dexterity +10 - Shop in Wutai

Curse Ring - It increases each status but causes a 60 second Death Sentence at the start of a battle. - At the back of the weapon store, examine the door and then go to where the accessory shop is. Go behind it and the walkway will creak. Examine it to get the 'Beat-up Useless Old Key'. Go back to the weapon store's door and examine the door again. When the option appears choose the bottom one to get the Curse Ring.

Earring - Magic +10 - Shop in Rocket Town

Fairy Ring - Protects against Protect/Darkness - Cave of the Gi

Fire Ring - Nullifies Fire attacks - Costa del Sol

Fury Ring - Automatically puts you in Berserk - Shop in Gongaga

Headband - Protects against Sleep - Shop in Junon

Hypno Crown - Increases Manipulation rate - Corral Valley Cave

Ice Ring - Nullifies Cold attacks - Shop in Mideel

Jem Ring - Protects against Paralyze/Petrify/Slow-numb - Defeat Materia Keeper in Mt. Nibel

Peace Ring - Protects against Berserk/Fury/Sadness - Defeat Rapps in Yuffie's Side Quest

Poison Ring - Drain Poison attacks, protects against Poison - Defeat Motorball (the machine after escaping Shinra HQ)

Power Wrist - Strength +10 - From Bottomswell (when you first enter Junon)

Protect Ring - Automatically sets up Barrier/M-Barrier - Defeat Twinhead in Gaea's Cliff

Protect Vest - Vitality +10 - From Rufus, when you fight him in Shinra HQ.

Reflect Ring - Automatically sets up Reflect - Defeat Jenova DEATH in the Northern Crater.

Ribbon - Protects against all abnormal status - City of the Ancients, or from Gaea's Cliff, or by morphing a Master Tonberry.

Safety Bit - Protects against Sudden Death/Petrify/Slow- numb - Great Glacier.

Silver Glasses - Protects against Darkness - Shop in Junon

Sneak Glove - Increases stealing rate - Go back into Midgar using the Sector 5 Key (See Tifa's Ultimate Weapon), and you can buy it for 129,000 Gil.

Sprint Shoes - Automatically sets you in Haste - Win S class Chocobo Racing.

Star Pendant - Protects against Poison - Shinra HQ, 63rd floor.

Talisman - Spirit +10 - Defeat H0512 in Shinra HQ

Tetra Elemental - Drains Fire/Cold/Lightning/Earth attacks - From in the Northern Cave.

Tough Ring - Vitality, Spirit +50 - You can steal this from Reno during the Reno, Rude and Elena battle in the Midgar Sewers at the end of Disc 2.

Water Ring - Drains Water attacks - Corral Valley Cave

White Cape - Protects against Frog/Small - Defeat Jenova BIRTH aboard the Cargo Ship.

-----14. ENEMY SKILLS [ENS]-----

For enemy skills, you need an enemy skills materia equipped, (you can get them from many places eg: after fighting the boss in Shinra HQ (after meeting Red XIII) its in the sample chamber, in the Ancient City when you rest and Cloud wakes up in the middle of the night, its behind the headboard of the third bed, and I think you can get one by talking to the green chocobo when you first visit the Chocobo Sage. For some enemy skills, especially ones that cure you, you should use a Manipulate materia (from Cait Sith) to control the intended enemy and get it to use the desired skill on the character with the enemy skill materia equipped.

---STAR 01 - FROG SONG---

5 MP

Transforms all foes into frogs and puts them to sleep.

From the green frogs (Touch Me) in the circular forest near Gongaga Town.

---STAR 02 - L4 SUICIDE---

10 MP

All enemies with an experience level that is a multiple of 4 loses almost all their HP (you can't kill an enemy with this spell--the best you can do is reduce their HP to one point). In addition, they may be afflicted with the 'Minimum' status.

Burrowing squirrel-like foes (Mu) found near the Chocobo Farm.

---STAR 03 - MAGIC HAMMER---

3 MP

Hit an enemy on the head and gain up to 100 MP (assuming the monster has enough MP).

Plant-like monsters (Razor Weed) found on the tip of the Westernmost Continent (in the dark grass).

---STAR 04 - WHITE WIND---

34 MP

Each ally regains lost HP and their status ailments are cured and dispelled. The amount of HP recovered depends on the current HP of the caster.

The white and green cactus-like monsters (Zemzelett) in the grassy area by Junon Town.

---STAR 05 - BIG GUARD---

56 MP

Has the same effect as casting Haste, Barrier, and MBarrier on all your allies. Veeeeeeeeeeeeeeeeeryyy useful!!

The spiky, shelled creatures with green tentacles (Beach Plug) that live on the shore near the Gongaga Town.

---STAR 06 - ANGEL WHISPER----

50 MP

All allies revived, relieve status ailments and restore HP. Probably best enemy skill, especially later in the game.

From the beckoning women in the yellow swimsuits (Polan Solita) you meet in the Northern Crater if you take the right path the first time you meet your friends.

---STAR 07 - DRAGON FORCE---

19 MP

Increases your physical and Magic Plus defense rating.

From the dragons (Dark Dragon) you meet during the descent into the Northern Crater.

---STAR 08 - DEATH FORCE---

3 MP

One ally becomes immune to instant death attacks, like Death Sentence, not if you die from getting KO'd.

The huge tusked turtles (Adamantaimai) by the shoreline of the Westmost Continent.

---STAR 09 - FLAME THROWER---

10 MP

Fire damage (obviously).

From any enemy that utilises a fire breath attack. Like the dragons you fight in the area of Mt.Nibel before fighting the Materia Keeper. You can also learn it from the flying yellow monsters (Ark Dragon) in the Mythril Mine.

---STAR 10 - LASER---

16 MP

Reduces an enemy's HP by one-half.

From Death Claw in the Corel Prison. Or, the Dark Dragons in the Northern Crater.

---STAR 11 - MATRA MAGIC---

8 MP

Fire a pack of missiles at one enemy for magic damage.

Machines with big feet and guns for arms (Sweeper Custom) around Junon Town. Or from the wheeled robo-creatures in the underwater part of Junon Town.

---STAR 12 - BAD BREATH---

58 MP

Inflict multiple status ailments upon all enemies, including Confusion, Frog, Mini, Mute, Poison, and Sleepel.

From the Mobor creatures (green guys with tentacles and really big mouths) living on the outside ledges in Gaea's Cliff. You can also meet them in the Northern Crater, if you take the right path the first time you run into your friends. Have Ribbons equipped!!!

---STAR 13 - BETA---

35 MP

All targets are hit for damage.

The big shadow snake (Midgar Zolom) in the marsh near the Chocobo Farm.

You will need to inflict heavy damage before the Zolom starts to sway back and forth and then it should then use Beta. I strongly suggest that you wait until about Disc 2 or 3 before attempting to learn Beta, as you probably won't survive it in the earlier part of the game when you first meet it.

---STAR 14 - AQUALUNG---

34 MP

Blue bubbles strike all enemies for water damage.

From the Jenova Birth in the Forgotten Capital, (hard to learn from Jenova as it will most likely kill all of your party in one go), the Harpy in the plains surrounding the Gold Saucer; or from the floating sea-dragon creature (Serpent) in the sunken plane near the Gold Saucer.

---STAR 15 - TRINE---

20 MP

Hits all enemies for lighting damage.

Probably best enemy to learn this off is the Materia Keeper in Mt. Nibel as it uses it more often than other enemies but you can also learn it from Godo, of the pagoda's top floor in Wutai. Also from the red spider/crab-like creature (Stilve) living inside the Frozen Mountain.

---STAR 16 - MAGIC BREATH---

75 MP

Hits all foes for fire, ice, and lighting damage.

From the red spider/crab-like creatures (Stilve) living inside the Frozen Mountain. Also from the blue, leech-like enemies (Parasite) in the Northern Crater.

---STAR 17 - ????

3 MP

A weight drops and hits for special damage. The amount is equal to the amount of damage the caster has received in battle.

From the balance-like creatures (Jersey) in Nibelheim. Also from the purple behemoths (Behemoth) you encounter when raiding Midgar City. Keep in mind that you won't actually learn this skill unless you take damage from it.

---STAR 18 - GOBLIN PUNCH---

0 MP

One foe is hit for physical damage. The damage inflicted is multiplied if your opponent has the same EXP level that you do.

Imp-like monsters wearing boxing gloves (Goblin) found on the only forested island in the northeast area of the map.

---STAR 19 - CHOCOCKLE---

3 MP

A fat chocobo bounces around and hits one foe for special damage. This attack gains strength each time you flee from a battle.

Go to the Chocobo Farm. Talk to the man in the barn and choose the first choice. The 5th item from the top costs 1500 gil; purchase three of them (Mimett Greens). Then go to the chocobo tracks on the Southern Continent near the forest (by Mideel), or by the first Chocobo farm near Kalm town. Equip yourself with a Chocobo Lure materia. When you encounter a chocobo, kill off all but one of the other enemies and use the item you bought 3 of on the chocobo (it looks like an orange squash). This will make the chocobo peck at the ground. At any time after that point (whether or not the chocobo is still pecking), use the L4 Suicide skill and you may get hit by the Chocobuckle.

---STAR 20 - L5 DEATH---

22 MP

Any enemy whose level is a multiple of 5 is instantly killed.

From the blue, leech-like enemies (Parasite) in the Northern Crater.

---STAR 21 - DEATH SENTENCE---

10 MP

One enemy is Condemned (they die when the counter over their head reaches zero).

The yellow, spiked enemies (Bound Fat) that live in front of and in the area behind the Forgotten Capital.

---STAR 22 - DEATH ROULETTE---

6 MP

One friend or foe is randomly killed.

From the floating card-jesters (Death Dealer) in the Northern Crater if you take the right path the first time you meet your friends.

---STAR 23 - SHADOW FLARE---

100 MP

A black flare hits a single opponent for magic damage.

From the Ultimate Weapon in Disc 3; it uses it as a counterattack before dying. Or, learn it from the Dragon Zombies in the Northern Crater.

---STAR 24 - PANDORA'S BOX---

110 MP

A star field and question mark appear; hits all enemies for physical damage.

From the huge, multi-limbed bone dragons (Dragon Zombie) in the Northern Crater if you take the right path the first time you meet your friends.

-----15. MONSTERS [MON1]-----

-----16. WEAPON STRATEGIES [WEA2]-----

16.1 - RUBY WEAPON

Ruby WEAPON only appears after you beat Ultimate Weapon in Disc 2. You can find it in the sand under the Gold Saucer on the World Map. It's the red thing that pops up every now and then. You can either walk into it, fly into it with the Highwind or ride into it on a Gold Chocobo.

You're probably gonna need a load of HP for this fight (around 9000, although it can be done at lower), but if you follow this sequence you should be automatically healed with HP Absorb so it shouldn't

matter too much.

Firstly obtain the following materia: Mime, Knights of the Round, HP Absorb, Hades, Quadra Magic and probably W-Summon. For the locations of these materia refer to section 10. Materia and 5. Side Quests, 5.6 - Materia Cave Locations.

You should also get the Apocalypse sword from the Ancient Forest (See Side Quests, 5.10 - Ancient Forest) as it has triple growth, so instead of getting 50,000 AP at the end of the Ruby fight, you'll get 150,000 AP!

Equip the sword to Cloud and equip the KOTR summon linked with HP Absorb. Also link Hades with Quadra Magic and put Mime and W-Summon on there as well. Don't worry about the other characters.

After you've got all these materia, go into a normal battle, not the Ruby one and kill off the other two party members apart from Cloud. This is to stop Ruby from using it's Quicksand attack which eliminates one living party member from the battle, but if you only enter the fight with one character, Ruby won't cast it. Exit the battle leaving the two characters dead and save your game.

Now enter the Ruby fight. At the beginning it will dig it's claw's into the sand and they will come up behind you. These can attack you every now and then and take some of your MP. Now W-Summon KOTR and Hades. Hades will be cast four times and will eventually paralyse Ruby and it's claws, (which will also be poisoned hopefully) leaving KOTR to dish out the damage. After that summon, the HP Absorb will give to 9000 or so HP from Ruby, negating the need for healing. Now keep miming that cycle of w-summoning Hades and KOTR.

16.2 - EMERALD WEAPON

Emerald is definitely the harder of the two WEAPONS, and you get to fight this one with all three of your characters this time. Due to AP from Ruby, you should have a second Mime as well. Keep the same materia as for Ruby except take off Hades and Quadra Magic, just give the second character the other Mime, and if you have a third Mime, give it to the third character.

Before fighting this WEAPON, you'll also need the Underwater materia. You can get this by morphing a Ghost Ship in the tunnel to the underwater Junon reactor, for which you will get a Guidebook. Take this to the Kalm traveller to get the Underwater materia (See Side Quests, 5.9 - Kalm Traveller). This will take off the 20 minute time limit for fighting Emerald WEAPON.

Don't give anyone any Counter Attack materia's for this setup to work. You may also want to put Master Summon (by mastering all summons and going to see Bugenhagen) linked with MP Turbo to do more damage.

Equip Knights of the round linked with HP Absorb on Cloud. Also give him a Mime materia and the W-Summon materia.

Give the second Mime materia to your second strongest character, as well as the Underwater materia. Give the third Mime (if you have it)

to your last character, or just have them with high HP and no materia on them! This is because one of Emerald's attacks is called Aire Tam Storm, which is Materia backwards (aside from the Storm bit) and this attack deals damage compared to how much materia you have equipped, so the less, the better. Make sure you only have these materia equipped, no curing if you can help it. You should also have all characters at about 9000 HP.

Emerald WEAPON swims about underwater near the sunken Shinra plane (Gelnika). To get there go to the docking bay near the Gold Saucer, west of Junon, around the peninsula. Submerge and you should see the plane on the sea bed. Enter the plane but then exit it. Emerald should be standing in front of you. If not pilot the submarine around the area here and Emerald should be swimming around, it's big and green!

Ram into it and in the battle, have Cloud W-Summon Knights of the Round. He should absorb the damage done due to the HP Absorb; this stops the need for curing. Then have the second character with the Mime materia, mime the previous command. If you had a third Mime, get the third character to Mime too. If not, just have them defend or something. Continue doing this and Emerald should go down pretty darn quick! Don't worry if the third character dies, only when Cloud or the second character does, which they shouldn't if you follow the setup.

-----17. HOW TO DATE YUFFIE AT THE GOLD SAUCER [YKGS]-----

It's easy to date Aeris and even Tifa if you try, but getting the date at the Gold Saucer with Yuffie can be pretty hard, so here's a step by step on how to assure the date with Yuffie.

Don't buy a flower from Aeris when you first see her in Sector 8.

Talk to Jessie twice on the train home from Sector 8, and tell her you're "Looking forward to it".

Don't talk to Tifa while she's behind the bar. If you do, decline her offer for a drink.

Say "...Sorry" when she asks you if you've forgotten your promise.

Ignore Tifa the next morning; don't talk to her, and go straight to Barret.

Get caught by the Security Lockdown; do not reach the end of the train. Force Barret and Tifa to jump out early this way.

After defeating Airbuster, before Cloud falls, tell Barret to "Be strong".

When Aeris is fleeing the guards, climb up to the top level and tell her to "Wait" each time. Then, push the wrong barrel (so that she has to fight the guard anyway). Do this three times.

When Aeris asks if Tifa is your girlfriend, say "Yeah, that's right."

When you get to the playground in Sector 6, tell Aeris that you'll "Take her home."

Get none of the best items so that Tifa is chosen for the Don's date. When you meet Aeris outside the Don's office, tell her "We gotta help Tifa!"

When everyone lands in the sewer, talk to Aeris first.

When Marlene asks you how you feel about Aeris, tell her "I don't know".

When you first meet Red XIII, tell Tifa to take care of Aeris (keep Barret in your party for this battle).

After the battle with H0512, split up into a team of Cloud, Barret and Red XIII.

When Tifa asks if you can break out, tell her "(Kinda hard)"

Think about Red XIII first, Barret second, and Aeris last while you're in the cell.

When you finally escape Midgar and have to choose your team, pick a team with Cloud, Barret and Red XIII.

In Kalm, after the flashback, tell Barret to "Wait a sec", then "Is that all?"

Make a party immediately afterwards with Cloud, Aeris and Tifa. In a house in Kalm, there's a woman who asks you about whether Mako energy is convenient. Tell her "Yeah, maybe". Talk to the girl upstairs, and when she asks you if the old life is better, say "No way".

In Fort Condor, disagree twice to the old guy about his plight. After that, you can go into Fort Condor and agree then, but that's up to you.

Find Yuffie in Junon Forest. Get her into your party.

On the Cargo Ship, give Yuffie a tranquilliser. (Make sure you bought one in Junon Town.)

On the Cargo Ship, tell Aeris "I dunno..." when she asks about the Airship.

On the Cargo Ship, when Tifa asks you about war, say "I don't know".

At the Gold Saucer, when you split up, talk to Yuffie first, and take her with you (do not choose Aeris or Tifa).

When you see Barret again in the Corel Prison, and you're about to go after Dyne, you will be prompted to make a party. Choose Cloud, Barret, and Yuffie.

Before entering Gongaga Town, make your party into Cloud, Aeris and Tifa. Then, when you meet Zack's parents, and Aeris and Tifa leave, ignore *both* of them and leave town.

Complete the Wutai side quest (See Side Quests, 5.4 - Yuffie's Side Quest) and let Yuffie steal your Materia. After you get the Materia back, go straight to the Gold Saucer for the date sequence.

-----18. HOW TO DATE BARRET AT THE GOLD SAUCER [BWGS]-----

Yes, yes you CAN date Barret at the Gold Saucer and it's even harder than the Yuffie one as, well Barret kinda hates you at the beginning of the game. Here's how to get the date with him:

Buy a flower from Aeris when you see her in Sector 8.

Talk to Jessie twice on the train home from Sector 8, and tell her you're "Looking forward to it".

Give the flower to Marlene when you get the option.

Don't talk to Tifa while she's behind the bar. If you do, decline her offer for a drink.

Say "...Sorry" when she asks you if you've forgotten your promise.

Say "Barret's snoring kept me up..." when she asks you how you slept the next morning.

Don't get caught by the Security Lockdown; get to the end of the train.

After defeating Airbuster, before Cloud falls, tell Barret to "Be strong".

When Aeris is fleeing the guards, climb up to the top level and tell her to Wait each time. Then, push the wrong barrel (so that she has to fight the guard anyway). Do this three times.

When Aeris asks if Tifa is your girlfriend, say "Yeah, that's right."

When you get to the playground in Sector 6, tell Aeris that you'll "Take her home."

Get all the best items so that Cloud is chosen for the Don's date (not Tifa or Aeris). Tell the Don that there's someone else, and when he asks who, tell him "Yes, his name's Barret..."

When everyone lands in the sewer, talk to Aeris first.

When Marlene asks you how you feel about Aeris, tell her "I don't know".

When you first meet Red XIII, tell Barret to take care of Aeris (keep Tifa in your party for this battle).

After the battle with H0512, split up into a team of Cloud, Barret and Red XIII.

When Tifa asks if you can break out, tell her "(Kinda hard)"

Think about Barret first, Red XIII second, and Aeris last while you're in the cell.

When you finally escape Midgar and have to choose your team, pick a team with Cloud, Barret and Red XIII.

In Kalm, after the flashback, tell Barret to "Wait a sec", then "Beautiful, just beautiful!"

Make a party immediately afterwards with Barret, Cloud and Red XIII. In a house in Kalm, there's a woman who asks you about whether Mako energy is convenient. Tell her "You're full of it". Talk to the girl upstairs, and when she asks you if the old life is better, say "Yeah, maybe".

In Fort Condor, agree twice to the old guy about his plight.

You don't have to meet Yuffie; in fact, it's probably better if you don't. If you do want to get her, get her the first time you try and don't make her run away.

On the Cargo Ship, don't give Yuffie a tranquilliser.

On the Cargo Ship, tell Aeris "I dunno..." when she asks about the Airship.

On the Cargo Ship, when Tifa asks you about war, say "I don't know".

At the Gold Saucer, when you split up, talk to Red XIII first, and take him with you (do not choose Aeris, Tifa or Yuffie).

When you see Barret again in the Corel Prison, and you're about to go after Dyne, you will be prompted to make a party. Choose Cloud, Barret, and either Red XIII or Cait Sith. DO NOT CHOOSE AERIS!

Before entering Gongaga Town, make your party into Cloud, Aeris and Tifa. Then, when you meet Zack's parents, and Aeris and Tifa leave, ignore both of them and leave town.

Do not go anywhere near Wutai if you have Yuffie. Instead, go straight to the Gold Saucer for the date sequence.

-----19. MINI GAMES/GOLD SAUCER [MGGS]-----

19.1 - THE WONDER SQUARE

In the Wonder are a load of mini games that you can play to win GP mainly, which can also be exchanged here for various prizes.

- 1GP = Potion
- 20GP = Ether
- 80GP = X-Potion
- 100GP = Turbo Ether
- 300GP = Gold Ticket (unlimited access to Gold Saucer)
- 500GP = Carob Nut

1000GP = Gil Plus

2000GP = EXP Plus

---SUBMARINE GAME---

This game isn't available until after you've stolen your own submarine and fought with a Shinra submarine. Before the game begins you're given 5 choices. You can either re-enact the battle at the Mako Reactor or you can choose from four original levels. The levels get progressively harder by increasing either the amount of enemy subs or the ability and toughness of the enemy commanders. The amount of GP you receive is the same regardless of difficulty level.

Press Square to shoot torpedoes, X to decrease speed and Triangle to increase speed. During a battle you can fire as many as four torpedoes at a time. Try and lock onto an enemy then unload the whole group, which is normally enough to take out an enemy sub. On higher levels, however, it takes a few more shots. Missiles have a relatively short range, so get close before opening fire. If the enemy gets a lock on you, speed up and dive deep. This will normally shake torpedoes off your tail. Mines are the small polygons on top of the square columns. You can pass through the columns without taking damage, but don't go too high. Be careful when you enter the sonar screens - you don't want to accidentally hit a mine. Use your sonar to help better prepare you for what lies ahead and help relocate the enemy submarines. If you lose track of an enemy on the sonar, exit and re-enter the sonar screen. It's faster than waiting for the next sonar pulse. For winning a battle, you receive 20GP and an item.

Underwater Huge Materia Battle: Ink

Level 1: T/S Bomb

Level 2: Dragon Fang

Level 3: Dragon Scales

Level 4: Cauldron

---ARM-WRESTLING GAME---

Arm wrestle one of two opponents to receive a small amount of gil. The Sumo Wrestler is easier than the Wrestler. Quickly tap the Square button to pin your opponent's arm, you get 1 Gil for beating the Sumo and 2 Gil for the Wrestler. If you have an Autofire controller you can set Autofire to Square and easily win.

---MOG HOUSE GAME---

The first time you win at 'Mog House' the person standing behind you will give you 30 GP. To make Mog fly, you need to feed him the right amount of Carob Nuts. When you can feed him, give him a Nut until he jumps up; don't overfeed him.

---BASKETBALL GAME---

The only tip on this is to try and get into a rhythm of how hard you press the button and not change it. The first 10 dunks in a row are worth 1 GP, the 11th will double that amount to 20 GP. This continues as follows: 22nd will go to 30GP, next ten double to 60, next ten to 70, next 10 double to 140, next ten to 150 and the last ten double to 300GP. You then can't go any further.

---MOTORBIKE GAME---

Press Square to attack left and O to attack right, protecting the truck, just like when you do this mini game during the actual plot. If you manage to score over 10,000 points you'll earn 10 GP as opposed to the usual 2 GP. Also the first time to complete this (at the Gold Saucer) you get a Speed Plus materia.

---WONDER CATCHER GAME---

This is a pretty random thing, but you can get some prizes from the Wonder Catcher, such as 1 GP, 3 GP, a Potion, 80 GP but usually you'll get nothing.

---3D BATTLER GAME---

You need to punch the other guy out, but you yourself can only be hit 10 times before being knocked out. It can be very difficult to get to the last guy (looks invisible, the one after the super hero guy) but you get 300GP at the end.

---SNOWBOARDING GAME---

There are three snowboarding courses; Beginner, Expert and Crazy. The challenge increases by adding additional obstacles, increasing the speed and tightening the turns. Throughout the course there are balloons:

Red: 1 Point

Blue: 3 Points

Green: 5 Points

You can get technique points according to how well you perform. If you make it through that course without hitting a wall you get a perfect score. Not all things deduct points; for example, you can hit a Mog while it's on it's sled and not lose points, but if you hit it's after it's fallen off it's sled you lose one point. Do well on a course and you'll pick up a little GP and an item. If you find a yellow balloon at the beginning of a course you'll enter Time Attack mode. Set the record and then try to top your score as you race the Mog Ghost.

If Tifa or Cid is in your party, they'll randomly ask if they can play in your place. The ranks in the normal courses are BAD (0-49), AWFUL (50-69), and GOOD (70-100)

19.2 - THE BATTLE SQUARE

The prizes for Disc One are:

100 BP - Phoenix Down

200 BP - Remedy

400 BP -Mimmatt Greens

800 BP - Enemy Lure

1,600 BP - Bird Wing

3,200 BP - S Wing

6,400 BP - Pre-Emptive

12,800 BP - Speed Plus

32,000 BP - Championship Belt

64,000 BP - Omnislash (1 only)

And on Disc 2/3:

100 BP - Remedy
250 BP - Enemy Lure
500 BP - Right Arm
1,000 BP - Pre-Emptive
2,000 BP - Regan Greens
4,000 BP - Speed Plus
8,000 BP - Stardust
16,000 BP - Championship Belt
32,000 BP - Omnislash (1 only)
64,000 BP - W-Summon (1 only)

Here you can fight 8 consecutive battles, with one character, for a price of 10GP. You should use your best character, and equip them with a Ribbon, Slash-All materia, their Ultimate Weapon (See 7. Ultimate Weapons), the Big Guard Enemy Skill and some high level spell/summon materia's including Cure and Regen. Don't rely on the materia too much, and if you're at a high enough level, physical attacks will see off the first few rounds easily.

At the end of each round, a slot machine will come up and you have to stop it to determine the handicap. The handicaps are as follows:

Black Blobs - Poisons you.
Frog - Turn the character into a frog.
Mini-Cloud - Puts your character in Mini.
Red Orb - Can't use Summon Materia.
Yellow Orb - Can't use Command Materia.
Green Orb - Can't use Magic Materia.
Purple Orb - Can't use Independent Materia.
Blue Orb - Can't use Support Materia.
Five Orbs - Can't use all Materia.
Ring - Can't use accessories.
Item Bag - Can't use items.
7 - No ailment for that round.
Boots - Time is slowed, if in Haste, goes to normal. If in normal, goes to slow.
HP & MP - Max HP and MP is halved.
MP - Max MP is halved.
MP Zero - Max MP is reduced to 0.
Sword - Attack power is lowered.
Bracelet - Defence is lowered.
Stopwatch - How long you spend in the battle is timed by 30 and dealt as damage.
Lv. Down - Lowers level by what ever number is next to it.
Cure - Cured by 9999 HP.

After you've gotten 64,000 BP and obtained Omnislash and W-Summon the special battle will be unlocked. If you beat these 8 battles, with Proud Clod as the last enemy (can be easily taken down with Knights of the Round), you will get the Final Attack materia. If you keep beating that battle, you will get various useless items, such as Autograph, Combat Diary and Masamune Blade.

19.3 - THE SPEED SQUARE

In the Speed Square, you have to shoot down targets while riding in a

roller coaster. The key to it is to remember is that firing with a full gauge is better than constantly firing a near-empty gauge, you u need to wait until the gauge refills.

Some good targets to hit are the red things out of the lava for 70 points, the riverboat, one of the lights near the end gives you 200 points and the UFO at the end gives you loads too.

Prizes from this square are:

Over 3000 points - Masamune, Custom Sweeper, 1/35th soldier
Over 5000 points - Umbrella (Disc 1), Flayer (Disc 2-3) You can earn multiple 1/35th soldiers here, too.

The Umbrella is for Aeris and the Flayer is for Cid. These are well worth getting as they are more powerful than each character's Ultimate Weapons.

19.4 - CHOCOBO RACING

The easiest way to win at the Races is to breed a Gold Chocobo (See 6. Chocobo Breeding) and jockey that chocobo to victory. If you race your chocobo up through the ranks (C, B, and A), then win 12 races in S Class you will win:

Sprint Shoes
Precious Watch
Cat's Bell
Chocobracelet
Counter Attack Materia

To beat even Teioh (the chocobo who always has higher stats than you), select Manual control and hold R1, R2 and square. This should keep you winning the races, despite opponent. As with the snowboarding game, if you have Tifa or Cid in your party, they will occasionally ask to ride in Cloud's place.

19.4 Fort Condor

NAME OF UNIT - COST - HP - STRENGTHS - WEAKNESSES

Attacker - 420Gil - 180 - Beast - Barbarian
Shooter - 520Gil - 160 - Wyvern - Beast
Defender - 440Gil - 220 - Barbarian - Wyvern
Stoner - 480Gil - 100 - None - None
Worker - 400Gil - 160 - None - None
Fighter - 400Gil - 200 - None - None
Catapult - 480Gil - 100 - None - None
Repairer - 480Gil - 160 - None - None
Tristoner - 1000Gil - 150 - None - None
Fire Catapult - 600Gil - 120 - None - None

In essence it's better to overwhelm the opposition rather than sitting back and letting them come to you. Take charge and move your troops south as soon as possible. You may even stop the enemy advance before the commander can reach the battlefield.

Place a line of attackers, fighters, and defenders along the middle of the mountain. Back them up with shooters and repairers. As soon as the battle begins, move your troops south so that they meet the enemy as they arrive. This will keep the enemy hordes from regrouping and taking advantage of any weak spots in your defence. If any member of your team suffers serious damage, pull them back and have a repairer restore their HP. Slowly advance towards the bottom of the screen and eventually you'll have the entire path blocked. The enemy will soon give up and you'll have fewer casualties and a larger amount of Gil returned.

-----20. TIPS AND SECRETS [TPS]-----

20.1 - NO BACK ATTACKS

If you enter a battle, even a boss battle, with your character's backs facing the enemies, simply press L1 and R1 as if to escape, but then let them go and you will be facing the enemy. This is particularly useful for the boss battle with Motor Ball, after escaping the Shinra Headquarters. You just need to do it quickly to avoid the higher damage from the back attack.

20.2 - ALL 7 FEVER

Get any character's HP to 7777 and they will go berserk, and attack enemies for 7777 damage. But after the battle, they will go down to 1 HP. A good way of getting 7777 HP is to first have you hp over 7777. Then you are going to fight a battle against a weak enemy. Get your HP below 154, then use the cats bell to walk your HP up to be EXACTLY 154, then use a Demi2 attack on the person with 154 HP, your HP should be 77, just use 15 hi-potions, and two potions.

20.3 - UNLIMITED ITEMS

After you get the W-item materia, equip it on someone. When you are in the middle of a battle, select W-item and pick any item except weapons etc. that you wish to duplicate, then use it on someone. Then with your second item, pick the same item as before and then press the O button. Then press the X button to cancel the second item and your first item will increase by one. Every time you press the O button and the cancel with the X button, the first item increases by one. This can get you 99 of any item, and is useful for getting Elixers for the Magic Pots in the Northern Cave.

20.4 - SENSE WITHOUT WASTING A TURN

Press Select to display a window above the time bars, then sense the enemy. From this point on whenever you attack that enemy while selecting, look in that window to see its current HP and name. This only works during the current battle.

20.5 - CAST MAGIC THREE TIMES ON AN OPPONENT

Cast Reflect on all allies, then cast an attack spell on all your characters, like a spell that hits all enemies. The spell will then be reflected onto the opponent(s) three times.

20.6 - HP REFILL

Cast Regen-All on your party, then quickly open the PlayStation lid when all opponents have been defeated. The game will be unable to load the victory screen, and may glitch while the HP for each party member fills. After everyone is at full health, close the lid to resume the game.

-----21. FF7 CHALLENGES-----

Think beating FF7 a few times makes you a master at it? Oh no no, my misguided friend; here are some challenges that can give replay value and prove your might against all the others out there!

1. No Materia

- Yep, that's right, use no materia whatsoever during the entire game, not even when you think you have to (eg: Chocobo Lure, as you can make it over the marsh without using a Chocobo).

2. Complete the game with only initial weapons and armour on all characters.

3. No Save!

- Not saving once throughout the whole game; not sure if it's actually been done, as you'd need to play about 20 or so hours straight (and that's without the side quests) and not dying once (as to continue the game is loaded from last save).

4. Beat Ruby and Emerald WEAPON's with no materia except Counter.

5. Defeat the Midgar Zolom first time round

- First time you reach Chocobo Farm fight the Midgar Zolom and win.

6. No running

- Holding X makes you run, so go through the game without running, just using the Directional Pad. Exceptions are on the World Map, where you can only run.

7. Not using Limit Breaks

- Even if you've learned the Limit Break, don't use it, attack with magic instead and when not in battle, reset level to empty the gauge.

8. Use no accesories

-----22. THANKS/CREDIT-----

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