Final Fantasy VII FAQ/Walkthrough

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==============================================================================
                   Final Fantasy VII FAQ/Walkthrough
                   For the Play Station Gaming Console
           By Nick Henson aka SinirothX (InfiniteZero000@aol.com)
                 Version Final (Most Recent Update: 4/24/07)
                      Copyright © 2007; Nick Henson
                         80 Characters Per Line
                  Font/Style/Size: Courier New/Regular/10
==============================================================================


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Hello and welcome to my FAQ/Walkthrough for the now ten year old Final Fantasy
VII. This has been my favorite game for the last eight years, and that is why
I've decided to write for the game. To share everything I've learned about it
in those years, to the best of my ability. I certainly do not claim this will
be your favorite FAQ, or the best one for the game, but I have striven for
it to be at least complete. I know this game has been covered to death, and is
replete with many other incredible FAQs. I'm not writing with any thought of
its oversaturation, or really even to get the most people to read it. Honestly,
I'm writing this FAQ because I want to. To pay homage, if you will. I've worked

hard on this guide and at this point am relatively satisfied with its content
and overall presentation. To that end, enjoy.

=-=
                            Copyright Information
=-=

=-=
                               Contact Policy
=-=

Yes, I'm aware I list my e-mail in the header. That is for quick and easy
reference. These should be thought of as a supplement to you receiving that
address. I am not too particularly picky about what I receive in my inbox,
but there are some things that really bother me.

--> What I expect to see in my inbox:

- Suggestions to improve the guide (ie. format, content presentation,
language, or even typo corrections).
- Strategies that you have found effective that I do not include in my
listings already. I will accept and incorporate any and all of these should
they prove to be efficient.
- Requests for information, such as something relate to a subject covered
herein, but is not currently included.
- Missing information, or extra information on anything pertinent to this
FAQ. By pertinent I mean do not send me anything outside the realm of
enemies, strategies, maximization, or mechanics.
- Should you be in need of live assistance.

However, please note that I will not respond to just anything... there are
particular guidelines you must follow to receive a response, or even attention,

from me.

- Please do not, as stated to the above, send me anything unrelated to this
FAQ, and furthermore already contained within (unless it is to expand upon
already present data).
- Write with proper etiquette, spelling, and grammatical conventions to the
absolute best of your ability. Honestly, it's appreciated.
- Do not ask me questions about the game as per anything other than what this
FAQ encompasses. While I'm most certainly capable of answering them, it's not
what I or this FAQ have intended to do.
- I will only respond to e-mails written in one of two languages: English or
Spanish. Whichever the e-mail is written in, I will respond properly in the
same language. Although I accept e-mails as such, do not mistake this for me
allowing translation of this FAQ into any language aside from English.
- It will be through solely my discretion if I wish to reply to hate mail.
- All in all, just send something that's not complete shit.

=---=
                               Links
=---=

        * My Contributor Recognition Page -
          http://www.gamefaqs.com/features/recognition/30775.html
        * My Myspace profile -
          http://www.myspace.com/omnihybrid

===

              .:'*':. Table of Contents .:'*':.

===

=---=
                1. Using "Section Coded" Table of Contents
=---=

- Yes, admittedly this is a colossal text file, and I'm sure the majority of
people viewing it don't want to scroll through every section ad nauseum.
- I've therefore implemented the cliche "section coding" into this FAQ.
- Simply press CTRL+F, and in the box that appears, type in the "#S---" code
located to the far right of the Table of Contents.
- Press enter, and from there you will be immediately relocated to the desired
section of the FAQ. Happy hunting.

```
 -----------------------------------------------------------------------------
|38. Music              |         Final/100%        |         #SL8F         |
 -----------------------------------------------------------------------------
|39. FAQs ---> Q&A      |       Changing/???%       |         #SM0A         |
 -----------------------------------------------------------------------------
|40. Ah, Those Rumors   |       Changing/???%       |         #SM1R         |
 -----------------------------------------------------------------------------
|41. Acknowledgments    |       Changing/???%       |         #SN1A         |
 -----------------------------------------------------------------------------
|42. Over and Out       |         Final/100%        |         #SO0O         |
 -----------------------------------------------------------------------------
\      THIS BRINGS THE TABLE OF CONTENTS TO A CONCLUSION. ENJOY THE GUIDE!     /
 -----------------------------------------------------------------------------


=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
 2. Game Info Corner (not really a corner, but you get the picture.... right?)
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=


                      +---------------------------+
                      |  Name: Final Fantasy VII  |
                      |   Developed: SquareSoft   |
                      |    ESRB Rated: T(Teen)    |
                      | JP/US Releases: '96/'97   |
                      |     Number of Disks: 3    |
                      |    Number of Players: 1   |
                      | Memory Card Blocks: 1 blk |
                      |Sony Computer Entertainment|
                      +---------------------------+


===============================================================================
            ------------------------------------------
            .:'*':.     1. Update History     .:'*':.            #SAIU
            ------------------------------------------
===============================================================================


-------------------------------------------------
I. Version: 1.0 - Updated When: 9/11/03 - KB: 23
-------------------------------------------------


- Ok, this was the very first day I've worked on this gonna-be-a-beast FAQ, and
on this day I have finished the main layout and format of the guide.
- What I've also done today was finish a few of the guide's many, many
appendices here and throughout.
- Note: This guide was not released to the public on GameFaqs.com on this date,
only started it.


-------------------------------------------------
II. Version: 1.1 - Updated When: 9/12/03 - KB: 45
-------------------------------------------------


- I have finished up the semi-massive job of completing the Basics/General
Infos section.
- After I was all done with that, I went on to finish the About Character's
section which wasn't as big a task.
- And that's not all I did, no sir, I also finished little 3-min task of doing
the Story of FFVII section of the FAQ.
- And right when you think that's it, I throw more stuff that I've done today
at you: I finished a few of the beginning Sidequests sections, as well as doing
the Codes section.
- And that is it! ^_^
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--------------------------------------------------
III. Version 1.3 - Updated When: 9/13/03 - KB: 51
--------------------------------------------------


Not much of an update today, as you can see, but here's what went down...
- I added the Menu into the Basics section. Redid statistics in the same
section.
- I got some awesome new ASCII art for the top of the guide.
- That's pretty much it besides I nabbed one spelling error.


--------------------------------------------------
IV. Version 1.4 - Updated When: 9/14/03 - KB: 84
--------------------------------------------------


- This wasn't much of a big update. The biggest thing that I did was complete
the All Limits section of the guide. Which up'd me about 27K.
- Next, and is the only other thing I did was to complete the Ancient Forest
section which was about 6K more.


--------------------------------------------------
V. Version 1.5 - Updated When: 9/16/03 - KB: 165
--------------------------------------------------


- I did a lot of sections past the Ancient Forest, but there's still a lot to
come, and I also changed the final layout of this thing to what you see before
you now. The layout won't change again.


--------------------------------------------------
VI. Version 1.6 - Updated When: 9/24/03 - KB: 259
--------------------------------------------------


- Well, I elaborated on a lot of sections, for one thing, that were lacking
some information that I felt was imperative.
- I began the walkthrough, and it's finished up until you blow up the first
Mako Reactor.
- Expect big updates in the near future.


--------------------------------------------------
VII. Version 1.7 - Updated When: 9/25/03 - KB: 276
--------------------------------------------------


- I have gotten a lot done in the walkthrough, or, to be more precise, up till
you get to Tifa's bar Seventh Heaven.
- I fixed up a few typos here and there, and corrected some layout issues in
some sections that needed it.


--------------------------------------------------
VIII. Version 1.8 - Updated When: 10/1/03 - KB: 328
--------------------------------------------------


- Worked a somewhat significant bit on the Walkthrough section. I've been
relatively satisfied lately with my progress made on it, and I don't expect
that it should be too much longer into the future that I finally finish the
entire thing. I've been striving to make it as detail-rich as humanly possible.


--------------------------------------------------
IX. Version 1.9 - Updated When: 10/7/03 - KB: 371
--------------------------------------------------
```

- Haha, well, the king of procrastination is back with a decently sized update
to this FAQ. What did I do, you ask? Well, I'm going to tell you right now...:)
- The Walkthrough is complete up until Wall Market, and I even got a little bit
of that done, as well. This will take a while to complete, since I plan to make
it vomit-enducingly detailed when it's finished.
- I also incorporated a Stat Leveling Info section with some small datas I've
collected and compiled into one section.
- You know what else is finished? Huh, huh? Ok, it's the Basics section of this
FAQ, as I have finally gotten around to explaining the Materia system in it.

X. Version 2.0 - Updated When: 10/14/03 - KB: 527K

- Huge update since that last time, no? Anyway, I did a lot, and this is where
I tell you everything that I accomplished this time.
- Well for one, I finished the walkthrough all the way up to when you first
finish the Shinra HQ and leave for the World Map.
- I subtracted and then added a little more to the Stat Leveling Information
section to better please the reader.
- I corrected a few spelling and grammatical errors every now and then.

XI. Version 2.1 - Updated When: 10/26/03 - KB: 737K

- First off, I made an addendum to criterion in the copyright section, as well
as the contact section.
- Finished the walkthrough up to past Cosmo Canyon.
- I also redid the Limit Break section with a better format and some extra
information on all Lv4 Limits for characters.

XII. Version 2.2 - Updated When: 10/31/03 - KB: 906K

- I am 90 percent happy with this update.
- I mainly only worked on the walkthrough.
- The walkthrough is done to Gaea's Cliff.
- I plan to finish a bit past the Crater tomorrow.
- That is all for this update ^_^

XIII. Version 2.3 - Updated When: 11/22/03 - KB: 1321K

- Massively large update this time around, eh? I'm pretty frickin' happy with
it, too.
- Well, the absolute largest section of the guide has, at long last, been
completed, and that of course is the Walkthrough.
- Added a little in some random sections.
- My second most major accomplishment this time around is finishing the Boss
Encyclopaedia of the FAQ.
- Also, the Basics/Mechanics [#SB2B] has been totally revamped with all
data any beginner could want.

XIV. Version 2.4 - Updated When: 12/10/03 - KB: 1390K

- Eh, not an update with as much grandeur as the last one, but hey...
- Anyhow, I did finish the Accessories section (I finally nabbed those last two
I had archived in my first play but couldn't find!)
- Finished the Tips & Tricks section, too!

XV. Version 2.5 - Updated When: 12/30/03 - KB: 1419K

- Added a codes section.
- I also added five new Materia combos.

XVI. Version 2.6 - Updated When: 3/19/04 - KB: 1450K

- I FINALLY added all of the data that I have compiled regarding B. and S.
Sephiroth's HP.
- I added core stats and other relevant info (along with stats for extra things
in some boss battles like Pyramid or Shinra Semi) of all bosses.
- I updated the walkthrough a bit, including some new items/enemies mainly.

XVII. Version 2.7 - Updated When: 3/20/04 - KB: 1452K

- Just corrected and added a few things that needed to be corrected and added
here and there throughout the guide.

XVIII. Version 2.8 - Updated When: 3/24/07 - KB: 3272K

- All the data in this update has been collected and in the works over the last
2 years in which I was in an FAQing hiatus, but I did a lot of work/testing on
games in lue of that.
- The enemy section is finally 100% complete.
- Weapon section, Armor section, Accessory section, Materia section, Limit
Break section, and Item section are all done.
- Date Mechanics section included.
- Basics/Mechanics section has been added to.
- Added every enemy formation.
- Added all the items you can excavate from Bone Village, as well as formation
and general battle information for all of Fort Condor.
- Included Battle Square enemy modifications.
- I added in a section titled Music where, aside from Song Lyrics (which were
already there), can also be found the entire tracklisting and running times for
the Final Fantasy VII OST.
- A Vehicles section is now part of this FAQ.
- Included a Shop List section, for easy reference and supplementation.
- The Wutai subquest section of this FAQ is now also finished, replete with
strategies for Rapps and the five Pagoda bosses.
- Fixed quite a few errors that were present, and also did some proof-reading
here and there.
- Addendums to Copyright and Contact Information have been made.
- The next update (if there is one) will entail a lot of translated information
from the Ultimania Omega (story/character-wise) and Don Corneo's choice
mechanics, but otherwise this is a finished product.

```
XVIII. Version Final - Updated When: 4/24/07 - KB: 3304K
--------------------------------------------------------


- I went through the FAQ and fixed some spelling and grammar errors that were
present since this beginning.
- Noticed some problems with some algorithms for calculating certain things, so
those are fixed now. Also any minor corrections or clarifications I could make
to any existing walkthrough information have been made.
- The major addition in this update was Don Corneo's choice mechanics. In a
nutshell I added a list of all possible combinations of accessories you can
have on Cloud, and the results they yield. This list was provided with
permission courtesy of Fantasy Gamer, and his Don Corneo Mechanics FAQ can
also be found here on GameFAQs.


===============================================================================
                 ------------------------------------------------
                 .:'*':.      1. Basics/General Info    .:'*':.          #SB2B
                 ------------------------------------------------
===============================================================================


In this section you will be able to find anything you may need to know before
you play the game. You find all of the basics and necessities of the game of
Final Fantasy VII. This includes Status Effects, basic need-to-know things,
the controls, the Main Menu, Battle information, and modes of transportation.


=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
                              1. Basics of FFVII
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Topic #1 - Exploring The Game:
------------------------------
FF7, like with most RPGs, is a large game, and requires a large amount of
exploration and discovery to be sucessful. So, don't be surprised when you find
your clock's hours wearing quite high :) Through and throughout this game,
you shall encounter and come upon many cities, forests, towns, caves, buildings
and other things of the sort, and while not all of them require the same amount
of exploration and idiosyncrasy-delving, you should at least give them more
than a passing glance, as sometimes, the best items can be found in some of the
most unsuspected and unusal of places. There shall be tons of treasure chests,
things almost serving no feasible purpose laying in the most random places,
savepoints, etc., all which are imperative to the game. Now, while some things
may look the same on the ground, ie. a yellow Materia on the ground like
Deathblow, then later on, W-Item, for instance, so pick up everything you see,
as well as pilfering every noticeable treasure chest. Of course, some are more
inconspicuously concealed than others, while others may just be sitting right
in the open, saying "get the hell over here and pick me up!" There are also
many of the game's secrets which require you to partake foregone sidequests in
the game, ranging from various difficulties and time lengths, from easy and
short, to long and time-consuming. Also, when you're in random cities, or in
places you want to be in, always take it upon yourself to converse with the
locals, as they sometimes divulge pertinent or useful information, or, in some
instances, reward you with some useful item of some sort. Or under some
circumstances, even both. Along with these items, there are some in the game
that cannot be obtained ever again after you miss it at a certain time (all of
those are covered in #SI5E of the FAQ. It may also behoove you to examine some
"burial grounds" of bosses, who may not immediately give you an item after a
fight, but indirectly in form of dropping it on the floor afterwards.


Topic #2 - Utilizing Items:
---------------------------
```

This is almost a no-brainer topic, and requires very little education to
comprehend, however, I feel it imperative to give it some mention. This feature
which is in most RPGs, can come in many different forms. By this I mean, you
can use them as Key Items, which are used to trigger and/or unlock something
special in the game, battle usage of normal items, and outside usage of some
particular normal items only. First, I cover Key Items, and give an insinuendo.
All right, an example of a Key Item would be the Leviathan Scales, and it is
used to decinerate flames in Da Chao cave, allowing you access to the items
therein. They're, obviously, contained in the "Key Item" submenu of the item
screen on the Main Menu (covered also in this basics section).

Topic #3 - Equipment:

This screen is simply accessible from paying a minor visit over to the Items
division of the Menu Screen which you access by pressing Circle when not in
a battle or a cutscene throughout the storyline or plot. Basically, in a nut-
shell, what this is is a listing of every weapon and armor that a certain
character has (since every character has different weapons and armors as
anyone who has played Final Fantasies in the past would know). This screen
allows for easy equipping and unequipping of those equipments. You also have
the option of using the command called "Sort" to easily order and organize
your party's armors and weapons.

Topic #4 - Saving Your Game Progress:

Throughout the game of Final Fantasy 7, you are inevitably going to encounter
some of those little wierd-looking things laying in some places where they seem
to serve no conceivable purpose. These, in fact, are save points, or save
spots, if you wish to call them that as an alternative; it doesn't matter.
At each and every single one of these, when you first touch them, it will
let you access menu and then highlights the Save option at the bottom. Now you
can save your current game progress up to that point on either memory card
slot 1 or 2.

Topic #5 - Where To Look For Some Darn Help?:

There is a very simple and extremely easy-to-use option which you can access
by simply paying a little visit to the Menu Screen (pressing the Circle button
when not in battle or cutscenes), and then by choosing on the option down at
the very bottom, which is "Help". This of obviously opens up the Help Menu.

===
                              2. Statistics
===

In this subsection I will cover semi-briefly the core stats that make up your
characters, as well as the derived stats that come from those very same core
stats.

-    CORE STATS   -

There are a total of 9 core stats in the game, 7 of which are the real stats
that determine performance in battle. The first two in the following list
simply determine your capacities (health and mana).

All core stats other than HP, MP, and lvl increase by 0-3 for a level gain. No
more than that is allowed.

```
1. HP (HIT POINTS)
-----------------
-> HP can be divided into two subjects of interest. One would be MaxHP. This is
the maximum HP that a character has. It caps at 9999 (or 999 if said character
is equipped with HP<->MP Materia). The other is what I call CurHP. This can be
defined as the current HP a character has. It will always be less than or equal
to MaxHP. For example if a character has a MaxHP of 8765, and battle starts
with that character at MaxHP and they go five turns without sustaining any
damage, their MaxHP = 8765 and CurHP = 8765. In retrospect, if their MaxHP is
8765 and they are attacked for 1349 damage, their MaxHP = 8765 while their
CurHP = 7416. If a character's CurHP = 0, they enter KO/Death status.

-> HP cannot be increased through Sources, but it will be increased through
leveling up, as well as particular Items, Accessories, Armor, Weapons, Materia,
and Limit Breaks.

2. MP (MAGIC/MANA POINTS)
-------------------------
->  HP can be divided into two subjects of interest. One would be MaxMP. This is
the maximum MP that a character has. It caps at 999 (or 9999 if said character
is equipped with HP<->MP Materia). The other is what I call CurMP. This can be
defined as the current MP a character has. It will always be less than or equal
to MaxMP. For example if a character has a MaxHP of 865, and battle starts
with that character at MaxMP and they go five turns without sustaining any MP
damage or using any attacks which consume MP to use, their MaxMP = 865 and
CurMP = 865. In retrospect, if their MaxMP is 865 and they use Wall Magic
(MP cost of 58), their MaxMP = 865 while their CurMP = 807. If a character's
CurMP = 0, they can no longer use any abilities which require MP. On that same
note, if a character's CurMP is less than the MP cost of an ability, that
ability is unavailable to them.

-> MP cannot be increased through Sources, but it will be increased through
leveling up, as well as particular Items, Accessories, Armor, Weapons, Materia,
and Limit Breaks.

3. LVL (LEVEL)
--------------
-> Levels determine the overall base stat increases of a character. The max lvl
any character can achieve is 99. The lowest lvl anyone can ever see is 1, which
is the base level for all characters other than Cloud and Sephiroth. However,
when you get the chance to name a character when they enter your party, they
are automatically brought up to around the lvl of your party, so that they are
not far behind and obsolete. The maximum a character can be leveled to
automatically when you name them is 98. The formulae for figuring out a
character's level when you first get them are as follows.

    Tifa = [average party lvl - 2]
    Aeris = [average party lvl - 3]
    Barret = [average party lvl - 1]
    Red XIII = [average party lvl + 2]
    Cid = [average party lvl + 3]
    Yuffie = [Mysterious Ninja lvl]*
    Vincent = [average party lvl + 3]
    Cait Sith = [average party lvl]

* - only 6 available values; 17, 22, 27, 32, 37, or 42, which depend on Cloud's
lvl, generated as such:

    Cloud's Level | Mystery Ninja Level
    --------------+-------------------
```

```
     1~20           | 17
    21~25           | 22
    26~30           | 27
    31~35           | 32
    36~40           | 37
    41~99           | 42
```

-> Lvl is increased through raising Exp (Experience) through winning battles.
There is a way to calculate how much Exp is required to reach each level for a
character. There will be two special characters defined at this point: Young
Cloud (in Nibelheim flashbacks), and Sephiroth (also in Nibelheim flashbacks -
not to be confused with Bizarro Sephiroth, Safer Sephiroth, and Sephiroth
fought at the end of the game). Experience is gained from a character being in
battle is [total Exp of enemies killed by party]; Experience gained from a
character being in battle by under KO at the end is 0; Experience gained from a
character being outside of battle is [Exp x 1/2] (this is not including story
events in which they cannot be called via PHS - in which case they receive 0
Exp). Experience is not divided amongst characters (all characters receive the
full Exp available from the defeated opposing group). The formula to calculate
the required amount of total Exp needed for a character to reach any Lvl is
[LvMod x {(lvl - 1) / 2} / 10], where LvMod is defined through the following:

```
                 L2~11  L12~21  L22~31  L32~41  L42~51  L52~61  L62~81  L82~99
      Cloud       68     71      73      74      74      74      75      77
       Tifa       67     70      72      74      74      75      76      78
      Aeris       68     71      73      74      75      75      75      76
     Barret       70     73      75      76      77      77      77      77
   Red XIII       68     71      74      75      75      75      76      76
        Cid       69     72      75      75      76      76      77      77
     Yuffie       69     72      75      75      76      76      77      77
    Vincent       70     72      75      76      76      76      76      76
  Cait Sith       69     72      75      75      75      76      76      76
  Sephiroth       68     71      73      74      74      74      75      77
Young Cloud      130    140     140     110      90      70      48      27
```

The numbers you see for each character for each level grouping is what is used
to replace LvMod in the above formula. Exp continues to increase after Lv99,
but no lvl increase will take place. Now, base lvls and Exp for each character
are as follows.

```
                      Base Lvl  Base Exp
          Cloud       6         610
           Tifa       1         8
          Aeris       1         0
         Barret       1         10
       Red XIII       1         12
            Cid       1         18
         Yuffie       1         0
        Vincent       1         16
      Cait Sith       1         14
      Sephiroth       50 *      320438 *
    Young Cloud       1 *       12 *
```

* - both these characters will never progress passed this point in terms of lvl
or Exp.

Lastly, here are the Max Natural values for all stats for each character. By
natural it is meant without use of Sources. For HP and MP it is very hard to
reach the highest Max Natural value because you must always be between certain
amounts on each level, and if you're off by even 1, you can -never- reach the

Maximum Natural values for either of those two stats.
Keep in mind that the number on the left is the lowest Maximum Natural stat
possible, whilst the number on the right is the highest Maximum Natural
stat value.

```
              HP        MP       Str      Vit      Mag      Spr      Dex     Luck
     Cloud 8960/9511  851/905   98/100   89/96    98/100   93/100   55/62   22/29
      Tifa 8513/9037  800/850   89/96    78/85    82/89    89/96    64/71   23/30
     Aeris 8304/8816  942/994   71/78    76/83   100/100   98/100   51/58   21/28
    Barret 9435/9999  748/796   94/100   97/100   78/85    82/89    47/54   20/27
  Red XIII 8980/9556  814/866   84/91    85/92    84/91    89/96    71/78   21/28
       Cid 8682/9284  776/822   85/92    90/97    79/86    83/90    54/61   20/27
    Yuffie 8471/8993  790/841   82/89    78/85    85/92    86/93    70/77   25/32
   Vincent 8211/8779  859/915   74/81    74/81    89/96    93/100   51/58   23/30
 Cait Sith 8608/9135  822/869   78/85    74/81    89/96    93/100   51/58   23/30
```

- Note: for information on exactly how Str, Vit, Mag, Spr, Dex, HP, and MP
increase based on level, reference Terence's Party Mechanics FAQ, to which I
credit the information in these last few charts.

4. STR (STRENGTH)

-> Str determines the base physical attack power of a character. You will only
ever see it in base form if you do not have a weapon equipped.
-> Str increases through increasing levels and permanently through the use of
Power Sources.

5. VIT (VITALITY)

-> Vit is the base form of the resistance to physical attacks that a character
possessed.
-> Vit increases through increasing levels and permanently through the use of
Guard Sources.

6. SPR (SPIRIT)

-> Spr is the base form of the resistance to magical attacks that a character
possesses.
-> Spr increases through increasing levels and permanently through the use of
Mind Sources.

7. DEX (DEXTERITY)

-> Dex is the base form of the speed of a character. Note that in the case of
enemies, their Dex, at any value, is [Dex - 50] compared to anyone in your
party.
-> Dex increases through increasing levels and permanently through the use of
Speed Sources.

8. MAG (MAGIC)

-> Mag determines the base magical attack power of a character. This is always
the the constant for Magic, however MAt will still be used to denote its
derived stat.
-> Mag increases through increasing levels and permanently through the use of
Magic Sources.

9. LUCK (LUCK)

-> Luck factors into the frequency of Critical Hits.

```
   -> Luck increases through increasing levels.


   --------------------------------------------------------------------------------
   -    DERIVED STATS                                                            -
   --------------------------------------------------------------------------------


   1. ATT (ATTACK)
   ---------------
   -> Derived from Str.
   -> Att = [Str + weapon Att increase]


   2. DEF (DEFENSE)
   ----------------
   -> Derived from Vit.
   -> Def = [Vit + armor Def increase]


   3. MAT (MAGIC ATTACK)
   ---------------------
   -> Derived from Magic.
   -> MAt = [Mag]


   4. MDF (MAGIC DEFENSE)
   ----------------------
   -> Derived from Spirit.
   -> MDf = [Spr + armor MDf increase]*
   * - Final Fantasy VII has a bug in its coding that does not allow -ANY- MDf
   increase to be experienced; thus, your MDf is, in essence, your base Spr.


   5. AT% (ATTACK PERCENTAGE)
   --------------------------
   -> At% = [weapon At% increase]


   6. DF% (DEFENSE PERCENTAGE)
   ---------------------------
   -> Derived from Dexterity.
   -> Df% = [(Dex x 1/4) + armor Df% increase]


   7. MD% (MAGIC DEFENSE PERCENTAGE)
   ---------------------------------
   -> MD% = [armor MD% increase]


   ================================================================================
                              3. Damage Calculation
   ================================================================================


   First off, we must define base physical damage and base magical damage:


   -----------------------------
        STEP 1 - BASE DAMAGE
   -----------------------------


   Base PhysDmg = [Att + {(Att + lvl) / 32} x {(Att x lvl)} / 32)}]*
   * - if user has Small, Att = 0


   Base MagDmg = [(MAt + lvl) x 6]


   Now, if there has been any modification through items, spells, etc., to the
   above base damage calculations (and these modifications can all be found
   throughout this FAQ), the base damages -must- be considered as such:
```

```
Base PhysDmg 2 = [Base PhysDmg x (PhMod + 100) / 100]
Base MagDmg 2 = [Base MagDmg x (MgMod + 100) / 100]


- Note: certain attacks do not require checks for certain parts of damage
formula. These attacks are denoted mainly in the Data Representation sections
for sections detailing abilities (in this FAQ).


----------------------------------
     STEP 2 - ATTACK FORMULAE
----------------------------------


This step checks for the formulae the attack uses (which will be detailed in
other sections that contain ability information). There are 8 total formulae
that FF7 uses to calculate damage.

We start off with Dmg 1 = [Dmg 1]


---------------------------------------------
     STEP 3 - BASE DAMAGE MODIFICATION
---------------------------------------------


If an attack (again, as will be mentioned with any attack in this document that
the following pertains to) has a special modification to base damage, it is
calculated as such:

Dmg 2 = [Dmg 1 x base damage modification]

Ultimate Weapons all have their own special base damage modification, which
will be detailed in their specific entries in this FAQ. It is also important to
note that if two base damage modifications are being used in conjunction, the
base damage modification is calculated as such:

Base Damage Modification = [(Mod1 x Mod2 x 16) + (15 / 16) / 16], where Mod1
and Mod2 can be interpretted each as one of the base damage modifications in
question.

Base damage modification only is counted if the attack is a base Command Skill.

As such, again, Dmg 2 = [Dmg 1 x base damage modification]

Otherwise,
Dmg 2 = [Dmg 1]


-------------------------------------------
     STEP 4 - EFFECT SPLIT REDUCTION
-------------------------------------------


The attack's damage/effect is divided amongst the targets it is used on (which
will also be noted in attack-specific sections of this document), then:

Dmg 3 = [Dmg 2 x 2/3]

Otherwise,
Dmg = [Dmg 2]


-------------------------------
     STEP 5 - QUADRA MAGIC
-------------------------------


The game now checks if the attack is being used via Quadra Magic, and if so:
```

```
Dmg 4 = [Dmg 3 x 1/2]

Otherwise,
Dmg 4 = [Dmg 3]

-------------------------------------------
     STEP 6 - DEFENSE/MAGIC DEFENSE
-------------------------------------------

If the attack is not Piercing, then the damage reduced by Def and MDf is as
follows:

Def Factor = [Def x (DefMod + 100) / 100]
MDf Factor = [MDf x (MDfMod + 100 / 100]

where,
DefMod and MDfMod come from external stat modifying items, abilities, etc.
(covered elsewhere).

Thus,
Dmg 5 = [Dmg 4 x (512 - Def Factor OR MDf Factor) / 512]

Otherwise,
Dmg 5 = [Dmg 4]

---------------------------------------------
     STEP 7 - BERSERK/CRITICAL DAMAGE
---------------------------------------------

If the attack is physical and the character has Berserk, then:

Dmg 6 = [Dmg 5 x 1.5], or if the attack was Critical, Dmg 6 = [Dmg 5 x 2]

Otherwise,
Dmg 6 = [Dmg 5]

-----------------------
     STEP 8 - FROG
-----------------------

If the attack is physical and the character has Frog, then:

Dmg 7 = [Dmg 6 x 1/4]

Otherwise,
Dmg 7 = [Dmg 6]

---------------------------
     STEP 9 - MP TURBO
---------------------------

If the attack is magical and is being used with MP Turbo, depending on the lvl
of the MP Turbo Materia, damage is modified thusly:

Dmg 8 = [Dmg 7 x {(MP Turbo lvl / 10) + 1}]

Otherwise,
Dmg 8 = [Dmg 7]
```

```
----------------------------
     STEP 10 - BACK ROW
----------------------------

If the user is in the Back Row and the attack under utilization is not Long
Range or magical, then the following occurs even for attacking themself or
allies:

Dmg 9 = [Dmg 8 x 1/2]

Otherwise,
Dmg 9 = [Dmg 8]

-------------------------------------------
     STEP 11 - BARRIER/MAGIC BARRIER
-------------------------------------------

If the attack is physical and Barrier is in place upon the target,

Dmg 10 = [Dmg 9 x 1/2] or,

If the attack is magical and Magic Barrier is in place upon the target,

Dmg 10 = [Dmg 9 x 1/2]

Otherwise,
Dmg 10 = [Dmg 9]

----------------------------
     STEP 12 - SADNESS
----------------------------

If the target has Sadness and the attack is not Restorative, an Item, and
Random Variance is not included in the attack's damage calculation, then:

Dmg 11 = [Dmg 10 - (Dmg 10 x 79/256)]

Otherwise,
Dmg 11 = [Dmg 10]

-----------------------------------
     STEP 13 - RANDOM VARIANCE
-----------------------------------

If the attack uses Random Variance in its damage calculation, then:

Dmg 12 = [Dmg 11 x (Rnd[0..1] + 15) / 16]

Otherwise,
Dmg 12 = [Dmg 11]

Note that the lowest damage possible at this point is 1.

-------------------------------
     STEP 14 - ADDED DAMAGE
-------------------------------

If the weapon has an Added Da,age and is used with a base Command Skill, then:

Dmg 13 = [Dmg 12 x Added Damage]
```

```
Otherwise,
Dmg 13 = [Dmg 12]


------------------------------------------
      STEP 15 - ELEMENT MODIFICATION
------------------------------------------

Note that this step should be taken in order of priority.

If the target absorbs the imbued Element (if any), then:

Dmg 14 heals Dmg 13 to the target, or

If the target is immume to the imbued Element (if any), then:

Dmg 14 = 0, or

If the target 1/2's the imbued Element (if any), then:

Dmg 14 = [(Dmg 13 + 1) / 2], or

If the target is weak to the imbued Element (if any), then:

Dmg 14 = [Dmg 13 x 2]

Otherwise,
Dmg 14 = [Dmg 13]


-------------------------------
      STEP 16 - FINAL DAMAGE
-------------------------------

Note that now final damage is calculated, and there are actually a few things
to consider once we reach this step. If the damage from all the above steps is
greater than or equal to 9999, then:

Final Damage = 9999 (HP Damage) or 999 (HP Damage) if HP<->MP Materia is
                 equipped, or
Final Damage = 999 (MP Damage) or 9999 (MP Damage) if HP<->MP Materia is
                 equipped

Otherwise,
Final Damage = [Dmg 14]

Now we have a chance of damage overflow and negative damage. Damage overflow
will occur when damage is above 262144 before base damage is included into the
damage formula. If damage is between 524288~559094 before Random Variance,
the damage will overflow in this case, as well. If the damage overflow is
negative and not positive, the game deals negative damage. In terms of this
game's mechanics, this means that your damage has actually given the enemy more
HP than before the attack was used, and consequently removes all of the enemy's
HP, resulting in an instant KO to all enemies in the game except for Ruby
Weapon.


=================================================================
                      4. Attack-Landing Chance
=================================================================

Chance = [(Dex / 4 + At%) + Df% - (Df% - 1)]
```

This is just the *basic* formula, to get the real numbers you have to factor in
the Luck formula. It comes into play when you land a "lucky hit" (dealing
critical damage, unless you are using Deathblow, in which case you won't be
able to tell if it's a lucky hit or not).

It's possible that the attack would "Miss" according to the above formula, but
you have a [Luck / 4]% to land a lucky hit. So to get accurate numbers you have
to take the value x that comes out of the above formula and add the luck factor:

[n% + (1 - n)] x [Luck / 4]%

(note that the second x is not a percentage, i.e. you have to divide it by 100
to get it between 0 and 1, and if it's above 100%, then luck doesn't come into
the equation anyway).

I want to note, in case you didn't notice, that the Mystile doesn't only have
great Df%. If you look at the first formula (and know that Df% is
[Armor Df% + (Dex / 4)]), you'll see that it also gives you a great Hit% bonus
(50% to be precise). This is enough to get a 100+ Hit% on "almost" every enemy
(some have sometimes under special circumstances a 255 Df% rating....), with
regular attacks, that is. But even Deathblow should stick almost everytime if
the character is equipped with the Mystile... but you can do the math and see
for yourself >_>.

So just to sum it up: if you have 100 At% and the enemy 50 Df%, chances are you
will have a much better than 50% chance to hit him. To only have a 50% chance
to hit you would need an armor with 0 Def% (possible) and only 3 or less Dex
(don't think that's possible, without cheating, of course >_>). In fact, if you
only had 3 Dex but a Mystile equipped you would have exactly 100% chance to
hit.

Thanks to lolo26 for this brief but effective explanation =)

===
                        5. Status Augmentations
===

There are a large amount of status effects in FFVII, and here I will cover each
of them.

1. DEATH (KO) - NEGATIVE

-> Effect: The inflicted cannot act; remove all statuses except Frog, Small
-> Continuance: Until removed (even outside of battle and into other battles)
-> Removal Methods: Phoenix Down, Angel Whisper, Phoenix, Life, Life2
-> Preventative Methods: Safety Bit, Destruct+Added Effect, Odin+Added Effect,
Death Force, Petrification, Resist, Peerless
-> Appearance: The inflicted lies on the ground motionless; CurHP = 0/MaxHP;
HP text turns red
-> Special Notes: If all characters have Death, Game Over (except in Battle
Square and Pagoda battles)

2. NEAR DEATH (CRITICAL) - NEGATIVE

-> Effect: N/A
-> Continuance: Until removed
-> Removal Methods: Restoring CurHP above 1/4 MaxHP, Death
-> Preventative Methods: Keeping CurHP above 1/4 MaxHP
-> Appearance: The inflicted kneels down; HP text turns yellow

-> Special Notes: Near Death is only inflicted if the inflicted's CurHP is less than or equal to their MaxHP

3. SLEEP - NEGATIVE

-> Effect: The inflicted cannot act
-> Continuance: 26 battle time units or until removed
-> Removal Methods: Esuna, Remedy, White Wind, Angel Whisper, physical damage, Death
-> Preventative Methods: Headband, Ribbon, Hades+Added Effect, Seal+Added Effect, Petrification, Resist, Peerless
-> Appearance: The inflicted kneels down; "zzz" appears above their head
-> Special Notes: N/A

4. POISON - NEGATIVE

-> Effect: The inflicted receives 1/32 MaxHP physical Poison elemental damage every 2.5 battle time units and ignores Def, Barrier (damage done is not effected by Random Variance)
-> Continuance: Until battle ends or until removed
-> Removal Methods: Antidote, Poisona, Esuna, Remedy, White Wind, Angel Whisper, Death
-> Preventative Methods: Star Pendant, Poison Ring, Fairy Ring, Ribbon, Hades+ Added Effect, Poison+Added Effect, Petrification, Resist, Peerless
-> Appearance: The inflicted kneels down; the inflicted flashes green; Color Priority = 2
-> Special Notes: If target is immune to Poison elemental damage, they will. also be immune to Poison status, and likewise is true. Also note that the damage you receive every 2.5 battle time units is the elemental damage; the status is simply the state of having Poison.

5. SADNESS - NEGATIVE

-> Effect: [Limit Guage Growth x 1/2]; Dmg Taken = [177/256 dmg]
-> Continuance: Until removed
-> Removal Methods: Hyper, Esuna, Remedy, Death
-> Preventative Methods: Peace Ring, Ribbon, Petrification, Resist, Peerless
-> Appearance: Limit Guage turns blue
-> Special Notes: N/A

6. FURY - NEGATIVE

-> Effect: [Limit Guage Growth x 2]; Dmg = [dmg x 2]
-> Continuance: Until removed
-> Removal Methods: Tranquilizer, Esuna, Remedy, Death
-> Preventative Methods: Peace Ring, Ribbon, Petrification, Resist, Peerless
-> Appearance: Limit Guage turns red
-> Special Notes: N/A

7. CONFUSION - NEGATIVE

-> Effect: The inflicted randomly attacks allies and self
-> Continuance: Until battle ends or until removed
-> Removal Methods: Esuna, Remedy, White Wind, Angel Whisper, physical damage, Death
-> Preventative Methods: Peace Ring, Ribbon, Mystify+Added Effect, Hades+Added Effect, Contain+Added Effect, Petrification, Resist, Peerless
-> Appearance: The inflicted spins around in circles
-> Special Notes: If a command was given to the inflicted but not carried out before entering Confusion, their first action will be to use the command

against allies and/or self.

8. SILENCE - NEGATIVE

-> Effect: The inflicted cannot use Magic, Summons, Enemy Skills
-> Continuance: Until battle ends or until removed
-> Removal Methods: Echo Screen, Esuna, Remedy, White Wind, Angel Whisper,
Death
-> Preventative Methods: Ribbon, Hades+Added Effect, Seal+Added Effect,
Petrification, Resist, Peerless
-> Appearance: The inflicted kneels down; an elipses appears above their head
-> Special Notes: N/A

9. HASTE - POSITIVE

-> Effect: [battle time unit speed x 2]; other status effects with timers will
be removed twice as quickly
-> Continuance: Until battle ends or until removed
-> Removal Methods: DeSpell, Holy Torch, Death
-> Preventative Methods: Petrification, Resist, Peerless
-> Appearance: [movement animation rate x 2]
-> Special Notes: N/A

10. SLOW - NEGATIVE

-> Effect: [battle time unit speed x 1/2]; other status effects with timer
will be removed half as quickly
-> Continuance: Until battle ends or until removed
-> Removal Methods: White Wind, Angel Whisper, DeSpell, Holy Torch, Death
-> Preventative Methods: Time+Added Effect, Petrification, Resist, Peerless
-> Appearance: [movement animation rate x 1/2]
-> Special Notes: N/A

11. STOP - NEGATIVE

-> Effect: [battle time unit speed x 0]; other status effects in place will
not effect the inflicted until Stop is removed
-> Continuance: 15 battle time units or until removed
-> Removal Methods: White Wind, Angel Whisper DeSpell, Holy Torch, Death
-> Preventative Methods: Time+Added Effect, Contain+Added Effect, Choco/Mog+
Added Effect, Petrification, Resist, Peerless
-> Appearance: [movement animation rate x 0]
-> Special Notes: N/A

12. FROG - NEGATIVE

-> Effect: Physical Dmg = [1/4 base dmg]; the inflicted can only use Fight,
Item, W-Item, Toad
-> Continuance: Until battle ends or until removed
-> Removal Methods: Maiden's Kiss, Impaler, Toad, Esuna, Remedy, White Wind,
Angel Whisper
-> Preventative Methods: White Cape, Ribbon, Hades+Added Effect, Transform+
Added Effect, Petrification, Resist, Peerless
-> Appearance: The inflicted becomes a frog/toad
-> Special Notes: N/A

13. SMALL - NEGATIVE

-> Effect: Att = 0; Elemental damage uses 1 for its affinity modification
-> Continuance: Until battle ends or until removed

-> Removal Methods: Cornucopia, Mini, Shrivel, Esuna, Remedy, White Wind, Angel Whisper
-> Preventative Methods: White Cape, Ribbon, Hades+Added Effect, Transform+ Added Effect, Petrification, Resist, Peerless
-> Appearance: The inflicted becomes much smaller than normal size
-> Special Notes: N/A

14. SLOW-NUMB - NEGATIVE

-> Effect: When 30 battle time unit timer above the inflicted's head reaches 0, Petrification on the inflicted
-> Continuance: 30 battle time units or until removed
-> Removal Methods: Soft, Esuna, Remedy, White Wind, Angel Whisper
-> Preventative Methods: Jem Ring, Safety Bit, Ribbon, Petrification, Resist, Peerless, Death
-> Appearance: The inflicted has a timer above their head; the inflicted flashes grey; Color Priority = 1
-> Special Notes: N/A

15. PETRIFICATION - NEGATIVE

-> Effect: The inflicted cannot act; immune to all damage/healing; immune to all other status effects
-> Continuance: Until battle ends or until removed
-> Removal Methods: Soft, Esuna, Remedy, White Wind, Angel Whisper
-> Preventative Methods: Jem Ring, Safety Bit, Ribbon, Contain+Added Effect, Resist, Peerless
-> Appearance: The inflicted turns to stone; [movement animation rate x 0]
-> Special Notes: If all characters have Petrification, Game Over (except in Battle Square and Pagoda battles)

16. REGEN - POSITIVE

-> Effect: The inflicted restores 1/32 MaxHP per battle time unit
-> Continuance: 32 battle time units or until removed
-> Removal Methods: DeSpell, Holy Torch, Death
-> Preventative Methods: Petrification, Resist, Peerless
-> Appearance: The inflicted flashes orange; Color Priority = 6
-> Special Notes: N/A

17. BARRIER - POSITIVE

-> Effect: [received physical dmg x 1/2]
-> Continuance: 30 battle time units or until removed
-> Removal Methods: DeSpell, Holy Torch, DeBarrier, Death
-> Preventative Methods: Petrification, Resist, Peerless
-> Appearance: N/A
-> Special Notes: N/A

18. MAGIC BARRIER - POSITIVE

-> Effect: [received magical dmg x 1/2]
-> Continuance: 30 battle time units or until removed
-> Removal Methods: DeSpell, Holy Torch, DeBarrier, Death
-> Preventative Methods: Petrification, Resist, Peerless
-> Appearance: N/A
-> Special Notes: N/A

19. REFLECT - POSITIVE

-> Effect: Spells directed at the inflicted will be redirected back at user, or if an ally of the inflicted casts it, the spell will be redirected at a random enemy
-> Continuance: 4 Reflects have been used or until battle ends or until removed
-> Removal Methods: DeSpell, Holy Torch, DeBarrier, Death
-> Preventative Methods: Petrification, Resist, Peerless
-> Appearance: N/A
-> Special Notes: Cure, Cure2, Cure3, Poisona, Esuna, Resist, Life, Life2, Regen, Fire, Fire2, Fire3, Ice, Ice2, Ice3, Bolt, Bolt2, Bolt3, Quake, Quake2, Quake3, Bio, Bio2, Bio3, Sleepel, Confu, Silence, Mini, Toad, Berserk, Haste, Slow, Stop, Barrier, MBarrier, Death, Freeze, Break, Tornado, Flare, Wall, Frog Song, L4 Suicide, Magic Hammer, Death Force, Flame Thrower, Laser, Matra Magic, Aqualung, Shadow Flare, Pandora's Box are the only abilities compatible with Reflect

20. SHIELD - POSITIVE

-> Effect: The inflicted is immune to normal attacks; absorbs physical and elemental damage
-> Continuance: 17.5 battle time units or until removed
-> Removal Methods: DeSpell, Holy Torch, DeBarrier, Death
-> Preventative Methods: Petrification, Resist
-> Appearance: N/A
-> Special Notes: Does not protect against item damage or spells with non-elemental affinities.

21. DEATH SENTENCE - NEGATIVE

-> Effect: When 60 battle time unit timer above the inflicted's head reaches 0, Death on the inflicted
-> Continuance: 60 battle time units or until removed
-> Removal Methods: Death
-> Preventative Methods: Safety Bit, Ribbon, Petrification, Resist, Peerless, Death Force
-> Appearance: The inflicted has a timer above their head; the inflicted kneels down
-> Special Notes: If all characters have Death Sentence, it indirectly means Game Over because the only removal for Death Sentence is Death (whether it be by the end of its counter, HP being reduced to 0, or instant Death status)

22. MANIPULATION - NEGATIVE/POSITIVE

-> Effect: The inflicted is under control of the one that Manipulated them; Manipulation Menu is available in which the controller can select from the inflicted's attacks to use
-> Continuance: Unitl battle ends or until removed
-> Removal Methods: White Wind, physical damage, Death
-> Preventative Methods: Sleep, Stop, Paralysis, Petrification, Resist
-> Appearance: The inflicted flashes blue; Color Priority = 7
-> Special Notes: This is the only status effect that cannot be used on your party; one character can only Manipulate one enemy at once.

23. BERSERK - NEGATIVE

-> Effect: The inflicted attacks random enemies only with physical attacks; [phys dmg x 1.5]; cannot Critical Hit; (when used on non-characters, each enemy has a specific Berserk Attack that it will solely use)
-> Continuance: Until battle ends or until removed
-> Removal Methods: Esuna, Remedy, White Wind, Angel Whisper, Death
-> Preventative Methods: Peace Ring, Ribbon, Mystify+Added Effect,

Petrification, Resist, Peerless
-> Appearance: The inflicted flashes red; Color Priority = 3
-> Special Notes: N/A

24. PEERLESS - POSITIVE

-> Effect: immune to all damage/healing; immune to all other status effects
-> Continuance: 17.5 battle time units
-> Removal Methods: N/A
-> Preventative Methods: Petrification, Resist
-> Appearance: The inflicted flashes yellow; Color Priority = 4
-> Special Notes: N/A

25. PARALYSIS - NEGATIVE

-> Effect: The inflicted cannot act
-> Continuance: 8 battle time units or until removed
-> Removal Methods: Esuna, Remedy, White Wind, Angel Whisper, Death
-> Preventative Methods: Jem Ring, Ribbon, Petrification, Resist, Peerless
-> Appearance: The inflicted kneels down; [movement animation rate x 0]
-> Special Notes: N/A

26. DARKNESS - NEGATIVE

-> Effect: The inflicted's attack accuracy percentage is reduced
-> Continuance: Until battle ends or until removed
-> Removal Methods: Eye Drop, Esuna, Remedy, Angel Whisper, Eye Drop
-> Preventative Methods: Silver Glasses, Fairy Ring, Ribbon, Petrification,
Resist, Peerless
-> Appearance: The inflicted kneels down; the inflicted flashes black;
Color Priority = 5
-> Special Notes: N/A

27. DUAL - NEGATIVE

-> Effect: The inflicted loses 1/32 MaxHP per battle time unit
-> Continuance: Until battle ends or until removed
-> Removal Methods: KO Waterpolo, Death
-> Preventative Methods: N/A
-> Appearance: N/A
-> Special Notes: N/A

28. DEATH FORCE - POSITIVE

-> Effect: The inflicted is immune to Death
-> Continuance: Until battle ends or until removed
-> Removal Methods: White Wind, DeSpell
-> Preventative Methods: N/A
-> Appearance: N/A
-> Special Notes: N/A

29. RESIST - POSITIVE

-> Effect: The inflicted is immune to all status effects
-> Continuance: Until battle ends or until removed
-> Removal Methods: White Wind, DeSpell
-> Preventative Methods: N/A
-> Appearance: N/A
-> Special Notes: N/A

```
30. LUCKY GIRL - POSITIVE
------------------------
-> Effect: [100% Critical Hit Rate]
-> Continuance: N/A
-> Removal Methods: Death
-> Preventative Methods: N/A
-> Appearance: N/A
-> Special Notes: N/A


31. IMPRISON - NEGATIVE
-----------------------
-> Effect: The inflicted cannot act; the inflicted cannot be targetted
-> Continuance: Until battle ends or until removed
-> Removal Methods: KO Pyramid, KO Waterpolo, KO Left Arm/Right Arm (in Carry
Armor battle)
-> Preventative Methods: N/A
-> Appearance: [movement animation speed x 0]
-> Special Notes: If all characters have Imprison, Game Over.


=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
                              6. Elements List
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=


--------------------------------------------------------------------------------
-    STANDARD ELEMENTS                                                          -
--------------------------------------------------------------------------------


1. FIRE
-------
-> Uses the element of Fire to attack/modify damage.
-> Opposes: Ice


2. ICE
------
-> Uses the element of Ice to attack/modify damage.
-> Opposes: Fire


3. LIGHTNING
------------
-> Uses the element of Lightning to attack/modify damage.
-> Opposes: Water, Mechanical types


4. EARTH
--------
-> Uses the element of Earth to attack/modify damage.
-> Opposes: Wind, Flying types


5. WIND
-------
-> Uses the element of Wind to attack/modify damage.
-> Opposes: Earth, Flying types


6. WATER
--------
-> Uses the element of Water to attack/modify damage.
-> Opposes: lightning, Mechanical types


7. GRAVITY
----------
-> Uses the element of Gravity to attack/modify damage. Damage done will always
```

```
be in proportion to the target's HP or MP.
-> Opposes: None in particular


8. POISON
---------
-> Uses the element of Poison to attack/modify damage. Attacks using the Poison
element will typically inflict Poison status.
-> Opposes: None particular


9. HOLY
-------
-> Uses the element of Holy to attack/modify damage.
-> Opposes: Undead types


10. RESTORATIVE
---------------
-> Uses the element of Restore to recovery HP or in the case of Undead enemies,
attack/modify damage.
-> Opposes: Undead types (absorb Restorative)


--------------------------------------------------------------------------------
-    SPECIAL ELEMENTS                                                           -
--------------------------------------------------------------------------------


1. HIT
------
-> The element of Hit is used when the attack uses a blunt weapon.


2. CUT
------
-> The element of Hit is used when the attack uses a bladed weapon.


3. PUNCH
--------
-> The element of Punch is used when the attack uses a Piercing weapon.


4. SHOOT
--------
-> The element of Shoot is used when the attack uses a projectile weapon.


5. SHOUT
--------
-> The element of Shout is used when the attack uses waves as a weapon. Also
note that while it seems the only feasible character to use this is Cait Sith,
he does not. This will only be experienced through enemy attacks.


6. HIDDEN
---------
-> The element of Hidden is actually unknown, but can be experienced in 10
cases throughout the game: Aeris' Fury Brand, Attack Squad's Smoke Bullet,
Bagrisk's Stone Strike, Cokatolis' Petrify Smog, Demons Gate's Petrif-Eye,
Dorky Face's Funny Breath and its Curses, Gagighandi's Stone Stare, Marine's
Smoke Bullet, and Ultimate Weapon's Ultima Beam.


=================================================================================
                          7. Battle Intelligence Data
=================================================================================


Topic #1 - Prepping Up For Battles:
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What there must be before anything else can take place is that there must be three characters set up for the battle. You can of course do this by setting them as the first three in the Formation. Note that there will be a few and minor exceptions to this rule throughout the game. Note that there will be a few and minor exceptions to this rule throughout the game.
--> Some Tips:
 -If you're new to the game: Cloud, Barret, Tifa
 -If you're already experienced: Cloud, Red XIII, Barret/Aeris
 -If you like Physical parties: Cloud, Red XIII, Cid/Vincent
 -If you like Magical parties: Aeris, Vincent, Yuffie/Cait Sith
Next what you need to do to get adequetly prepared for battle is have your characters well and pre-equipped with good armors as well as weapons (in other words, equipment). I suggest that for best performance in battle, that you have weapons: Ultima Weapon, Missing Score, Venus Gospel, HP Shout, Conformer, Premium Heart, Princess Guard, Limited Moon, Death Penalty.
Also, refer to Secrets/Tips section for more good materia for special occasions). You might also want to heal some way or another if you're hurt before rushing off into random battles. Let's start!

Topic #2 - Basics of Battling/Good-Stuff-To-Know:

Here, I will list all possible commands you find on the Command Window in battle. But not just that, I take it up a notch and tell you not just what they do, but how to best utilize them, and even provide few examples of each.

-> Subtopic #1 - Attacking: When you choose the "Attack" command, this then takes you to where there's a little arrow which you point at the enemy you wish to strike. Once you confirm your choice, you attack the set enemy with your currently equipped weapon. With some flying enemies, or far away enemies, if you try to target them as your choice, the screen will pop up with "Enemy is out of reach", which means that you cannot hit them physically, so try your Black Magics or possibly a Limit Break. Eva stat and Atk% (Acc) are also factors in this. If Atk% is much lower than enemy Eva, attack will miss. Same goes in opposite circumstances. When you attack, Str is accounted, and is the judge of how much damage you do, but that goes against enemy Def stat which may cut it down. Other factors may be a magic or inherent status that makes damage be decreased (Wall), or increased (Berserk/Fury).

-> Subtopic #2 - Magic: After you've selected "Magic" command from the Command Window, it does like "Attack" would; it shows arrow(s). If it's a single-striking magic, it'll show one movable arrow, otherwise, it shows a lot of arrows on every enemy so you hit them all. After you are done choosing which opponent you wish to nail, you get them with chosen magical attack. You set different magics by using Materias. These are, unlike normal attacking, an ideal choice for taking out flyers or out-of-range enemies unless you use earth magic, which is not good for flyers. There are many types of magic, such as Elemental, Status-Changing, Restorative, Time&Space, Master. The stats that come into play here are Mdef and Mag. The higher/lower the Mag or Mdef, the more/less damage spell will do. If enemies have "built-in" good statuses on them, try to take them off with DeBarrier, or DeSpell.

-> Subtopic #3 - Limit: First of all, there's a guage or meter, if you will, that's on the command menu, but the guage itself is not a command. So, only when that guage is full and flashing will you be able to use actual command. The guage can rise by being attacked by an enemy only, which is too bad that you cannot charge it when you attack, huh? Fury will increase rate at which meter charges, while Sadness decreases fill-up rate. Anyway, when meter hits the end, you can no longer choose "Attack" command, but instead, its place is taken by "Limit" command. When you choose on the Limit command, you are then taken to a list of all that character's current Limit Breaks: Lv1/Lv2/Lv3/Lv4.

After selecting one, there might be special events that you must do like do
the slots on Tifa's, or just be transformed like in Vincent's where he's
incontrollable and permanently in that form for remainder of battle. A few
stats are part of this, and some of these Limits for more than on hit at a
time. Some even inflict status ailments. A list?

-> Subtopic #4 - Item: These are some of the things that keep you running in
battle, and against most bosses in the game, you'd be lost without items. There
are many types of items, ranging from onerous to roborant. The useful and more
curative items, which are used to heal HP, MP, or status ailments, can be
accessed by the means of simply choosing this option. The max number of these
items you can hold at once is 99x, but you can throw some away if you don't
want too much of certain item.

-> Subtopic #5 - Summon: Lets you summon forth an entity called a... well...
summon. They come by and do an eye-candy flyby, usually resulting in more
damage than a normal character could do. Sure, some do status ailments to
their opponents, and they do take into account elemental affinities and the
statistics of their oppositions as well. You can boost them to make them way
more useful and powerful by putting certain Materia on your characters along
with having the specific particular summon equipped on that same exact
character as well.

-> Subtopic #6 - "Run": You can *sometimes* run away from the scene of the
battle if things get to intense, or if things just happen to be getting to
boring.:) You can do this by holding R1+L1 for a little bit. Time it takes
for party to evacuate is pending on which enemy(ies) you're facing. Note:
you cannot run from bosses in the storyline. So do not never, ever try it.

Topic #3 - In-The-Battle Info:

- Pre-Emptive Strikes: In these kind of strikes, there will be the words up at
the top of the screen which read "Pre-Emptive Strike". In this, it is about the
exact opposite of Ambushes, because of instead of the enemy ambushing you and
getting in all of their turns first, you will be the one to get in many, many
turns in before the enemies even start to begin to scathe you at all. So, what
this means is that the game completely and totally disregards Agility of all
members and enemies, and lets your whole party get in turns before the opposing
team does. Proceeding the usage of all characters turns during Pre-Emptive
Strike.

- Back Attack: Ok, in this, it can be either you or the enemies that pop up
that do it. What happens is that either the enemies or you show up behind the
opposition, and like this, you get free attacks while they're not looking.
As can be inferred, there are two types of

- Side Attack: During this, the enemies that pop up randomly are located in the
middle of your characters, which is totally opposite of the "Attacked from both
sides" in which your party is in the middle and then the enemies you're facing
are surrounding you.

- Attacked from both Sides: During this, the enemies that pop up randomly are
situated in the surrounding area of your party, whilst the party is in-between
them. This is actually, though, the exact opposite of Side Attack. It will be
referred to as Ambush in the Enemy Formations area of the FAQ (for the sake of
space conservation).

===
                             8. All About Materia
===

Before anything, you must get into the Main Menu, and there you shall find a
sub-menu called "Materia". How appropriate. If you forgot how to do that for no
real reason, it can be done by pressing down the Triangle button. Ok, time for
the explanation and no more preliminary junk. First off, some data on just what
Materia is. It's Mako energy that has been condensed into its most basic form.
There are quite a few kinds of Materia types (five to be more precise; consists
of Support, Independent, Summon, Magic, and Command - color correspondants in
order: Blue, Purple, Red, Green, Yellow). Now, about how weapons and armors
come into play when it comes to dealing with Materia. They each have different
numbers of Materia "slots". These are used for the insersion of Materia,
obviously. Also as you can notice, some weapons and armor with multiple slots
have them linked (if there's an even number passed one, all slots are linking,
and if there's any odd number, some are linking and some aren't). There is no
armor/weapon that lacks Materia slots, so no worries there. Now, what do these
links mean? The answer is simple, yet complex, and requires a lengthy answer.
First thing, some Materia compliment each other, and can enhance eachother's
capabilities, and/or multiply them, such as in this insinuendo: you can have
a Fire Materia equipped in one linked slot, and then the "All" Materia in the
one that it's liked to. This has no immediate effect outside of battle, though.
You must first be in battle to experience and witness the effects. Not just
any battle, however, it must be one with at least two or more enemies.

This transforms Fire's normal effect on one enemy, so that it affects every
single enemy on field. One disadvantageous factor to this is that the division
of the Fire causes the damage to be spread sometimes, meaning that it does
ever so slightly less damage, but nothing extremely drastic. Say, the biggest
damage jump I've seen is with Fire 3, going from 9999 damage regularly, to
9300 damage with all against three enemies (by the way, the less enemies
fighting, the less damage is divided into smaller parts). See? Still, the
amount of damage carried out was still quite large. Another good example is
when W-Summon is linked to any summon, having be summoned twice in one turn
(especially good when it's linked to Knights of the Round). First example can
also be applied to healing magic, like Cure, so it can be used against all your
party members at once, instead of just one at a time, which can get tedious,
and is sometimes more trouble than it's worth, since sometimes enemies can get
damage in on a character you just healed as you are healing another one, making
the effort you just did null. Another topic is about when you highlight a
certain Materia on the Materia sub-screen, is that information box that appears
in the bottom left-hand corner of the screen. This contains pretty much all of
the info you need about that particular Materia except for basic explanations
of exactly what they do, but that's not too important.

First thing is the name, and a colored orb of the Materia type to the left of
it (use color keycodes in the first paragraph of the explanation to figure out
what each orb's color means). Then, to the right of that, there's stars, and
however many are filled in, is the level that the Materia is on. "Level", you
ask? Yes, sort of like your characters, your Materia also gains levels and AP,
but not in the same way. Below the stars is the amount of AP said Materia has,
and another line below that is the AP "To next level". Both of these are all
dependent on how many times you use the Materia in battle, or in some white
magics' cases, outside of battle. Once said AP to next level quota is met, the
Materia levels up. Five is the maximum level (see, there is five stars there).
There are three level-up cases, and by this I mean that you can learn new
abilities of the same class, if All is linked - first case happens along with
being able to use the All+Magic effect in battle without it turning to only
useable once, and in summons' cases, how many times you are able to summon a
particular summoned monster in battle before the summon's option turns gray.
All are caused by leveling up your Materia. In that same bottom-left box is
the current ability in white, and if it can turn into a new ability, any of

those can be white if attained, or grayed if not. Across from them is the
effect's that each one has, and usually affects statistics (ie. some can give
+?% to MaxHP, or some -1 to MP, etc.). This can become a major factor in
choosing great Materias later on which can prove very beneficial to you in
the more difficult battles of the game.

All right, what I neglected to do earlier was to give a detailed description of
the five Materia classes, so I'm going to do that now, and then end the Materia
informator. First off, Support Materia: These show full effect when used in
conjunction with other Materias. I explained this earlier in the case of using
All along with some curative and black magic. Another one is MP or HP Plus
which can, whenever damage is done to an enemy, amount of damage done is
deducted from enemy as usual, but then adds that amount of HP/MP to revive.
These effects are useless unless you are actually lacking on one of those two.
Independent Materia which raises stats, can come very useful when trying to
amplify attributes to maximum, or fighting tough foes. Summon Materia, which
is exactly what the name implies, and it enables the summon of special
creatures to come an do your bidding in a battle. Usually can do more damage
than your normal characters, but some can become useless once your characters
are able to hit at the 9999 mark. Magic Materia lets you use Black Magic and/or
White Magic (which I've covered in a bit of detail in the preceeding paragraphs
of this tutorial). And finally, Command Materia, and this adds special commands
in battle such as Enemy Skill and Steal (can lead to Mug, by the way). This
shall end the Materia informator.

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                 .:'*':.   3. About Game's Chrs   .:'*':.   #SC3C

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Note: These come from the Instruction Manual verbatim.
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/#1._____

C L O U D   S T R I F E

Name: Cloud Strife
Age: 21
Height: 5'7"
Birthplace: Nibelheim
Job: Mercenary (ex-member of SOLDIER)
Weapon: Sword
Birthdate: August 19
Blood Type: AB
Biography: The main character of Final Fantasy VII. Originally a member of
SOLDIER, he is now a mercenary who will take any job. After being hired by
AVALANCHE, he gradually gets caught up in a massive struggle for the life of
the plant. His enormous sword can cut through almost anything.

  ___
/#2._____

A E R I S   G A I N S B O R O U G H

Name: Aeris Gainsborough
Age: 22
Height: 5'3"
Birthplace: Unknown
Job: Flower Merchant

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Weapon: Rod
Birthdate: February 7
Blood Type: O
Biography: Young, beautiful, and somewhat mysterious. Aeris met Cloud while
selling flowers on the streets of Midgar. She decided to join him soon after.
Her unsual abilities enable her to use magic, but she seems more interested in
deepening the love triangle between herself, Cloud, and Tifa.
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/#3._____
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T I F A   L O C K H E A R T
-------------------------------------------------------------------------------
Name: Tifa Lockheart
Age: 20
Height: 5'4"
Birthplace: Nibelheim
Job: Bar Hostess, AVALANCHE member
Weapon: Glove
Birthdate: May 3
Blood Type: B
Biography: 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.
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/#4._____
-------------------------------------------------------------------------------
B A R R E T   W A L L A C E
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Name: Barret Wallace
Age: 35
Height: 6'4"
Birthplace: Corel Village
Job: Leader of AVALANCHE
Weapon: Gun-Arm
Birthdate: December 15
Blood Type: O
Biography: Head of the underground resistance, 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 now he lives with his daughter, Marlene.
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/#5._____
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R E D   X I I I
-------------------------------------------------------------------------------
Name: Red XIII
Age: 48
Height: 3'9"
Birthplace: Cosmo Canyon
Job: Beast
Weapon: Headdress
Birthdate: Unknown
Blood Type: Unknown
Biography: Just as his name implies, he is an animal with red fur. But under
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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. It's not even certain that "Red XIII" is his
real name. A real enigma.

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/#6._____
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C I D   H I G H W I N D

Name: Cid Highwind
Age: 32
Height: 5'8"
Birthplace: Unknown
Job: Pilot
Weapon: Spear
Birthdate: February 22
Blood Type: B
Biography: 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 handmade spear and knowledge of
machinery, he throws himself into any attack regardless of danger.

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/#7._____
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S E P H I R O T H

Name: Sephiroth
Age: Unknown
Height: 6'1"
Birthplace: Unknown
Job: Top ranking SOLDIER officer
Weapon: Longsword [Masamune]
Birthdate: Unknown
Blood Type: Unknown
Biography: Even amongst the elite troops of SOLDIER, Sephiroth is known to be
the best. His past is locked away in a confidential file held by Shinra, Inc.
His giant sword, which only he can handle, has extremely destructive power.
Said to have disappeared in a battle years ago, his current whereabouts are
unknown.

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/#8._____
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Y U F F I E   K I S A R A G I

Name: Yuffie Kisaragi
Age: 16
Height: 5'2"
Birthplace: Wutai
Job: Materia Hunter, Ninja
Weapon: Knife, Boomerang, Origami
Birthdate: November 20
Blood Type: A
Biography: Although you'd never know it be looking at her, Yuffie comes from a
long line of Ninja. She forced herself into the group just to get a "certain
something". She's sneaky, arrogant, and "way" selfish. But with her super
shuriken and her special skills, there isn't anyone else you'd rather have on
your side in a fight.

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/#9._____
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C A I T   S I T H
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Name: Cait Sith
Age: Unknown
Height: 3'2"
Birthplace: Unknown
Job: Toysaurus
Weapon: Megaphone
Birthdate: Unknown
Blood Type: Unknown
Biography: Cait Sith rides around on the back of huge stuffed Mog he magically
brought to life. Megaphone in hand, he's always shouting orders and creating
dopey attacks. When his slot machine attack works, the enemy lines look like an
overturned toy box. His hobby is fortune telling, but like his personality,
it's pretty unreliable.

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/#10._____
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V I N C E N T   V A L E N T I N E
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Name: Vincent Valentine
Age: 27
Height: 6'
Birthplace: Unknown
Job: Unemployed
Weapon: Gun
Birthdate: October 13
Blood Type: A
Biography: A mystical man, stern and upright while at the same time dark and
mysterious. His past connections with Shinra, Inc. is what made him join Cloud
and the others. He may seem frail at first glance, but hidden inside his body
lurks a fearsome power.

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                 .:'*':.     4. Story of FFVII     .:'*':.              #SD4S
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=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
                              1. Main Plot
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The story of FFVII revolves mainly around Cloud, and 21 year-old, ex-member of
SOLDIER, an elite group. Throughout this journey which starts out with him
joining a group called AVALANCHE to go against his old group, Shinra, Inc. and
to first take out Mako Reactors which harvest Mako energy. But soon, your
adventure becomes much more. Throughout the game, Cloud meets many new
characters, each with their own outlook on life, as well as each offering
something useful and unique to your party. But, some of them play bigger roles
in the whole scheme of things than others. The whole quest then turns into a
big adventure to stop Sephiroth from unleashing Meteor and getting to The
Promised Land, and along this path you will take part in many mystical
happenings, and it takes you far beyond anything you've ever seen, or have

come to know in an RPG. Hope you're prepared...!

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                    2. Specific "Confusing" Aspects Analysis
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Here I'll cover some of the more confusion aspects and facet's of the game
specifically, that gave me hell when I first played, as they are quite
confusing. But, first, I must mark: SPOILER ALERT: THERE ARE SPOILERS ABOUND IN
THIS AREA, AND IF YOU DON'T MIND OR ALREADY KNOW, LOOK, IF NOT, READ AT YOUR
OWN RISK. SPOILERS APLENTY.

Cloud With No Past/Zack & Cloud's Connection

After sustaining injuries back at Nibelheim in the incident five years ago
(Cloud stabbed by Sephiroth, and Zack contorted over a container, again... by
Sephiroth), they were put in those containers and exposed to Mako by Hojo, and
it really did a number on Cloud, who was weak, unlike Zack. This is why Cloud
was laying there in the train station during that one intermission with Tifa,
where all he was doing was making hurt noises like he was in pain. As a result
of Hojo's twisted experimentations on Cloud, it left his mind open and *almost*
completely erased his true memories. From this, his mind was, again, vulnerable
to so many thoughts and memories, that from the stories Zack, as well as Tifa,
told him, and what he aspired to be, he was able to build the illusionary world
he lived in for so long, before the incident at Mideel, where he was snapped
out of it completely.

Jenova's Reunion Theory

Time for an explanation that you all might need as to all of this Goddamn...
this whole Sephiroth ordeal here, as he's supposed to be dead. You've been
facing the only successful clone of Sephiroth thus far, with the tatoo #1 on
him. The real Sephiroth is dead, and how, you'll find out later. But, if the
real one is dead, then how in God's name are the clones being controlled? This
is not really simple to answer, and the game doesn't really ever explain it
thoroughly. Basically, though, Sephiroth just has super powers, is what I
expect. Now, another thing is about the Reunion, which also may be confusing to
you. Ok, as you know from Hojo's longwinded speech, Jenova's parts were
supposedly going to merge and become one with her again, however, as Hojo also
stated, there's "Sephiroth's Will". It is controlling them, and since Jenova
lives inside of Sephiroth in essence, they are returning to her in some way.

Lucrecia/Jenova/Sephiroth - What's Up Here?

My hypothesis on the matter goes a little something like this. First, after he
was born of Lucrecia (who, as you know, has Jenova inside her), and was
immediately exposed to high amounts of Mako and Jenova Cells, as with all
SOLDIERs. However, again, like with Cloud, this may have made him weak, and he
never knew his real mother as Lucrecia (remember, she never got to hold him
once, so naturally, as a baby, he never even knew her). From all the testing
and experimentation, he was probably always told that Jenova is his real
mother, and that was the reality he knew, and when he went to Nibelheim five
years ago, it added more knowledge to his memories, so basically, Cloud and him
are the same in a lot of ways. Anyway, after a while, you can head back into

the cave and go to where she once stood to receive Death Penalty and Chaos.
The first one is his ultimate weapon, and the second is his Lv4 Limit Break.

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                .:'*':.      5. In-Depth Walkthrough     .:'*':.        #SE5W
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This section will undoubtedly take up the largest portion of this FAQ. What I
shall be covering in this section is just how to get from the very beginning of
the game to the end of it. This will include strategies for all bosses along
your way (no secret bosses, though), shops, item locations as you play, and
just every area of the main storyline. It will not go over any of the minigames
or sidequests in this game. If you want to learn about those, that's what the
forty other sections of this FAQ are designated to, so don't look here for
that kind of assistance. Now we begin our greatest adventure... Brace yourself!

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                            =-= Disk One =-=

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Ok, so now we begin the game. This subsection of the FAQ will offer coverage on
the first disk of Final Fantasy VII (what a revelation... I cover in this sub-
section exactly what I put on the header!). If you have not noticed, there are
three disks in your Final Fantasy VII case, instead of what you've been used to
preceeding this FF installment (you know, the single cartridge). Alright, once
you turn on your PS1 or PS2, whatever, it goes directly into the classic Final
Fantasy "Prelude" song. It's re-done just like with most other FF's, and this
one, in my opinion, is the best one. It goes whilst pre-credits role, and once
you've optionally skipped that (or watched it all, in which case I call you
insane), you are on a dull screen with the Buster Sword in the ground and a
solemn light shining upon it.

There are two plain options here (nope, you don't get any others like in some
other games that you could quite possibly be used to). They consist of the
following: NEW GAME (yes, it is in all caps, because apparently Squaresoft knew
it'd be so awesome and exiciting to start for the first time that they made it
all in capitals), and, Continue. This is only used if there is stored data for
Final Fantasy VII on your memory card. It's only used if you wish to reload
from your last spot (at a savepoint, which I cover in the basics section of my
FAQ, so you know what they are and how they look like). It also has a question
mark as if to ask you if you wish to continue in a question form(?) Anyway,
this walkthrough covers through all of if you are starting a brand new game, or
replaying it. You'll definitely be saving throughout your journey and turing
your game power off, so you'll also need to be loading your saved data by
Continue? from time to time. Now, we start off.

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                        Area #1 - 1st Mako Reactor
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
-> Enemies: 1st Ray, Guard Hound, Guard Scorpion(B*), Grunt, Mono Drive, MP,
Sweeper [* - denotes it's a boss enemy)
-> Items/Weapons/Armor: Phoenix Down, 3x Potion, Restore Materia
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
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Dun dun dun! It's finally time to begin this amazing game, Final Fantasy VII.
Sure, the first cutscene isn't anything too special in terms of graphical

quality (well, back then it was the best you could ask for, but by today's stupid standards they looking quite trashy). The cutscene starts off by showing you the night sky filled with stars lighting and shining it up. Quite lovely. Then, the scene switches over to the ground, and we see a beautiful young flowergirl named Aeris. You see her for a few seconds, and then it shows her walking out into a huge and bustling street of Midgar. There's tons going on, and a lot of stores and visiting places apparently. Cool music playing, too. Many cars, and I bet it's not the most sanitary place to live, either. Hmm, what's that place Loveless I see there? Hmm... All right, then you see a huge overview of all of Midgar, and constant flashes to an area where there's a train moving along its tracks. During this time, the words Final Fantasy VII appear and grand music begins to play in the background. Soon enough, however, that train you just saw a bit ago makes a stop, and people start busting out. People fly out dead, and a spikey haired kid along with a Mr. T impersonator jump out all cool-like. He says "C'mon newcomer" to someone who obviously is better than him, and it's quite laughable. The spikey haired person is the main character in the game, Cloud, and the big guy with a gunarm is Barret. Then he starts running, and you start following him (note: press X to run instead of just walking). Examine the first deceased body to obtain a Potion, and then, keep on running. You're then ambushed by a group of soldiers. You should have no trouble whatsoever in defeating them with simple normal attacks, or if you want the job done quicker, use some magic like Bolt and/or Ice. Note however that you start off with 58MP and 302HP with Cloud, but after that fight you immediately level up to level 7.

Proceeding the short-lived battle, move forward 'til you reach the next dead body of a soldier in red. Examine him and you receive yet another Potion from it. And after the battle you probably got a Potion, so you're doing quite well with Potion stock currently. And since you start with three, you're now at six hopefully. Items you start off with are of course the three Potions, an Ether, and one Phoenix Down. Note: that if you lost HP, and when you level up afterwards, your lost HP isn't automatically proportioned to your new level when HP increases to 318. Currently, after the fight your core stats should correspond to the following: Str- 18, Dex- 9, Vit- 17, Mag- 25, Spr- 18, Luck- 16; then Atk- 36, Atk%- 96, Def- 25, Def%- 2, MagAtk- 25, MagDef- 18, MagDef%- 0. Buster Sword (originally equipped weapon) has two Materia slots, by the way. Once you've taken that last Potion I mentioned to get, turn to the left at the end and go through to the next area. From here, go out on to the main street, go upwards, and speak with the two guys closest to the gate. You do not even have to press O to talk, just walk up to these people. They talk about Cloud's ex-profession in SOLDIER, about AVALANCHE, etc. Then, you get to create your name. Personally, I leave mine as Cloud as not to "disturb" the game (no effect besides when name is stated, but it changes it in my own mind). The name can only be nine letters/or numbers long at maximum. You can space it, delete letters, choose default, and when you're finally done, pick select to exit that menu. Cloud then persists in being rude in a very cool leave-me-the-hell-alone, anime -ish, typical hero who saves the world type fashion. Barret then makes the scene, and then they talk for a little while again. He explains the mission objective, splits the parties up (you're with Barret), and then the gate opens; go through it to the next semi-area. Name Barret, too.

So, apparently SOLDIER is the enemy of AVALANCHE, and then Barret makes it known that he does not trust Cloud at all, him being an ex-SOLDIER member and all. Hey, why do you think his auto name in the beginning was "Ex-SOLDIER" instead of Cloud? Yeah... As you're going on through the gate, he explains how to walk and run which isn't really needed since I already explained it earlier. The camera then moves in close to Cloud as Barret runs off, and then aims at the Shinra, Inc. (a very evil autocratic "government" that apparently runs everything and anything in the Final Fantasy VII world) Tower. Now, follow them up, and eventually reach stairs that lead to a new area. Note that in that

area you could encounter random enemy attack battles at any time, so move quickly. Don't even bother training there, since the real enemies to train with are in the section I'm about to explain. In this next area, you see three members of the party run off the high railing up, and the fat one who looks like he fingers his pets runs off by himself to scout. You want to go with the three who went together as to avoid a possible sexual harassment charge with the other guy. Proceed with the mission: destroy the first Mako Reactor and blow it sky high. Here, some really eerie music, which is actually my second-favorite in the entire game, starts playing. Head up the small bit of steps there and join the rest of the group. Barret talks about reactors, Mako energy, how the planet's dying out, and apparently Cloud could care less. Barret joins you, so now you have twice the abilities in battles. Don't bother talking to Jessie in the corner, since she only says "Biggs and I got the code for this door". Instead, speak with Biggs by the control panel for the door to open it.

Ok, now, before I continue with this walkthrough informator any further, I'd like to explain a few things to you, since this game can get very confusing, as it already may be a little this early in the game. First off, I have to speak a little about Mako. Mako is pretty much the lifeblood this planet. It's what keeps it "alive". It comes from a special river so commensuratedly called the "Lifestream". The evil coporation of Shinra has established many Mako Reactors around Midgar (some in other parts of the FFVII world, but they're all pretty much out of commission now). You're in one right now to destroy it. What these Mako Reactors (more appropriately called Mako Suckers) do is actually drain the Mako from the planet. What for? For energy and money apparently. Those greedy bastards. This clears up and explains why Barret was going on for a brief period about the planet dying. Because with some many Mako Reactors running all the time absorbing Mako from the planet, it's drawing away its lifeblood, as previously stated. Now, I don't know about you, but my body needs blood to survive, and so does the planet in this game, so think of it that way. If your body was drained of all of its blood, you would simply cease to live, as with the planet. That's pretty much it. Now back to the walkthrough again.

Once the first door is opened, you and the rest of the guys run through it, and walk up to the next door. This time it's Jessie's turn to decipher the door's code, so if you speak to Biggs he says to think about just how many people put their lives on the line in order to obtain the information for that very door code you're about to use. Who cares... right..? Now, don't e-mail me and complain about my inhumanities, ok? Thanks. Speak with Jessie then you get the "Code Deciphered", and run on through to the next one. Talk to her again and she opens this one which leads into the elevator. As if you couldn't figure this next one out on your own, she tells you to go press the button over there. How hard! Anyway, do as she says and you descend in the elevator. Barret then explains exactly what I just did in the last paragraph, although I do it in more depth, make more analogies, and just with more overall sexiness. Cloud then does a typical response of "It's not my problem". How'd we all know he was going to say that, that badass him. Barret then throws a fit and nearly busts a kidney going berserk (ok, so maybe it's not that bad) and simply repeats himself like an idiot. Cloud makes the same kind of remark, about all he cares about is the job. He turns around and the literally curses Cloud, shaking his gunarm like some old person scolding a child.

Leave the elevator and you're in a new big area. Follow the rest of the gang down the stairs, and do not bother climing the ladder there, since it leads to absolutely nothing whatsoever (why would they put that there, and make it actually CLIMEABLE if it does not lead to anything beneficial). There are three flights of stairs to go down, and then you have to go through the door at the very end. Here you appear on a small platform with a broken down walkway in front of you. No, you don't have to get across some special way, just simply walk to the edge of the ledge and it'll automatically make you jump over the

gap. There's Jessie at the other side. If you talk to her, she explains how to get on, climb up and down ladders. Basically in a nutshell all you have to do is press the action button (aka O or [ok]) and you'll instantly grab hold. Then once you're on, you use the D-Pad controls to move up and down, or in some cases, side-to-side. Not all the time are they ladders, but they can be vines or ledges. Simply press select to make an identifier appear to mark the things you need to climb with a green arrow. And along with that, it marks doors or escapes/tunnels with a red arrow, and our spikey-headed hero, Cloud, with a pointing finger above his spiker head. So right after the small two caption explanatory tutorial, go up to the ladder here, press action button, and climb on down to the next metal walkway. Get down, and run across to nab the Potion. Now, do not even waste your time talking to Jessie again, since she says the same exact thing as when you were just at top, so run on down the diagonal steps going downward. Here, grab hold of the ladder and make your way downward. At the bottom on the pipe, go to the right to the next place.

Proceed with caution, however, as there are enemies everywhere ready to random-encounter your butt. Most of these include Sweepers (giant robotic enemies with big cannons on them), and Grunts (stupid pansy looking blue guys who can attack you and shoot small particle beams). Both of which are incredibly easy. Sweeper is electronic, so you can derail it easily with Bolt, and the other guys can be disposed of with ease under the merciless power of your regular attacks like insects. Barret starts off at lvl6, and increases to 7 in a few battles, and his stats are ok, but not truly on par with Cloud's. He's best when put in the back row under formation option at Main Menu. Well go through the next way at the end of the three-step pipe and you're in a newer area. Here you should consider training with the local beasties. But first, scale the intertwining pipes and go down to the bottom of the enormous ladder. Pretty much same enemy types here as with previous section, I just recommended this area because there is a save point at the end of the ladder (it's shaped like a question mark). Plus by at least this point you've probably accumulated a decently fair amount of Potions to heal up with. I suggest training to about lvl10 at this point so that the upcoming boss battle will seem like a walk in the park to you, and for future primary orifice-kicking. So, you'll probably be healing, gaining more Potions, and saving for about and hour to get up to desired lvl. Also do not even consume precious time looking like and idiot while trying to go through what looks like a passage next to the save point. It's nothing. If it was a passageway or some thing of that nature, when you pressed select it would show a red arrow above it. But, it doesn't, thus denoting that it is not something that you can walk through. When you've reached that lvl or higher, go down the walkway and you're near the core. I also suggest building up your Limit Breaks before going through there.

Well, by this point I had accrued about 17 Potions, so I was ready to rock. I hope you are as well. Walk forward first and pick up the plain-in-sight Materia that's there. This is the Restore Materia. Now continue forward and you'll eventually seperate from Barret and he comes out and states some impertinent stuff that we already knew, such as "When we blow this place, this ain't gonna be nothin' more than a hunka junk". Umm... thank you Barret for restating the obvious. So, he then suggests that Cloud (meaning you) set the bomb in place. Cloud says that Barret should do it and Barret comes up with some excuse about his distrust and says he'd rather watch just to make sure that Cloud doesn't pull one on him. Cloud then weirds out and the screen goes red with some really strange screeching sound: "Watch out! This isn't just a reactor!!" Barret then asks what the hell's wrong with him and he replies like he's clueless as to what just happened. Cloud then plants the bomb and it sets off the alarm. Time for your first boss battle of the game with Guard Scorpion.

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=================================================================================
-    BOSS: GUARD SCORPION                                                       -
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================================================================================

-> Monster's Name: Guard Scorpion
-> Monster's Locations:
- Midgar #1 Reactor - Reactor Valve/Bomb Planting Point (forced)
-> Monster's Level: 12
-> EXP for Defeating: 100
-> AP for Defeating: 10
-> Gil for Defeating: 100
-> Item Dropped from Monster: Assault Gun x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 800
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   30,  40,  0,   60,  15,  300, 1
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(immune), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Silence, Frog, Small, Slow-Numb,
Petrification, Manipulation, Paralysis, Berserk, Confusion, Fury, Sadness,
Death Sentence, Death


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Rifle                 0   1    Phys  Sht   Phys  16      100  X  X
* Scorpion Tail         0   1    Phys  Sht   Phys  28      95   X  X
* Tail Laser            0   A    Phys  Sht   Phys  48      120  X  X
* Search Scope          0   1    -     -     -     -       -    X  X  (1)(2)

(1) selects a target
(2) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0, 2?
Yes: Search Scope on random character and "Locked on target" appears on screen
     [Action Count +1]
No: Is Action Count 1/3?
    Yes: 1/3 - Scorpion Tail on Search Scope character (if Guard Scorpion has
         less than 1/2 MaxHP, 2/3 - Rifle on Search Scope character and 1/3 -
         Scorpion Tail on Search Scope character)
         [Action Count +1]
    No: Is Action Count 4?
        Yes: Is only Cloud not under KO?
             Yes: Cloud says "It's gonna fire that laser...", then
             No: Are both alive?
                 Yes: Cloud says "Barret, be careful!"
                 No: Is only Barret not under KO?
                     Yes: Barret says "I dunno what's goin' on, but...", then
                          "it looks pretty bad", then "Let's see what it does
                          when it's tail's up..."
             Cloud can also say "Attack while it's tail's up!" and "It's gonna
             counterattack with its laser..." (unsorted)
                          [Action Count +1]
                     No: Game Over
    No: Is Action Count 5, 6?
        Yes: Action Count +1
```

No: Action Count reset to 0

-> Countattack Pattern:
Counterattack with Tail Laser when Action Count is 4

-> STRATEGY: First off, do not let boss' intimidation be your weakness and
downfall. It may look a little bit scary at first, but it's bite is nowhere
near as loud as its bark. It has a total of four attacks as you can see by
observing the above data. One is Rifle, which it always execute right after it
uses Search Scope (just like the attack, Scorpion Tail it does under the same
circumstances). This only hits one character, and it is not a huge thing to
worry about in the long run. Search Scope I just explained, and it is not
anything to fret about, but you could worry about healing if you're under 40
HP at this point before Rifle hits. Then, there's Tail Laser, which you do not
have to worry about until later in the fight. But, when it does hit, it is
something to worry about, since it does anywhere from 70 to 90+ damage to both
Cloud and Barret. Well, time to get to strategic tactics and all. Once fight
is engaged, I hope you have both of your Limit Breaks ready for action. Cloud
has Braver at this point and it should do about 130 damage, and Barret should
to about the same amount of his damage with his Big Shot. They both compliment
each other quite nicely in this battle. From this point, it'll probably use its
Search Scope. And in this span, it becomes totally useless until its next go.

Now, Cloud should use Bolt for about 100 damage since it's a mechanical type
creature, and Barret to simply attack. By the way, no special Materia should be
set up other than your originals, with one small discrepancy: Barret should be
equipped with that recently acquired Restore Materia. After you've take it to
50% of its max HP (400), it'll raise its tail. At this point Cloud issues a
warning, and it starts using Tail Laser. It also starts doing less damage with
your attacks, as well. Oh well... Heal after every two of them, and continue
using Bolt and attack with Barret. After about three more rounds of attacks,
Guard Scorpion will be nothing more than a bucket of bolts.

Now, the alarm is still going. Hopefully you did not think that once you had
beaten this boss, that the alarm would cease going off, because it doesn't. So,
you now are under a timer of 10 minutes (10:00, 9:59...) *tick tock, tick tock*
What does this mean? Well, Cloud explains it well enough. It means that you
have a full ten minutes to get out of this Mako Reactor before it goes into a
gigantic explosion. Don't think for one minute that the timer will pause for
brief periods during special things like going into a battle, or entering the
Main Menu or other things of the sort, like black screens between areas or
black screens after battles. First as you're high-tailing it out of there, aid
Jessie in getting get leg unstuck from the metal bars. Then follow her up the
sloping ladder, then jump that same gap from earlier. In the next area, keep on
making your way up the three spiraling staircases, and then go through the door
at the top portion. Do not yet speak with Jessie, and go through the little way
in the corner near the code door. In here, open the treasure chest to grab the
item, Phoenix Down. Now, speak with Jessie and do not senselessly talk
with Biggs because that would spend some precious seconds needlessly. Continue
through the door, then talk to Biggs this time to make it through that next one
(apparently they each had codes for each door). Now, run on down the small
stairs and make it through the door. This is as far as you need to go because
from here you just let the game take control as an impressive cutscene plays
with the Mako Reactor blowing to smitherines. After it's done, you guys get up,
talk, go to the next area and bust out of the burning building. The fat guy
runs around aimlessly, then the group speaks, and you regain control, plus HP.

All right, from here, the first thing you are to do is run on up the stairs
there. Then, continue forward into the next area. You come into a small area
where you see a few people who immediately clear out upon your appearance for

some reason. Plus, there's a beautiful flowergirl (it's the same exact one that you saw in the first, opening CG Cinema that you saw right in the beginning of the game). You talk for a second, and she asks you to disclose what just happend up there; you are then given two options: "You'd better get out of here" or "Nothing...hey, listen...". It's best if you choose the second option if you wish to "have" her later in the game, but if you don't, do whatever. Read the Mechanics section where I cover it more extensively. Then, she gives you two more options: "Don't see many flowers around here", and, "Never mind". I suggest picking the first choice and then buying a flower from her. C'mon, don't be a cheapskate, they're only one Gil to buy! Jesus Christ... But, if you really don't want one, choose "Forget it", as opposed to "Buy one". Easy to distinguish what both choices initiate. After that, she leaves. Don't try talking to her as she's walking away, because I've tried before, but to no avail. It doesn't work. From there, follow where she just went through to the next area coming up. You can talk to the guy with the black clothes and the red hair here you you'd like, but he does not divulge any particularly useful information that can prove to monotarily beneficial at all. If you talk to the other man just standing, he reads the wall. Anyways, go grab the Potion and proceed into the next area.

Here, just continue to run forward for a brief, short bit, and then you're ambushed from behind by Shinra guards. You can choose "Fight them!" or "Later!" The latter of the two allowing you to run away, and the first option letting you fight them. This happens four times, with four batches of guards coming in from both sides. Choose whatever options you'd like, but they all lead to pretty much the same conclusion. They are only the types of guards to had first encountered as your starting opponents when you got off the train at the Mako Reactor, so they're a sinch to overcome. One normal attack will do each of them in, and magic serves as attacks to just annihilate them. Some teams of guard soldiers contain three of them while others contain two. The only difference obviously is the amount, and the one extra attack you must pull off to kill them all off. One dissimilarity between these and the ones in the 1st Mako Reactor is that they can do a diminutively increased amount of damage than the others could, but it's still nothing to worry about. Also note that some of them may be Attacked from both sides! so you ought to be ready for those. Man, this would be quite a bit easier if that Barret would ever come through for you. I seriously recommend running away from them all four times, since the only benefit to reap from fighting them is the AP gained after battle. It's not much to make up for the amount of time you'll spend in these pathetically boring fights you'll have to endure. Anyway, after it's said and done (either of the two ways), you jump off onto the moving train. Meanwhile, they're inside doubting you, talking about how you never came, thinking you may have died, etc. Cloud then makes a surprise bust-in to everyone's surprise. They're all exultant that he's alive apparently.

Yes, even Barret. Just like that guy, always barging in unsuspected, and always having people either worried, or pissed off. He then makes a stupid excuse (well, not really an excuse, but more of a "Heh, looks like I'm late" sort of thing, to lighten the mood a little). Barret then exclaims his anger and making a big production out of everything like he always does. Dude, this guy needs to take a chill pill or something, because he's always screaming and complaining about something. If it's not one thing, it's another with this guy. Goddamn...! They then move to the next part of the train. As everyone besides Barret makes their way over, they either congratulate Cloud, say how they'll improve upon what they just did next time around, or Jessie shuts the door, wipes Cloud's face and thanks him for his assistance back there when they were at the Reactor. What was he gonna do, leave her there to die? Go up and jump over as well. When the team then busts into this next car, everyone scrambles out of it into the next one (you seem some strange looking people in this car as well. First, if you try to converse with the guy laying down in the back of

the train, he says this is his house and tells you to accomodate yourselves.
Talk with the guy next to Barret and he talks about the Reactor exploding. He
thinks AVALANCHE is a band of terrorists? Damn newspapers... He thinks they
have a very calculated leader, too. Barret!? Calculated!? My ass... If you then
move on to talk with Barret, he tells you to stop acting childish and sit down.
Biggs has to say that the train probably has not switched security mode yet,
and it'll most likely be done tomorrow. Fat Wedge is just thinking about fame
and glory... Be careful not to move to far up, as some train man will come out
and tell you to stop bothering the passengers. Bite me.

Next is the conversation with Jessie. She asks if you wish to take a look at
the train's panel there, and explains a few of her interests to you. Wait a
second and a model of all of Midgar will appear on the screen. It's a 1/10000
scale (meaning that you'd need to multiply that model by about 10000 and you
would get the approximate size of Midgar). We now get into the plate above
Midgar, and that's about fifty meters total above the bottom section, which is
the slummy, sorry excuse for a city. But the top is the better part of it. She
then goes into explaining how the main support structure holds the plate up
from the center, and that there are even more structures to support it up (one
in each section). Pretty well thought-out design, huh? Wonder how long it took
them to friggin' build that. Then she whispers in Clouds ear something about
how we blew up the North section Reactor1. There's Reactor 1,2,3,4,5,6,7,8 (but
now there's only everything passed 1, hehe). They're all what provide Midgar
its electricity from Mako for it to function properly. Also, all of the towns
in Midgar used to have designated names, but at this point in time, no one
is able to recall them and they're just referred to as sectors. Pretty sad...
Then, the screen changes to the route your train is currently on. It spirals
around the main structural support, and we're coming around the center right
about now and it shows it on the monitor. Next thing that is talked about is
ID Sensor devices at each checkpoint. Those check out the backgrounds, as well
as the identity of everyone currently aboard the train by linking to the
central database at Shinra's HQs. We're using fake IDs to get by, by the way.

Afterwards, the screen is switched back to its normal state, and a red light
starts buzzing. That means that they're nearing an ID scanning place. Nothing
to worry about, so do not fuss. It then ends quickly, and if you walk back,
Barret actually has something to say. He looks out and points out that you
can't see daylight at the bottom due to the plate at the top. He says that
the city does not have a day or a night, since it's all the same because of
that plate. Imagine how horrible the living conditions are down there, with
no plants, meaning no animals to eat. It's very hard, actually, and that's
why they refer to a lot of the sections as slums. Cloud then takes a gander
and says that it's a quite unsettling site, like a "floating city". Barret is
then quite surprised to here that out of someone like Cloud, being an ex-
SOLDIER and the tough, uncaring guy that he is and all. He then continues
talking with his strange language (you know, jes' for just, etc.). Hey, Barret,
correct grammer is your friend. He keeps on complaining about the horrible
living conditions, draining Mako, polluted air, among other things, and Cloud
makes a propostorous suggestion of moving up to the upper plate (or "pizza" as
Barret recently described it), and Barret says either because of lack of
money or that everyone's loyal to their homes, no matter how horrid things
become or develop into. Then, the scene switches to show the train moving
on its tracks around the huge structure. Then you get off at the train station.
We then watch the group unboard the train here and talk for a bit about meeting
up at the AVALANCHE hideout. You can talk to the people here, or just follow
your group to sector 7.

```
=======================================================================
                      Area #2 - Sector 7 Slums
=======================================================================
```

```
  -> Enemies: None
  -> Items/Weapons/Armor: All Materia, Ether (note: excludes items that can be
  purchased at shops.
  =====================================================================
```

In the beginning of the next section, watch as the people clear out, and you
have a few directions to choose from. First, if you go down, there are two
guards standing there barring passage. The one on the right says something
about know who he is or some crap like that, and saying that his miserable job
is preveting scum like Cloud from getting through. Man, I wish you could fight
that guy and own him for saying that. Anyway, during that, the other guy's
admiring his pectorals (not really, just friendly admiration and respect) and
saying what a cool guy he is. Whatever. If you press the action button on the
guy to the left, he says that you are not allowed to pass further than that
without proper clearance, and then asks the guard on the right if he did well
that time. He then says that he's gotta be tougher than that. To the North is
a savepoint (save!) and a guy to talk to in the corner. Do so. At first he's
a bit startled, but then he explains about there being a bomb explosion at the
top, and about if it happend to come collapsing down, the slums would totally
be eradicated under it. Then the screen switches over to, and the camera moves
upwards to reveal its massive height. After that is done, you're back to normal
and the conversation is brought to a conclusion as the guy runs away.

Then, go to the path to the left and you see Jessie, Barret, Biggs and Wedge
storming out of the hideout shooting people (apparently local riffraffs, or
something of that nature). But who was that hot girl in that tight white shirt
and the short black shorts that came out with them? That's Tifa, and if that's
something that you said when you first gazed at her amazing physique, you're
definitely not alone. Then you're back in control of Cloud after the small
little mini-scene, and you can speak to the person hitting that girl, and the
girl being hit. The hitter says something about explosions and AVANLANCHE being
extremely cool. If you speak with the other person, she says "Did you hear".
Click on "No, what?" to find out. But, you already know, so press "Don't care".
All she talks about is how your group, AVALANCE, blew the Mako Reactor sky-
high. She babbles on, but just stop it there if you originally wanted to find
out, since what she continues on about is also impertinent. Don't bother trying
to go into any of the shops currently, since they're all closed right now. Now,
there is also a drunk guy and an old guy on the streets, too, but they're not
important to talk to, either. You can, however, go into the big place and buy
stuff. Nothing too good, but it's pretty much better than what you current are
in possession of. The prices are manageable, as well, so why not? Go ahead if
you want to, and then you can talk to the other two people here on the bottom
level. Also, you can sell here if you so please. You can pay the kid 1 Gil down
here to sleep up in his room. If you saying nothin', he calls you a cheap %#*^.
The other guy can teach you some valuable information if you want it. Upstairs
the first room is nothing for now, and up the ladder is the kid's room where
you can spend the night for some Gil (pay downstairs or here, but either way
you pay him 10 Gil, and he rejects your offer for one Gil, the bastard).

Well, once all of your business here is over with, go on back outside to the
streets of the Sector 7 Slums and then speak with Barret who's standing right
outside of the AVALANCHE hideout, and that's your next mini-destination. Once
you talk with him he lets you go through, and if you wait too long after he
first lets you through, he says to get off of your slow-moving ass and get on
inside. The nerve of that guy. Once inside, you're greeted by a young girl
named Marlene, and Barret's her father (well... uh... I bet you didn't see
this one coming, did you?). By the way, the bar section of this is the "Seventh
Heaven", which is owned by the lovely Tifa. Biggs, Wedge and Jessie are all at
the table drinking. Then Tifa comes out and goes over to Marlene, and she asks
if Tifa's going to go over and say anything to Cloud who's just standing right

there in the middle of the bar. Look at those knockers! (ok, I'll stop... for now). She then goes over to him, welcomes him back, and asks how everything went. Then, she questions you to see if you had any fights or arguments with Barret during your mission. If you say not this time, she talks about how you guys used to all the time, and how she's elated that you've gotten over it. But, if you say "yeah", she says she should've known and that he's always pushing and bossing people around, and that you've always been scuffing since you were both little. She was worried, apparently. Then, you get to give her a name, also. She then notices the flowers you bought from the flowergirl (that is, if you even bothered to buy any at all). Here's your first chance to score with Tifa. You can either give it to her or hand it over to Marlene. I suggest Tifa, since giving it to Marlene will only lead to something stupid later on in the game.

You can talk to Biggs at the table who suggests that you slam a beer. Both of the options both lead to nothing happening whatsoever. Talk to Wedge and he compliments Tifa on her cooking, and asks if you wish to hear about a story he has to tell you. If you say yes, he gives a stupid talk about how Tifa is always allowing him to taste her delicious pus... cooking, and look at him now, he's "rolly-polly". He has dumb mixed emotions about it, and talks about how the bar is famous for its outstanding food and drinks. Jessie is making no sense. Apparently she's wasted. Go back over and talk to Marlene and it just goes "..." She's shy, obviously. Then when Tifa is spoken to once more, she apologizes for Marlene being shy. Talk to Biggs and he tells you not to tell Barret what he just stated. That's it for talking. Now, start to walk outside of the bar and Barret will come rushing in like a bull that's been poked in the ass with a needle. He then lifts up Marlene in the air and everyone begins talking with each other. He goes down the pinball machine with Marlene on his shoulder, and everyone else starts to jump all the way down. Tifa goes back to behind the bar. Go stand at the bar talk to Tifa. She wants you to sit down, and asks if you want a drink. Go ahead and say yes to continue the talk with her a little while longer. If you say no she just says "OHH!! I can make a drink as good as anyone else". Then, as you walk away she wants to know if you're feeling well. He says yes, and then it finishes. Any subsequent talks with her will result in her saying that you should go downstairs. Now, go on the pinball machine and press the action button on top of it to go down.

Down here, everyone's doing their own thing. Jessie is sitting there busy at the computer terminal and TV typing and hooking things up. Wedge is there at the table doing nothing (just like him), Biggs is also at the table, but least he's passing the time by tapping his foot on the ground. Barret is punching the punching bag while Marlene sits atop a box admiring her father. Then if you walk toward them, Barret wants to ask Cloud something. He asks if there was anyone from SOLDIER fighting against you today. Cloud answers no, and explains that if there was any SOLDIERs, they wouldn't be standing. Barret starts trying to go after Cloud then, Cloud ignores him, and Biggs tries to hold the big guy back (probably for Barret's own good, anyways). Barret then knocks Biggs to hell and back, and semi-warns Cloud. After the argument, if you start to walk back, Tifa appears. Cloud ends everything by stating that he does not care about SOLDIER, Shinra, AVALANCHE... or the Planet. At this point, Barret starts punching the bag very fast. If you talk to Tifa she asks you to get everything well again with everyone. Talk to Jessie and you get some headlines. Wedge talks about more stupid stuff, like you don't care about things, but, you went over to converse with him. He asks if it's really friends that you want. You get two options: "Blow off", or, "I really don't care". If you choose the second option, he says that you really are heartless and cold-blooded. And the first choice somehow is misinterpreted by him to you look lonely, and if you ever want to speak, go to him. Marlene says her dad's so great if you talk to her, and Barret has nothing to say, really. Go up the pinball machine again.

Once you're up, it goes back down. As you start to walk on out of the bar, Tifa comes up and asks Cloud to please reconsider and join AVALANCHE. He still declines and apologizes. She then goes into restating the obvious which Barret has already driven the point into the ground. The conversation continues on until Tifa reminds Cloud of a promise he once made to her. Before that, though she says you're just going to go out ignoring her, his childhood friend. Two options are then offered: "How can you say that!" or "...Sorry" Both still pretty much lead to the same place about "the promise". Cloud starts out not remembering, but then she refreshes his memory. The screen switches to a new screen to a time when they were both little children. Cloud looks pretty much the same, but with different clothes, shorter, and his hair looks even more less cared for. Tifa then appears with a hot blue dress on, but everything else is almost the same except for probably her breast size, but that's beside the point. She sits down, and they talk for a while about Cloud, him joining the Shinra and SOLDIER, Sephiroth, and how Cloud wants to be just like him because of his child-like admiration and idolization. He also tells her how he's leaving their hometown, Nibelheim, for Midgar. It seems all of the young boys are leaving, but Cloud's not going just for a job, no, he's always different. He's of course there to join SOLDIER. She then asks him to make the promise they're currently talking about: That once he becomes a famous hero/warrior, he'd come back to Tifa, and rescue her if she's ever in dire straights. After a little while longer, the flashback comes to a conclusion. He then states that he's not a hero or famous, so the promise cannot be upholded. Barret climbs up, gives Cloud his money, and another argument ensues. 1500 Gil apparently is not enough for Cloud, and he agrees to do the next job for 2000 instead of 3000, as that's for Marlene's education.

Later you find yourself in the room below. This can be a bivouac for you for a while if you want to stay away from the game for a while, but too bad there is no savepoint there at all. Go up. Marlene's at the counter tending to business, while Tifa and Barret are standing in the middle of the room. If Tifa is spoken to, she asks how you slept. Now, you could either say Barret's snoring disabled you from sleeping, or that, next to Tifa, who wouldn't. The second option temporarily confuses her, and the first one has her tell you to keep it quiet, since Barret's always edgy before an operation. She's coming this time, too. If you speak with Barret, he states the current itinerary, and your mission objective to you. First you're going to the train where he'll continue the briefing (God, don't you sometimes feel like you're in some sort of strange military game), and then you're going to the Sector 5 reactor to "reinact" the whole Mako 1 Reactor. Kaboom! He then openly states that he is clueless about the utilization of Materia. You could fill him in, which initiates a whole Materia tutorial for you if you do not know how to use it either, or you could skip it by saying that he would not understand it. Here's an explanation by me, which'll be just as informative, if not, even moreso than the game's:

Before anything, you must get into the Main Menu, and there you shall find a sub-menu called "Materia". How appropriate. If you forgot how to do that for no real reason, it can be done by pressing down the Triangle button. Ok, time for the explanation and no more preliminary junk. First off, some data on just what Materia is. It's Mako energy that has been condensed into its most basic form. There are quite a few kinds of Materia types (five to be more precise; consists of Support, Independent, Summon, Magic, and Command - color correspondants in order: Blue, Purple, Red, Green, Yellow). Now, about how weapons and armors come into play when it comes to dealing with Materia. They each have different numbers of Materia "slots". These are used for the insersion of Materia, obviously. Also as you can notice, some weapons and armor with multiple slots have them linked (if there's an even number passed one, all slots are linking, and if there's any odd number, some are linking and some aren't). There is no armor/weapon that lacks Materia slots, so no worries there. Now, what do these links mean? The answer is simple, yet complex, and requires a lengthy answer.

First thing, some Materia compliment each other, and can enhance eachother's
capabilities, and/or multiply them, such as in this insinuendo: you can have
a Fire Materia equipped in one linked slot, and then the "All" Materia in the
one that it's liked to. This has no immediate effect outside of battle, though.
You must first be in battle to experience and witness the effects. Not just
any battle, however, it must be one with at least two or more enemies.

This transforms Fire's normal effect on one enemy, so that it affects every
single enemy on field. One disadvantageous factor to this is that the division
of the Fire causes the damage to be spread sometimes, meaning that it does
ever so slightly less damage, but nothing extremely drastic. Say, the biggest
damage jump I've seen is with Fire 3, going from 9999 damage regularly, to
9300 damage with all against three enemies (by the way, the less enemies
fighting, the less damage is divided into smaller parts). See? Still, the
amount of damage carried out was still quite large. Another good example is
when W-Summon is linked to any summon, having be summoned twice in one turn
(especially good when it's linked to Knights of the Round). First example can
also be applied to healing magic, like Cure, so it can be used against all your
party members at once, instead of just one at a time, which can get tedious,
and is sometimes more trouble than it's worth, since sometimes enemies can get
damage in on a character you just healed as you are healing another one, making
the effort you just did null. Another topic is about when you highlight a
certain Materia on the Materia sub-screen, is that information box that appears
in the bottom left-hand corner of the screen. This contains pretty much all of
the info you need about that particular Materia except for basic explanations
of exactly what they do, but that's not too important.

First thing is the name, and a colored orb of the Materia type to the left of
it (use color keycodes in the first paragraph of the explanation to figure out
what each orb's color means). Then, to the right of that, there's stars, and
however many are filled in, is the level that the Materia is on. "Level", you
ask? Yes, sort of like your characters, your Materia also gains levels and AP,
but not in the same way. Below the stars is the amount of AP said Materia has,
and another line below that is the AP "To next level". Both of these are all
dependent on how many times you use the Materia in battle, or in some white
magics' cases, outside of battle. Once said AP to next level quota is met, the
Materia levels up. Five is the maximum level (see, there is five stars there).
There are three level-up cases, and by this I mean that you can learn new
abilities of the same class, if All is linked - first case happens along with
being able to use the All+Magic effect in battle without it turning to only
useable once, and in summons' cases, how many times you are able to summon a
particular summoned monster in battle before the summon's option turns gray.
All are caused by leveling up your Materia. In that same bottom-left box is
the current ability in white, and if it can turn into a new ability, any of
those can be white if attained, or grayed if not. Across from them is the
effect's that each one has, and usually affects statistics (ie. some can give
+?% to MaxHP, or some -1 to MP, etc.). This can become a major factor in
choosing great Materias later on which can prove very beneficial to you in
the more difficult battles of the game.

All right, what I neglected to do earlier was to give a detailed description of
the five Materia classes, so I'm going to do that now, and then end the Materia
informator. First off, Support Materia: These show full effect when used in
conjunction with other Materias. I explained this earlier in the case of using
All along with some curative and black magic. Another one is MP or HP Plus
which can, whenever damage is done to an enemy, amount of damage done is
deducted from enemy as usual, but then adds that amount of HP/MP to revive.
These effects are useless unless you are actually lacking on one of those two.
Independent Materia which raises stats, can come very useful when trying to
amplify attributes to maximum, or fighting tough foes. Summon Materia, which

is exactly what the name implies, and it enables the summon of special
creatures to come an do your bidding in a battle. Usually can do more damage
than your normal characters, but some can become useless once your characters
are able to hit at the 9999 mark. Magic Materia lets you use Black Magic and/or
White Magic (which I've covered in a bit of detail in the preceeding paragraphs
of this tutorial). And finally, Command Materia, and this adds special commands
in battle such as Enemy Skill and Steal (can lead to Mug, by the way). This
shall end the Materia informator.

After the tutorial you give him (if you even both to at all), he's still
confused an doesn't get the concept at all, really. Then the Materia option is
accessible, and he lets Cloud be in charge of Materia handling. Tifa then
delivers a message to you about the Weapon Man in the slims wanting to give you
something, and then she goes to Marlene and asks if she'd please take care of
the bar while they're away (boy, will that be a helluva long time). Marlene
complies and wishes them the best of luck. The party then joins together and
then you should leave the bar. Now you can access every house/store in the
slums here. If you visit the bar's next-door neighbors, there's people inside
who talk about how much they miss their son. Nothing special in here at all. Go
to the item shop that was closed yesterday and you can buy/sell items here, It
is a good opportunity to make some money selling your unneeded items, and you
can use that money to balance spendings, and buy more useful items. The shop
has the following items: Potion (50 Gil), Phoenix Down (300 Gil), Antidote (80
Gil), Fire Materia (600 Gil), Ice Materia (600 Gil), Lightning Materia (600
Gil), Restore Materia (750 Gil). If you have a good supply of Gil, I suggest
stocking up on the top three items and Restore Materia (two or more if it's
possible). Do not worry about spending *too* much money here, as you'll quickly
be regaining it whilst fighting enemies in Midgar. At the Weapon's Shop is an
Iron Bangle selling for 160 Gil, an Assault Gun for 350 and a Grenade which is
going for just 80 Gil. Buy some if you want some. Now, go to the second floor
and then into the first room you see (the one which I said was of no use to you
earlier on).

Once you've entered, you first off see a savepoint bouncing away (???) Then,
the guy that was there earlier now has a dog next to him, a guy to his front,
and the gate door's opened. "Speak" with the dog and a big screen that tells
you how to use buttons appears: L1/R1 button: To turn quickly; Directional
Buttons: Up, Left, Down, Right - Walk; and Button: Triangle-Menu, Square-[used
only in some special situations], Circle-speak/execute, and X-run (use in
conjunction with the D-Pad controls. "Soft Reset" is L1&L2&R1&R2&Select&Start
buttons (only works on the field). All must be at the same time to easily reset
the game without having to get your lazy rump off your couch. Then, a finger
appears over your head and a red arrow at the door. I explained this earlier,
so there's no need to now. Talk to the guy next to the dog and he tells you
what this place is, The Beginner's Hall. Cloud then gets cocky and then a huge
screen appears with infos that he can tell the guy for free (this is really
meant to explain all of that to you, but whatever, you get the point). It
explains these items: How to save, How to heal your allies, Curative Magic,
Weapons and Armor, How to apply Materia, Effective ways to use Materia, How to
form your battle party, How to check your status, About Limit status, Other
things to watch for, or, that's all. All of which are covered in the Basics
section of this FAQ. You can get the Restore Materia right in front of the
other person, and then he says it was Materia, and then gives you a treasure
chest (more like it just falls out of the air). Open it and inside there is an
Ether waiting for you. Go inside the gated area and first speak with the woman
on the ground. She then explains the "fabled" savepoint, yeah right... She also
says that you'll meet her again sometime (Gold Saucer GP lady), and then the
treasure chest is partially explained. You can also teach the beginners up on
the crates a thing or two, as well. Afterwards, just leave.

Then just the leave the slums completely from the direction that you originally entered it. The guards are talking about "Loveless" if you speak to them again. They are so weird. Also, apparently, Midgar's under martial law as of currently (well, what'd you expect, people to be all happy skipping around while licking loli-pops at a time like this? Get real). Now, continue East into the train station area again. Biggs, Wedge, and Jessie are already waiting for you in front of the train, and once they spot you, they board the train and it rides off without you. And if you just believed that, you're an idiot. Just get on after they do. The train man orders the door to be shut and once you're on, the important-looking guy is bummed out again and irritated, but this time he just sits down right there. Barret then gets pissed at him and asks what the hell did he say? He then says to Barret, in a sheepish manner, that it emptied out because of people like us--"hoodlums". Barret then just punches him and he's scared out of his mind (he probably pulled an Otacon from Metal Gear Solid and wet his pants or something). He then talks about the current situation with AVALANCHE briefly, and Barret threatens him over working for Shinra. Tifa butts in (Tifa and butt go well together... Mmm...) and stops him. Barret proceeds with the bleeped out vulgarity then. They then are done connecting the cars of the train together and are finally readying for departure. Heh, notice the Shinra executive now shivering and shaking with fear, hehe. Barret and Cloud then talk about the current mission and about the ID Scanning system (I call it IDSS for short). We can't use the fake IDs anymore, either. The train driver then comes on and states that you'll be arriving at the Sector 4 Train Station at 11:45 (not for you it won't).

Tifa explains the three-minute situation next. Then Barret pretty much explains why you won't be arriving at that Sector 4 Station at 11:45, but even those plans are changed. This means that in three minutes you shall have to jump off the train to avoid being spotted by the ID checker. Even with that, Barret sits down and starts to relax instead of preparing. Tifa then asks you to go over to her so you can reconnoiter the monitor. If you talk with the homeless guy, he says he's impressed that you're the only ones that'll ever talk to him or even visit him, at that. Too bad he doesn't give you anything for it. The executive is pretty scared still, and thinking to himself that he's going to brag to everyone at work about this. Barret has nothing really to say besides some unimportant stuff like the hobo and the executive. Once you go up to Tifa, she can tell that you've already seen this, and as you start to see it again with her, the ID Scanner goes off. It wasn't supposed to be until later on down the tracks!??? Type A Security Alert!! Jessie then comes in and says that she will explain later, and that we have to move quickly down the cars. A search of all passengers will be conducted. Everything's flashing red, oh no! Then you have 14 seconds to get to the next car (why would you need that much?) In the next car a notice is given that it's increasing in security level to 2. In the next car, you are given 15 seconds to get all the way across, which we shouldn't even need 1/4 of. Next car is when we reach a level 3 warning, but the lights and sirens stop sounding. Barret asks if we're safe now but Jessie replies with a no and that another search is going to be conducted soon, and then everything turns back into pandaemonium. 18 seconds then 17 seconds to move up the next two cars. In one there's two guys which you have to wait to move to cross. In the third car from then you're at maximum alert, but no timer.

Just follow Barret and Tifa to the front of current car and he opens the door. We're now going to have to jump out of it. Go up and talk to Tifa once, and then once more while she's looking out the door. She then goes first, then you, Cloud, go second, and Barret follows last. But before Barret goes, he says to three suspicious looking characters to take care of the rest. By the way, those three strange characters are Biggs, Wedge, and Jessie in costumes. It's pretty easy to distinguish which ones are which. Then, watch Barret jump out. We now find ourselves in the underground tunnels. Do not run South, as it's pretty much endless, but it's a good place to train here. From the beginning, though,

run up, and the next screen's the last one in here. There's laser sensors here
which Cloud says you cannot get passed. Well, if you have the Select function
on, there should be a red arrow on screen. Go to it and examine it. After a
little disputing over whether to down or not (since it looks cramped and you do
not know where it leads to), Cloud has the ultimate say in it. You can stay and
wait for a while and wait aimlessly, or, just go down the first opportunity you
receive.

=-=
                    Area #3 - 2nd Mako Reactor/Church Crash
=-=
-> Enemies: Air Buster(B), Blood Taste, Blugu, Grashtrike Proto Machinegun,
Rocket Launcher, Smogger, Special Combatant
-> Items/Weapons/Armor: 2x Ether, H-Potion, Phoenix Down, Potion
=-=

Once you've slid all the way down the tunnel, the first thing you're going to
want to do is to pick up the Ether that's right there plain in sight when you
first reach the bottom. Then, go down the stairs at the end of this miniature
tunnel. Continue climbing down the stairs, and then when you first get off, go
on over to the next pair and he'll automatically start to climb down those by
himself. When the screen switches, go down to the bottom. A good amount of
things to pick up in this area. By the way, you're newest fighting character,
Tifa, is here to add a third member to your fighting buddies, and she's not
half bad, either. Her stats are automatically proportionated to fit Cloud's and
Barret's by percentage after the raid on the first Mako Reactor. This reactor
provides home to some nice lvl-able enemies for which you can thrash and gain
all your characters some lvls. Tifa's weapons and fighting style includes using
her fists with special attacking gloves equipped, and her first Limit Break,
Beat Rush, can unleash some serious pain on some of the earlier enemies in the
game. I'd say, damage-wise, characters should be doing in the following ranges:
Cloud in the 70s-100s, Barret in the 60s-90s, and Tifa in the 40s-70s. There's
a flying fish enemy in here named the Blugu, and it's really bugger to deal
with. It has two attacks, physically striking and Hell Bubbles (annoying attack
which can Slp your party one at a time). They possess HP which you can probably
trash in one hit from Cloud or Barret, and probably two if Tifa's mixed in
there first. Their prognosticatable HP is 120 (Cloud can hopefully finish it in
one). Nothing else here is really that much of a pain, and there's a few
rehashed enemies from first reactor such as Special Combatant and Blood Taste,
which are just red-colored versions of their original counterparts which you
should be able to mentally identify quite quickly.

So anyway, back to the original mission. From where we left off last, there is
two ways to go. They eventually lead up to the same area and you can obtain the
same items, but I guess all that matters here is the order in which you get
them (if you really care about things like that). I guess some can come into
use quicker than others, but it's nothing really that drastically important that
your life depends on it or anything. Wedge is over there to the extreme left of
this area, and if you talk to him he says that the reactor's up this ladder.
I went up the ladder closest to him since as I was writing this guide, I went
to talk to him and didn't want to go back to the other one, so the walkthrough
goes this way ^_^ Down here, there's also the Rocket Launcher enemy with its
50 HP, and that's easy to take down, even with Tifa alone. Well anyway, at the
top of the ladder, there's Jessie, and two paths to take. What she has to say
is sorry, and that it was her fault the ID Scanner went on the fritz. She made
Cloud's ID special, and that's why it all occured. The two paths consist of
going down stairs and crawling in a duct. I suggest the stairs first. Down here
is Biggs, a Tent, and a savepoint to save your current progress at. Once you
talk to Biggs, he says they're going to pull out now, and that they're counting
on you [Barret and Tifa] to blow up the reactor. If you climb back up previous

ladder, you'll notice that Jessie is gone, and there's a Potion there on the
ground. If you go all the way back, Wedge is not present, either. Note: if you
climbed the big ladder in the beginning, it takes you to the duct that's near
where Jessie was/is. So anyhow, from where Biggs was, climb the ladder that was
nearest him. A side note is that where Jessie was there were some new enemies
like Grashtrikes. So, back to the path... again...

Well, now's when we notice a total rehash of the first reactor for the first
time, but it's just in a more gloomy color. We're in that biggest area where
there was the three spiraling staircases, plus, the big useless machine in the
center. There's a small difference in what we're going to do here, and it's
quite a bit less time consuming. Instead of having to run down the stairs, we
are at another side of this area, and from here, we can just slide down the
pipe that's in front of us after we enter this place. New enemies at the bottom
consist of mostly Special Combatants, and they still possess the same lame
Beam Gun as the Grunts. Note that Blood Tastes are remakes of the Guard Hounds
in the beginning of the first reactor which accompanied the MPs. The Special
Combatants come in different number groups, as well, four being the most
annoying to deal with. Once you've slid down to the bottom, go to the door at
the bottom which you would normally go through if you'd gone down the large
stairs. Jump over the gap to the pipe and then climb down the stairs. From
there make it down the diagonal steps and then down the next ladder after it.
At the bottom, move right, to the next area of the Sector 5 Reactor. Run along
all of the pipes here and then to the next ladder (this is all so familiar, is
it not?). At the bottom there's yet another savepoint which you can use (and
it's pretty recommended due to another boss bout coming up in the very near
future). From here, I do not suggest progressing further adumbratedly, but
rather, begin to train some more here (for a good 1/2 hour to and hour or so).
If you're already at lvl15+ from doing training to an extreme level at the last
reactor, don't worry about training, but I suggest getting to at least lvl13 or
14, and 15's even more useful.

Enemies in this area are pretty much all Blood Tastes and Smoggers for you to
get rid of. Smoggers have the Smog attack which can do damage and inflict
Dark on one character. It also has a normal attack and Poison (guess what that
does). Blood Tastes use normal bites and Tentacle Drain. After you have reached
desired level, you may proceed. We are at the core again and Cloud once again
starts to weird out. This time we see Tifa over her dead father! She states
that she hates Sephiroth, SOLDIER, Shinra, Mako Reactors, everything! Sephiroth
apparently was the one who did away with her father (this is explained later).
She then picks up a sword and runs through the door. After, Cloud comes to, and
then the bomb is set in place. No big thing this time, since perhaps it was
done with more caution or something like that. Keep on going back until you
reach the door near the huge stairs again (save before this if you want to).
Now proceed up those very stairs and through the door at the top. I suggest
placing Materias on characters respectively, and making sure they're healed
before you go too much further. Go down the elevator again and we're in yet
another familiar area (man, can't Shinra use more original designs for each of
their reactors?). Here, there's and Ether right there in the box, so get it.
Keep going forward and there's three control panels that your three members
much touch at the same time. When it starts, I suggest counting to three at
medium pace to get it just right. After, go through the newly opened doors and
save there. Go through the door at the top left of this small, small room and
then down the short steps and through the door to the next area. Note there's
Proto Machinegun enemies in that area, and they boast 100 HP plus the Machine
Gun attack, so it's pretty easy. Make sure you're completely healed in every
aspect possible (and by that I mean both your HP as well as your MP) before
heading into the next area.

Here, run to the fork of the catwalk and then Barret starts going off to the

left when out come six Shinra soldiers. Now starts playing my favorite music in
the whole game, and then President Shinra makes his debut. They get into a
long conversation about Cloud, SOLDIER, Sephiroth (him being brilliant...
perhaps too brilliant), AVALANCHE, and a bunch of other stuff. Shinra then
takes his leave to a dinner (LOL) in a helicopter. He leaves you with a "play-
mate" to fight, and here's Shinra's introduction to it: "Meet 'Airbuster', a
techno-soldier. Our Weapon Development Department created him". He then says
that the data it extracts from your lifeless bodies in the end (yeah, right)
will be of great use to Shinra in their experiments later on in the future.
Now is when Shinra leaves and the fight commences.

==
-   BOSS: AIR BUSTER   -
==

-> Monster's Name: Air Buster
-> Monster's Locations:
- Midgar #5 Reactor - Catwalk (forced)
-> Monster's Level: 15
-> EXP for Defeating: 180
-> AP for Defeating: 16
-> Gil for Defeating: 150
-> Item Dropped from Monster: Titan Bangle x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1200
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   24, 80, 3,   75, 12, 320, 2
-> Fire (1/2), Ice (normal), Lightning (weak), Earth (immune), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Silence, Frog, Small, Slow-Numb,
Petrification, Manipulation, Paralysis, Berserk, Confusion, Fury, Sadness,
Death Sentence, Death
- Back Attack = 5x dmg

-> Attacks:

* Name   MP Tar Type Elem Form PwrCst %   M R +Added
----
* Big Bomber   0   1   Phys Sht   Phys 50   100 X X
  Rear Gun   0   1   Phys Sht   Phys 20   115 X X
* Energy Ball   0   1   Phys Shu   Phys 30   100 X X
  Bodyblow [1]   0   1   Phys Hit   Phys 40   90   X X
  Bodyblow [2]   0   1   Phys Hit   Phys 40   95   X X
  Program 1 Operation 0   -   -   -   -   -   -   X X (1)(2)
  Program 2 Operation 0   -   -   -   -   -   -   X X (3)(4)

(1) If facing a side, turn around to face the other side
(2) Miscellaneous/Animation
(3) If facing a side, turn around to face the other side
(4) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Is at least one character alive on Cloud's side?
Yes: Program 1 Operation available
Is at least one character alive on Barret's side?
Yes: Program 2 Operation available

```
Is Air Buster's ammo at least 1 (maximum of 4)?
Yes: Program 1 Operation, then Select a character
Is Air Buster facing not its Selected character?
Yes: If facing Cloud, Air Buster turns and faces Barret
     If facing Barret, Air Buster turns and faces Cloud
No: Big Bomber on Selected character on Cloud or Barret's side
Is Air Buster's ammo 0?
Yes: "Big Bomber's out of ammo." appears on screen and Air Buster cannot use
     Big Bomber
Next, Program 2 Operation
Air Buster Pre-Selects a random character
Is random Pre-Select character Barret, Tifa?
Yes: Is Air Buster facing Barret?
     Yes: Energy Ball on Pre-Select character
     No: Is Air Buster facing Cloud?
          Yes: Rear Gun on Pre-Selected character
No: Is random Pre-Select character Cloud?
    Yes: Is Air Buster facing Barret?
          Yes: Rear Gun on Pre-Select character (Cloud)
          No: Energy Ball on Pre-Select character (Cloud)


-> Counterattack Pattern:
Is Air Buster's HP less than or equal to 1/5 of its MaxHP?
Yes: "Turn Function non-operational." appears on screen
     Program 1 Operation and Program 1 Operation no longer available
Air Buster Pre-Selects the last character to attack it
Is Air Buster facing Barret?
Yes: Is Pre-Select character Cloud's side?
     Yes: CV is 1
     No: No CV gain
No: Is Air Buster facing Cloud's side?
    Yes: Is Pre-Select character on Barret's side?
          Yes: CV is 1
          No: No CV gain
Is CV 1?
"Counter Attack" appears on screen
2/3 - Is Air Buster facing Cloud and is Pre-Select character on Barret's side?
Yes: Bodyblow (95 Hit%) on Barret
No: Is Air Buster facing Cloud and is Pre-Select character Cloud?
    Yes: Body Blow (90 Hit%) on Barret
1/3 - Is Air Buster facing Cloud and is Pre-Select character on Barret's side?
Yes: Rear Gun on Pre-Select character
No: Is Air Buster facing Barret's side and is Pre-Select character Cloud?
    Yes: Rear Gun on Pre-Select character (Cloud)
```

- STRATEGY: You attack this enemy from both sides (Cloud to its immediate front, and Barret and Tifa behind it). This may be a distraction, but nothing really big. It has a good amount of HP, but it is nothing that we cannot handle, especially at these levels. Airbuster boss is really susceptible to Lightning (Bolt) magic, so use that frequently along with your physical attacks, and it averages about 160 damage now when used, along with the about 100 damage that Barret and Cloud can probably do, and the about 70 or 80 which Tifa can dispense. This adds up eventually. Ok, time for how its attacks go in battle: Big Bomber is its biggest threat, and it's used on occasional turns. I've found that one character is usually put under Big Bomber's victimization, but it's not always the case. It does within the 90-100+ range as stated to the above, and can really put a hurtin' on your characters. "Behind Gun", as I like to call it since it has no name, just does little damage to a character behind it, and it's sort of like Counter Attack just for less damage, and, it does not have to be hit by magic or regular attacks by a character behind it. Counter

Attack I just pretty much mentioned semi-intentionally in the last attack explanation of "Behind Gun", but I left out the fact that its damage range is usually from 30 to 40.

The two "operation" attacks are no immediate threat to you, but, evetually they can mean some trouble for the character(s) Airbuster turns to face (at least with Program 1 Operation, since non-operational means that it's not functioning correctly [due to a lot of damage], and when it wants to use Program 1, it is not able to). There is more to your strategy here than just attacking using bolts. What I mainly mean by this is that whenever your Limit Break guages are filled up, use them! Cloud's Braver is extremely useful (and you probably have Cross Slash by now, too). Braver itself can do about 550 damage and Cross Slash can dish out a good 650-700. Tifa's Beat Rush can probably do around 300, and if she's gotten the Somersault, that'll let you reach about 500 damage. Big Shot can do about 500-1100 damage. Do not bother with his Mindblow, since that only restores your HP by implementing Drain in the attack (just another form of it to make it look flashier, I suppose). Do not worry if you have not obtained each character's second level 1 Limit Breaks, because the first ones will be more than sufficient to bring this factory recall down. If you do the math, 550 + 300 + ~750 equates to 1550, which is more than enough to deplete every last one of its 1200 Hit Points. Of course, you can always incorporate Bolt into your repertoire of attacks to destroy it, as previously suggested earlier in the strategy. Also note that Air Buster takes 5x damage from Back Attacks.

Once it's defeated, you notice it doesn't automatically explode after all HP has been deducted like other enemies. There is a reason for this which you are about to be finding out. After the battle, you get all your AP, Exp, Items, etc., watch the proceeding cutscene. It shows the Airbuster completely exploding and Cloud narrowly holding on to the edge as the others watch in dismay. After a bit of arguing between Barret and Tifa of whether or not to stay or leave, Cloud then gets two options. I'm slipping or Stay Strong. The second one being the more admirable. Choose whatever, then the other two come to a consensus and leave. Then it explodes some more and Cloud falls all the way down (man, that's quite far down). There, that's the end of Final Fantasy VII, hope you enjoyed........ And if I was anymore full of it, I'd have crap pouring out of my ears. It's not the end; not even close. At the bottom, Cloud crashes down through a church roof and the flowers at the bottom break his fall. Then, a mysterious voice wakes up. Hey, it's the flowergirl from earlier which you [hopefully] bought flowers from for a Gil. They speak for a little while, and you get quite a few options during the course of the conversation, At first she asks him if he's ok, he replies. Then they talk about the flowers breaking his fall, and him apologizing for it. She says it's fine and that the flowers there are quite resilient due to the fact that that is a holy, sacred place. The she goes into explaining her love for this place. The first option you get is when she asks him if remember her: "Yeah, I remember you..." or "Never saw you before"; then.. "You were selling flowers" or "You're the slum drunk," heh. The she exclaims her happiness, and if you bought flowers from her before, she thanks you. The she goes about asking you if you have any Materia, and says that she is in possession of a Materia that does absolutely nothing whatsoever.

Cloud does not believe it at first and tries to change it to "you probably just don't know how to use it". But, she does, it just doesn't do anything at all. It was actually her mother's keepsake until she gave it to her. Then she asks you if you feel like talking, and you are presented with the following choices to choose from: "I don't mind"/"Got nothing to talk about". If you choose the first choice, she says she first has to tend to her flowers, and if the other choiced is picked on, nothing much really happens. Once the first is chosen (whatever), you can go up and talk to her again, and then they finally get to introduce themselves to each other. She's Aeris, and you're Cloud. She has a

pretty name, don't you think. It was really originally intened to be Aerith, meaning Earth, but it was changed in the process. You can make it Aerith if you so choose. Cloud then tells her his name, and a mysterious man in a black suit comes in, he's a Turks member. And then Cloud goes on to telling Aeris that he does a bit of everything. She asks if he'll be her bodyguard, and that she'll repay him by going out on one date with him (covered in the Mechanics section of the FAQ). But, that's only after you start to walk towards the front and she says bad timing on her part and then go back and speak to her again. She wants him to take her home... out of there... But, it'll cost her (that greedy son of a gun). That's when she says that she shall go out with him once if he agrees. He complies, and then a conversation with the Turks member, Reno, ensues. He has a quick 1/2 second flash back saying "I know you", and he suddenly remembers him, apparently from his Shinra days. Then three blue Shinra soldiers appear from behind Reno. She then shows them to another place to fight, as to not disturb the flowers.

Go back there next, and then Reno so rudely walks over the flowers, and he says he realized Cloud's eyes and the Mako infusion he had when he was in SOLDIER. Then he continues, and comes back to say to the guards to not step on the flowers after he had just done the same thing, hehe. They protest for a second, and then the screen switches over to the back of the church where Cloud and Aeris are currently. Note that Aeris starts out pathetically and pitifully weak from the beginning but her starting Limit Break, Healing Wind, is extremely useful in healing your party. Her starting stats aren't really especially good, especially her Str. From where you start off in the back, broken down room, move in the only direction possible from the beginning, and then position yourself correctly so that you can jump across to the other side at the stairs. Isn't it amazing how he can jump that far right there and can't emulate that in other parts of the game, and sometimes when the gap is much shorter? So anyway, head on up those stairs and then to the left where you will walk across the back strip of wood of a partially broken down piece of floor. Now as you continue you make your way around the place, you'll reach another small gap which you have to jump over, but, before you can make it on over, Reno and the soldiers come barging in (how on Earth did it take them this long to come in?). And after further contemplation, Cloud goes over and thinks that Aeris can do the same, well, he's wrong. So then they make up their course of action and bullets start flying. Apparently Aeris was hit a little and she falls and slides down the big pillar. She's immediately up, and she yells to Cloud for help as there's a soldier after her. You then have three things you can choose on: "Hold on a minute!" (she waits as you go to drop a barrel down at them), "Fight 'em!" (she engages in combat), or "RUN!" (she runs away from them. I suggest choosing the very first choice on that list you get.

Note that there are enemies in the top area where you go to get the barrels, but none of them are of high difficulty at all. At first, she's at the bottom left area of the ground, so, there's a specific barrel to knock down there. It is the one all the way in the back left, and once you push it over, it falls all the way down and lands on the soldier that is in pursuit of Aeris (who apparently is an "Ancient" from what Reno recently said). Aeris promtly thanks you for your help, but not too long afterwards, she's being ambushed by another soldier. This one calls for the one that's right under the one you just pushed over. After, run around a little bit and she's once again being chased. This one requires you to toss the one directly to the right of the one you just pushed over the side. It takes out the guy chasing her on the stairs. Man, these things are just so strategically placed! By the way, note that if Cloud starts getting low on HP, do not hesitate to heal him with a Potion or two. After this one, she runs all the way around and actually jumps over it this time around. She then reaches you at the top, and the view from up there completely changes. You both then run into the next area where you probably see a red arrow near the humongous hole in the roof. Go over to it and jump out of

this place... you've been here long enough. But, if you decided to fight all
of those battles, here are some pointers: Aeris' attacks with her weapon
probably do from 12 to 20 damage at this point, and the enemies here, which
consist of the following singles or pairs: Guard Hound+Guard Hound, MP+MP, or
Guard Hound+MP, and some are just individually like just one MP in a battle.
will probably take 2-4 hits to take down. There will be three fights in all,
and I seriously suggest before all of this that you supplied Aeris with some
good Materia to face them. Well, after you're through the hole in the roof, we
now make our arrival in the next area of FFVII...

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                        Area #4 - Sector 5 Slums
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
-> Enemies: Hedgehog Pie, Vice, Whole Eater, Hell House
-> Items: Poison Materia, Cover Materia, Ether, 5 Gil (special note on this)
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Once you're out, Cloud and Aeris are conversing atop the roof. They're talking
about the Turks, how they're always after Aeris for some reason (this goes back
a bit into the last scene we were in, and covered more later on), how she
might be cut out for SOLDIER (my foot...), etc. Cloud also explains a little to
Aeris about what the Turks are. They're an organization of Shinra, and they
scout out possible SOLDIER-worthy candidates. But apparently with Aeris, they
have a hidden agenda. After the bulk of the conversation is over, Cloud says
let's go to Aeris, and you start to scale piles of stacked up garbage and
debris. You just have to move forward over all of it, while Aeris is trying to
catch up and keep up with Cloud who's making it all look so easy, Cloud pokes
fun at her nicely, asking is she sure she's cut out to be in SOLDIER and other
things of the like. When she finally catches up to you on some trash mound, she
is panting, puffing and wheezing, too, and then she asks if Cloud was ever in
SOLDIER because she notices the Mako glow in his eyes. She just continues the
talk for a small length of time and then they continue to traverse everything.
You then come down in a new area and Aeris is quite relieved. Aeris goes
upward and states that her house is over in that direction, but I suggest going
down first for a bit more exploration. You can reenter the church, and they ask
if it's ok that they're tending to the flowers. I told them no because I am a
sinister type person, but you can say whatever >:) The kids are exuberently
exultant and thank you kindly. You can leave and continue going South and see
the end of where Midgar is (its outer limits). You'll be there later, so don't
bother now. Now, keep heading North once more in the direction where Aeris
said her house was located. You can save there, too. Your HP should be fully
recovered with Aeris, as well, so take note of that.

In the proceeding area, you can head up the first chance you get and you're
really in the slums (moreso than in the Sector 7 Slums--wow...!). Or, you can
continue going up a bit and risk fighting more monsters (I'll get to explaining
those in just a sec) to talk to some little kids who're impeding passage to the
North. The child on the right is extremely rude, and the one on the left is
really just talking to the one on the left about a shop in the slums. About the
enemies: Hedgehog Pie is just like those little red-looking demon balls in the
Church with only 40 HP. It can use Charge which leads up to Fire attack; no
real threat there. One hit with Cloud's regular attack can take it down, but
Ice magic will do a much stronger job since being Fire, it's weak to it. It
doesn't give much in the way of after-battle spoils, however. Whole Eater is a
little bit more of a threat to you, but still nothing to go into a panic about
at all. With a measly 72 hit points, Cloud can decimate it in just one attack.
Its physical attack can do nearly 20 damage (more accurately calculate at
around 15-17, though), and it'll drop 70 Gil, 2 Ap and 24 Exp. Definitely
better than Hedgehog Pie except for AP which is 50 under that of HHP. It does
not have any weaknesses, so take it down normally. Vice is the second hardest

enemy around here, actually. 68 HP it packs, but its attack does less than
HP's. Rewards are a bit nice, and like with Whole Eater, you can Morph a
Potion out of it (doubt you'll be doing that now, but it's a nice to note to
keep in my for later), and you can steal a Speed Drink from it. But, well,
anyways, you still need to enter the slum, and there's a few things you can do
from the beginning. There's a guy right in the beginning that talks about the
strange guy in the pipe right next to him. Walking back and fourth next to that
guy is a man in green who asks if you've heard of Wall Market. Say yes and he
says that maybe he should have you run an errand for him there, but say no and
he gives a brief and concise explanation of it.

Also there's some guy in a hurry around the upper left store in the slums. If
you talk to the dog it turns to face you and barks a little. Near the central,
biggest structure, there's a woman who's walking around and it looks like she's
looking at the ground. If you talk to her...: "What am I doing? I'm walking
around looking at the ground". And I also guess she gives a helpful hint about
looking at the ground 'cause sometimes you can find items. Heh, well anyway,
there's not much left outside, so let's first go into where you're probably
closest to, the pipe. As you're walking in, Aeris comes out and says something,
and then you walk on in. He says nothing but "oooohhh" and "ahhhhhh". Aeris
asks if Cloud'd help him, but Cloud says no, he's no doctor. Aeris is saddened.
She then mentions the guy has a tatoo numbered "2". Afterwards, just leave out
of there. From here, enter the left-most door in the big place in the center of
the slum. In here, if you attempt to open the man's freezer, he stops you. This
is, by the way, the Materia Shop. Not much is selling that's really worth it,
but here's what it all is: Fire (600), Ice (600), Lightning (600), and Restore
(750). I suggest the first and the last if you do not have them yet (mainly so
you can have the last one on both characters), or you don't really have to.
Next door to it is the Item Shop. What do they have here, you ask? Potion going
for 50 Gil, Phoenix Down going for 300 Gil, Antidote for 80 Gil, and Tent is
500 Gil. Stock up on anything you may be in need or lack of (if your Gil is
plentiful, go ahead and buy a few Tents while you're there, they really come in
handy at save points or World Map when your HP/MP's low). Continuing to the
right of that store to the right extremity of the Sector 5 Slum is a random
person's house. If you speak with the first man (who for some inexplicable
reason has a serious tan when there's no sun whatsoever shining down on Midgar)
he talks about Shinra's lies and not being able to trust AVALANCHE. Go upstairs
and there's his small son sleeping in bed. He's muttering something about
not being able to find something... the top one...the bottom one... It's just
5 Gil in his drawer. Don't take it yet, since if you do, you'll miss a Turbo
Ether from the boy later, who somehow bought one with 5 measly Gil (???). If
you want the Gil now, though, examine both top and bottom drawers (in no real
particular order), and then again is a special drawer of both of them to get
the 5 small Gil). Leave the house once you're done with everything in there.

After that you can go into the top left store, and there's three people crowded
into that small place with all those items on top of items. If you talk to the
boy in the middle swinging his legs on the boxes, he's pretending he's on a
train to Midgar. If you speak with the guy on the left, he says there's no
weapons that he has to sell you, and the reason behind that is the weapon shop
is over there where the more elderly, chunkier man is. Not much is in supply
here, and I don't even recommend buying anything. You got a Titan Bangle from
the aftermath of your skirmish with Airbuster, and Grenades aren't really that
useful to you. But, it's your choice to make here, I'm just your advocate and
trying to get you to make better decisions in this game to accomplish the game
successfully. Exit again and go through the path leading through the shining
bright light next to the entrance to the Weapon Shop. This is a very beautiful
and tranquil looking place, isn't it? From the start, use the savepoint, then
go and get both the Ether and Cover Materia from the south garden. Then head
back across the bridge, down the steps and enter the house. When you go in,

Aeris comes out and says "I'm home, mom", which leads you to inquire that it's Aeris' home that she wanted you to take her to (no, this isn't the end of Aeris being with you throughout the game, by the way). After that, the screen goes dark for a second and then it shows the three of you (Aeris, Elmyra [Aeris' mom], and Cloud) talking, and the introductions begin. She then asks about the Turks following her again and asks if she's all right. The she thanks Cloud sincerely, and then he asks where Sector 7 is from here, because he wishes to go to Tifa's Bar (Seventh Heaven). A controversial talk then ensues about Tifa being a girl, and you get a chance to choose whether she's your girlfriend or not. This has an impact later in the game, so be weary of that. The talk then continues mostly about Aeris' safety, etc. Cloud acting all studly now... heh..

They talk a little bit about not being about to dispute with Aeris about anything she's always so hard-headed and determined once she's made up her mind about something. But, she then makes a suggestion that you should go tomorrow since it's getting quite late now. The scene then changes over to Aeris going up to make the beds. You can now talk to Elmyra, and for about two two caption boxes, talk about SOLDIER, and then she asks if you could leave her tonight without telling Aeris. If you speak with her again, she says the following: "SOLDIER... the last thing Aeris needs is to get her feelings hurt again..." Some of you are definitely confused by this, but it'a explained later on in the game, both by the game itself, and by me. Now, head upstairs and talk with Aeris, then after a small conversation, she wishes Cloud good night and walks downstairs. A mysterious conversation with the voice in Cloud's head once again goes down. A flashback happens with Cloud and his mother in Nibelheim. It's mainly about girls and stuff. Cloud's being stubborn, surprise, surprise. Now you wake up in the middle of the night and you have to get downstairs without alarming Aeris. This is easier than you may think. All you have to do is walk down the stairs (walk, not run!), and all shall be fine. The only way to alert Aeris of your presence going down is to 1) go into her bedroom directly, or 2) run out instead of walk - both are easy to avoid. Also be careful of the one squeaky floorboard in the middle. All of this will trigger Aeris to come out, tell you to get back in bed, and you have to keep trying. So walk along the stairs railing to walk over and then down to avoid the squeaky, loose floorboard. You can run when you're downstairs, though. Now continue the way you came, and you'll now notice, when in the slums, that only the seller's in the Weapon Shop, no one's outside besides the dog, and everyone who's really supposed to be inside of their respective shops is.

So continue outward, and when you are out, go up to where those kids used to be. Apparently Aeris was too quick (somehow, somewhere, someway there must be a shortcut that she took to get right there). A brief greeting as if nothing'd happend comes from Aeris, and both of them talk shortly and she runs off with you following her. Looks like she's now back in your party. From here, this is a small, downscale sized maze -ish area. From starting point, go up the upward bridge, the across the iron walkway to the otherside. From there you head down the red bars and through the pipe tunnel. Now, walk under the iron walkway and then up the next pipe to the top. Ok, here, run to the other side and go down, and then head into the next and upcoming area. Now you're in what looks like a small children's playground. You now get to make a decision as to whether to take her home (which does not happen even if you pick that it will not happen), or you could opt to take her to Sector 7; better in both senses. If you say take her home, she'll obviously be unhappy as well. But, if you say take her to Sector 7, she says "won't I be in your way". Cloud doesn't understand (God, is he clueless), and then she says "Nothing!". She obstensibly meant about him and Tifa. That is, if you said Tifa was your girlfriend, if not, that does not happen, and she does not argue. Whatever happens, she asks if you can take a break here so she can sit at the tip of the big mouse slide and ponder about the past and old memories here. Talk to her again to inaugurate it. At the top, she becomes a little melancholy, and Cloud talks to her there, too.

You talk about SOLDIER, Cloud's rank (which he gets an instant flash and says
First Class), her old boyfriend a little, and more. After a while, you see Tifa
going off in a Chocobo carridge to Wall Market, uh-oh... Follow them!

=-=
                            Area #5 - Wall Market
=-=
-> Enemies: Corneo's Lackey, Scotch
-> Items/Weapons/Armor: Ether, Hyper, Phoenix Down
=-=

There's a lot to do here in Wall Market on your first visit. And believe me...
it is A LOT. But it's all mostly fun, though. Before continuing on with the
story, there's much to be done like exploring and checking out all the sites
and stores of Wall Market. There's also people to talk to and things to do, and
some people actually make some pretty humorous remarks. The first person you'll
see is some guy in a blue shirt near the inn who only tries to persuade you to
stay at the inn. Don't feel obliged to unless you want/need to. It's costing 10
Gil per night to stay there, and that's not steep at all, so if you want, go
ahead and do so, it will not deteriment what happens in the game at all. The
next morning, leave and go talk to the fat guy at the other side of the vacant
shop in the middle of the beginning. He talks about a shop in town, but is not
too detailed. If you talk to the bad looking hoodlum wandering around he says
my favorite and most memorable line in the whole game. Here it is: "Hey boy!
You shore got a good lookin' heifer there!", and he's professedly talking about
Aeris when he says that. Haha. Pretty much in the middle of it all is the
strange, abandonned Item Shop that has a gun turret that'll nearly impale you
if you examine the red screen. Do I hear lawsuit? Above it is the real Item
Shop, and outside it is a little girl to talk to. Inside the guy is freaked out
when you come in, but you can buy stuff afterwards. They're selling a lot:
Potion (50), Phoenix Down (300), Antidote (80), Echo Screen (100), Eye Drop
(50), Hyper (100), Tranquilizer (100), Hi-Potion (300 -> really recommended),
and Tent (500). Above the Item Shop and to the right is a savepoint which you
can use. Next to that is a restaurant with a guy outside. Here you can buy
three foods (Korean BBQ Plate, Sushi Plate, or Today's Special), and they all
have slightly different appearances. They cost 70 Gil, and after you eat, you
eat you can say "...", "It was all right", or "I've had better dog food". No
matter what you say, leave afterwards. Note: if you buy all three foods at
least once, you get a pharmacy coupon for the item shop (more on that in just
a little while).

To the left of the restaurant is a person in purple deciding whether or not to
buy something. He's next to the dress shop, but this is nothing for now, but it
shall become quite important later (and leads to perhaps the most hilarious
video game scene of all time *doesn't want to spoil it just yet*). In the to
right corner of the first area is a strange place where the guy says they're
not open right now. You can now go into the next, Northern area of the Wall
Market and there's first off, two people discussing the trash build-up of the
Weapon Shop owner. The first tent is the work out gym, and inside, you see four
people training and working out. Also, there's a pub, and something in there
leads to your progression a little later. Oh, and for a laugh, you can talk to
the guy standing right outside of the bathroom and he says that someone's been
in there for hours and he really has to go. Go on ahead and open the door and
the person in there is apparently not done. Tons of people to talk to in here,
but none of them are really that interesting. Across from there is the Weapons
Shop. The person closest to the door is selling the following: Mythril Rod
(370), Metal Knuckle (320), Assault Gun (350), Titan Bangle (280), Mythril
Armlet (350). I can't make much suggestions here, just buy what you think is
right for each character taking note of stat increases and decreases (also take
heed that Tifa's coming back soon, so, don't forget her, whatever you do). The

other man has nothing as of the moment. And at the very top there's a path leading to Don Corneo's place (more on that later), and it's nothing for now.

So, at this point, go back to the very beginning area to where you spoke to that one overweight looking guy and head on to the right. Now here's a place I would like to the manager of! The closest guy from the start of this small area is really confused right now, and he asks you a question which you get two options for; answer however you'd like and go talk to the hoodlum kid. He's talking like he's all tough and like there's gonna be a fight breaking out and stuff. There's also a guard trying to look in (you already know what kind of place this is, don't you? And... Tifa's starting here soon!) The old fat guy there asks if you're looking for a girlfriend (and by that he means more intimacy than just a "girlfriend"). You get two options: "You know a girl named Tifa", and, "This place doesn't interest me". Choose the first option, and he says that Tifa's their newest girl acquisition. She is currently partaking at an interview currently, so, you can't see her now. He then explains how Don Corneo and him being a famous dilettante, and what he currently wants to do. This is not good news for Tifa. The person at the front basically tells you to screw off because this is a private club: "Shoo, shoo". What a pansy. Anyways, now leave again, and this is where your crapload of stuff to do begins. Just so you know, that place is called the Honey Bee Inn, if you're interested. This is where things get interesting. So, first off, you have to go back to the main entrance to the the Don's place and speak to his lackey outside. He doesn't let Cloud come in because he's... well, a guy, but he's more than happy to let Aeris in 'cause she's one fine heifer. However, Cloud has an objection to this, mainly about letting Aeris going in alone because it's "that" kind of place.

Well, how are we going to get in? This is worked out by Aeris and Cloud, and you come to the final conclusion that Cloud is going to have to get all fufu and dress up like a woman. OH MY GOD! I am not lying about this, this is really what happens, and what you're actually supposed to do. Well, now you leave from here and we begin looking for stuff to make Cloud look all feminine. Damn, can you imagine if Barret was here!? I first must begin by saying that you do not have to obtain every single item mentioned herein, but, if you want to get the most out of it, follow this very closely. Time to explain a little. In dressing Cloud beautifully (still laughing about it), you have to find a wig and a dress. That's all. But, you can go the extra mile (or rather, extra few miles) and get other stuff like perfume and more. This all leads up to Don Corneo picking either Tifa, Aeris, or you, Cloud, to be his woman. I must say, this is the funniest and most amusing part of the game. This does has an effect later in the game (as touched on in the Mechanics section), and it can be detrimental or helpful to the outcome you wish to have occur. This will be taking quite a while, so, I hope you're ready (that is, if you wish for every item you can possibly have to make you look pretty), if not, ten minutes max. First off, go on and save again at the savepoint in the first area of the Wall Market after Aeris says that she's going to go and get a hot friend of hers. Now, where to go first? Well, I said that it proved no point in a perhaps earlier visit, and what I mean by this is the Dress Shop. This is located to the Northwest of the first area of Wall Market. Inside will be a woman at the counter and an old man. Don't bother about talking to the old man, since he only says to stop pushing, hoodlum. Talk to the clerk lady at the counter to initiate a conversation in which Aeris asks for a dress, but the girl replies that her father (the owner) has been in the slumps lately and that he is more than likely drunk at the bar.

So what you're off to do now is to go find and bring back her father. This is easy, all you must do is go back to the second section of Wall Market and enter the bar. He'll be the guy all alone by himself in black clothes in the bottom portion of the bar. He's pretty plastered, as you can imply just by talking to him. Cloud then asks him to make him some clothes, and his first response is

that he doesn't make men's clothing. Cloud then goes off for a second as Aeris talks to the man in private. She tells the guy that Cloud has always wanted to dress like a girl once, and the guy's a little surprised at first, but then he complies since he thinks it might be interesting, and since he was bored with making just regular clothes, it's pretty much a win/win situation. You now get two options to choose from for how you want your dress. There are two combos to choose from: "Soft/Shiny", "Soft/Shimmers", or, "Clean". The first choice I mentioned gets you the Satin Dress. The choice after that is the Silk Dress, after that is the cotton dress. Satin is the best and Cotton is the worst, so I suggest Satin. Don't ever pick Cotton. Picking the best option here is the first step in the progression to get the funniest results from the Don Corneo fling. Afterwards, no matter what choice(s) you make, the guy says that he has a friend that has Cloud's same tastes. Talk to him again and he'll sit there pondering what it should look like. What's next? We have to go to the Dress Shop once again and the man is already there with the dress made. He also has a new attitude and inspiration/motivation. Talk to him at the counter and he tells you to go and try it on. Received Key Item "[???] Dress"! Cloud then goes into the dressing room to try it on. Apparently he's having some difficulties in doing so. Cloud now needs a wig to conceal his spiked hair. He already set you up to get one at the gym, though, so don't worry about that.

Now that you have the dress and Cloud comes out, we have to pay a little visit to the gym here in Wall Market (whoa, isn't that the last place you ever though you'd be getting a wig? I guess the men here in Wall Market have some lack of testosterone, huh?). Well, the gym's located in the top half of Wall Market, and it's the first house you can enter. Talk to the person in the middle who's watching the two guys training in squats in the ring. You talk about the wig, but it's obviously now going to cost you. No, not in money, but, you have to beat Big Bro in squatting. Big Bro is the big, burly looking black guy in the top right corner of this work out gym. The game is then explained to you. You must press Square to squat down, X to get back up, and Circle to return to the ready position. You must press them all like that (->X->O) in expedient yet synchronized order, and get all timing down correctly. The object of the game is to beat Big Bro, or in other words, get more squats down than him in set time limit (30 seconds). Don't do the next move until previous one has been completely executed correctly. Should you lose, you receive a very unsanitary wig, a dye wig for tying him, and if you just so happen to win (not that hard), you get the Blonde Wig (of course the best one, so try for it hard). If you mess up your moving during this, you stop suddenly and scratch your head, but so does he if he slips up. Received Key Item "[???] Wig"! The black guy then gets punched to the other side of the room for whining and complaining like a baby. You should now leave after Aeris rejoins your party. You could finish this now and go to the Don's place now or you can continue for a more favorable outcome. If you wish to quit now, go to Dress Shop and get dressed.

I am going to continue explaining how to get every single dress-up item, as that's my job. We must first head over to the restaurant that I talked about earlier. Once you're here, take your seat (it'll be only empty one in the whole entire place). You can order whatever you like, it does not have to be any specific dish, just so long as you, after consuming the food, say "It was all right". That's a semi-compliment, and none of the other statements will work. Afterwards, you are given the Pharmacy Coupon. You can exchange this at the Items Shop for one of three special items. Since you have the coupon, you now can get one of three extra items, instead of the usual. You don't have to pay. either. The three of them are Disinfectant, Deodorant, or Digestive. The choice you make here dictates which kind of cologne you receive a little later on. All three of them net you a different kind of cologne (I really don't know why they don't call it perfume since it's in a woman's case). Here's the list in order from least prefered to most preferable: Digestive, Deodorant, and then Disinfectant. What on Earth do you do with Digestive (or whatever else you had

got), you ask? Well, you must go back on over to the bar where you've been before. But this time, you have to go get the person out of the bathroom who's selfishly been in there all day long, according to the squirming guy outside the bathroom door. Go and open it, and then talk to them after the door's open to give them the item you just got from Pharmacy. I guess she just needed to flush his system due to constipation, that's why it's best (and she's most thankful) if you you give her the Digestive. For Digestive she gives you the Sexy Cologne, for Deodorant she hands over Flower Cologne, and Disinfectant nets you the normal Cologne. The other guy enters and never comes out, then.

Hey, do you remember that one fat guy near the entrance to the path to the Honey Bee Inn? You know, the one who could not make up his mind earlier when you probably spoke to him, Anyway, it seems that he's partially made up his mind, and has decided to hand over his "Member's Card" item to you. This is a membership to the Honey Bee Inn (remember the one queer working there who wasn't letting you in because you were not a member). Now you can go in, and this is where the first disturbingly scarring sexual innudendo of the Wall Market takes place (not much of one, but it's enough to make some people like me think twice about playing this game again). Now go up to the owner of the Honey Bee Inn and he utters one of the most homosexually perverted phrases in the entire game, and unless he was talking to Aeris, I'm quite frankly very frightened. He now clears the way, and you can go in, and every one is in a manincal frenzy to get in too. Haha, too bad! From the beginning, I hot girl comes up and welcomes you in. By the way, Aeris is staying outside due to obvious reasons. Talk to her again and she says to choose a room to stay in. She's also thinking to herself something quite humorous. The room at the top is not available, as it's a dressing room. The two right rooms are unvacant, and you can watch the occupants through the keyholes on the doors. At the top right room is the lover's room. You can take a listen or a peek. If you take a peek you just see sort of a shower curtain and two old people talking to eachother. Sane still? If you take a listen you hear some disturbing sexual noise being uttered by two elderly individuals *shutters* The bottom is the Queen's Room. Take a peek in here and you see the same as last time, but it's almost like Sephiroth himself is in there with all the electricity and some really strange talking goes on about a queen, Satan, and President Shinra??? Some spanking at the end, too?

The rest is the &$#% Room, and you can take that which gives you the Lingerie. The other is the Group Room which gives you the Bikini Briefs, and I recommend that more. Choose one and the girl in the bee suit unlocks the door and shows you in. First in here she asks if you should begin? (seems nice so far, right? Don't let this fool you, you're about to be mentally and sexually disturbed). Then she tells "everyone" to come in and Cloud is bamboozled. Choose an option and the room suddenly becomes infested with gay men. Mukki's their leader, apparently. Then you get two options, to either say I'm outta here or this could be dangerous. Either way, they undress you and you're forced to shower in a small tub with nine other men. For the love of Christ... When they ask how it feels you can say "..." or "It hurts [AHH! MAKE IT STOP!]" He also asks if you want to join the Young bubby's group; "Not interested" or "..." Your mind shall be permanently scarred forever, I can assure you. But, for enduring that torture, you get the better underwear, the Bikini Briefs. Ya'll get dressed, then they leave the premise. God, he really must care about Tifa... Now, for what goes on in the &$#% Room, it's almost as bad, but for sustaining (a little) less, you get Lingerie which is not as good. When you enter, some nice music plays (it gets me a little teary-eyed at times) plays and you see an image of Cloud in here. Cloud starts weirding out, and the image asks if you really should be here. Ms. "Poo" then comes in, and after a night, the next morning you wake up and see Mukki on top of you (you hear "rub, rub, rub", which isn't a good sign, a lot of other disturbing, disgusting sexual noises). But, you get your HP/MP restored!? Mukki's now slapping you (dear lord, you

can guess what happened to Cloud, can't you?). There's two options then: "Huh...?" or "Ugh...?". He then replies with "They say say youth is so long but so short". God... He then leaves and you get Lingerie.

Note that you can also have the girl in here put makeup on Cloud, either the normal makeup or a special type of makeup.

Well, not that you've learned that the Honey Bee Inn is men service and woman only serve as escorts to your room... we continue to get the final item on our agenda, the Tiara. Uh-huh... But first, you get Aeris from being hit on by all of those guys out there, hehe... So, first, for the Tiara, go up to the North-east shop of the first, bottom portion of Wall Market. In here there's a guy just laying on the counter doing nothing and he doesn't really seem to care too much about his business, whatever that is. Nothing would surprise me after what we just experienced... He wants to ask a favor of you, but you can reject it if you want to. He asks Aeris to turn away and she's curious about it. He wants to know what they have in the vending machine at the inn. He does not want to ask a girl to go see for him. He also cannot go all by himself because he had a fight with the manager of the inn and was banned from ever going there again. So, first off, collect 210 Gil so you can stay the night and get the very best Tiara possible. But, you can use 110 for the medium Tiara, and 60 together for to the worst one. Aeris rejoins and you can go over there now. She was getting impatient, it seems. The 200 one is the Diamond Tiara, 100 is Ruby Tiara, and 50 Gil one is the Glass Tiara (but these are all what you get in return for taking him the item from the vending machine there afterwards). Now, leave, and you're done. For added effect, and Don Corneo's further approval, you can get make up put on Cloud at the Honey Bee Inn. Go into the dressing room to fit it all on. Aeris then gets a dress and she looks mega hot. Now if you go back to Honey Bee Inn, you can't enter since the guys crowd around you. Heh.

You now get to walk/run all around as Cloudina, the First Class cookie seller of the Girl Scouts. It's funny. He even has a new feminine, girly walk. He does that well. I knew he had a little bit of "that" in him! Ok, go back to the guy at the door to Don Corneo's place and he shows his aproval for Cloud, too. Heh. Two ladies coming through! The inside of this place is awesome, man. The guy at the front desk goes to inform The Don of your arrival. Now, go up the stairs and through the door over to the right side. Down here is Tifa in a very sexy dress, as well. There's a big talk and apparently there's some jealously and animosity between the two girls who obviously have a thing for Cloud. After, go to the back and claim the Ether. If you speak to Aeris, she's there giggling at you. Tifa's confused as to why you're dressed like a woman. He then explains a little about the fall and why he's dressed as such. He then interrogates her as to what she's doing in a place like this, and it's on a mission that Barret got some information out of a suspicious character in Sector 5. The conversation continues about the Don and stuff, and then, leave the basement by way of the stairs once again. Funny, if you go to Main Menu, Cloud's picture isn't at all temporarily altered. That'd be a riot. Now, enter the main big room, and that's the Don's room. Here, walk up and talk to Kotch who tells you to line up in front of Corneo. He's astounded and obviously quite arroused. Now's where he chooses. If Cloud does not have all the beauty items mentioned, either Tifa or Aeris will be chosen, and that is done at random. Whoever is not picked, Scotch and Kotch (who, to me, have very questionable names, indeed) get to have them. If Cloud loses, he's thrown in a room with Corneo's Lackeys where you have to fight them all off. Also, get a Phoenix Down from this room. But, whoever does get picked is confronted in the bed by a horny Corneo when busts in the two others. They all threaten to smash, cut off, and rip off his testicles in an interrogation. That's a bit *too* inhumane, if you ask me.

Now, the information Corneo gives is extremely useful. Stuff such as how Shinra plans to destroy Sector 7. After all the torturing and explaining of Heidegger

of Shinra and more, you now, get to acquire a Hyper from behind Don Corneo's bed. Go up to the girls again and Corneo asks you a question with three different answers. All of them lead to the same final, ultimate conclusion to it, and that being that he pulls a secret lever that sends the group plummeting down to the Train Graveyard/Sewers Under Sector 6. But, by the way, the middle option is correct one according to him, if you want. But, as you're falliing, the scene switches to the main room in the Shinra HQ where it shows Heidegger (the fat guy with the horse laugh in the green suit), Reeves (the head of Urban Development), and Shinra himself, who's at the desk. They're discussing the operation to destroy Sector 7. Reeves seems to be showing some reluctancy because he played such a huge role in building, as well as running, Midgar. They also touch briefly on the lazy mayor (you meet him later). Heidegger then leaves the scene with his annoyingly stupid horse laugh (don't worry, you'll get used to it eventually throughout the game). President Shinra then suggests a vacation to Reeves. Reeves just leaves. Shinra then divulges the rest of the plans: Destroy Sector 7 and report that AVALANCHE had done it. Then they send in the rescue operation care of Shinra, Inc. The perfect plan, according to him.

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                Area #6 - Sewers Under Sector 6/Train Graveyard
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-> Enemies: Aps (B), Ceasar, Cripshay, Deenglow, Eligor, Ghost, Sahagin
-> Items/Weapons/Armor: Echo Screen, Ether, Hi-Potion, Potion, Steal Materia
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Haha, looks like Corneo's door in his floor really works; it sends you plummeting down to the sewers below the streets of Sector 6. It's not like this is some huge trap or trick which is nearly impossible seeming to get out of, but, it's just the sheer thought of being tricked by someone like Corneo, it's enough to make you question existance. Well, when you're at the bottom, Cloud's the only one who gets up while the two girls stay down a little longer. Talk to them in any order whatsoever and they get up with Cloud asking them if they're all right. Be aware, though, there are some random encounter enemies here, so watch out. Sahagin isn't much of a threat, but it's Water Gun technique can do some damage. Nothing you can't take, however. It's 150 should go under total deletion in one hit, or two at most. Try to get your Limit Break up with Cloud up by training here. Since after you wake them both up, there's an immediately engaged boss fight with Aps. There's also the Ceasar enemy around here, though, and it's even less of a threat than the Sahagin was. It has one attack really worthy of mentioning, and that's Bubble. A lot like Water Gun. If you lose too much HP here before Aps fight, replenish it with a Potion (try not to use up your Hi-Potions yet, as you'll need them soon. Also, a pro tip would be to wake up Aeris first, without Tifa, and get both Cloud's Limit Break and her Limit Break (so that she can rejuvenate you in battle without MP cost or using up an item), and then just use Tifa in battle until her Limit is up. I suggest being lvl13 or higher for the upcoming boss bout with Aps just so that you don't find your ass being handed to you in this fight. Well, with all that being said, let us start the fight, shall we?

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================================================================================
-   BOSS: APS                                                                  -
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-> Monster's Name: Aps
-> Monster's Locations:
- Midgar - Sewer Under Sector 6(forced)
-> Monster's Level: 10
-> EXP for Defeating: 30
-> AP for Defeating: 3

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-> Gil for Defeating: 89
-> Item Dropped from Monster: Phoenix Down (100%)
-> Item Stolen from Monster: Hyper x1 (8)
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 150
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   23,  32,  2,   59,  8,   64,  12
-> Fire (weak), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence, Death
- Back Attack = 4x dmg

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Sewer Tsunami [1]        0   AT   Phys  Wat   Phys  18      100  X  X  (1)(2)
* Sewer Tsunami [2]        0   AT   Phys  Wat   Phys  18      100  X  X  (3)(4)
  Attack                   0   1    Phys  -     Phys  4       100  X  X  (5)
^ Tail Attack              0   1    Phys  Hit   Phys  18      90   X  X

(1) characters receive regular damage
(2) Aps receives back attack damage
(3) characters receive back attack damage
(4) Aps receives regular damage
(5) Sadness [100%]

--> Attack Pattern:

-> Basic Pattern:
Sewer Tsunami [1] on all characters
3/4 - Is at least on character in the back row?
     Yes: Tail Attack on random character in the back row
     No: Tail Attack on random character
1/4 - Is second character in party formation not under KO?
     Yes: Attack on second character in party formation
     No: Attack on random character
Is Action Count 0?
Yes: Action Count +1
Is Action Count 1?
Yes: Tsunami [1] on all targets
     [Action Count +1]
Is Action Count 2?
Yes: Action Count +1
Is Action Count 3?
Yes: Tsunami [2] on all targets
     [Action Count reset to 0]


- STRATEGY: First of all, when you've awoken everyone up, the match is right
away automatically initiated. When the fight starts, you'll probably be scared
out of your mind, 'cause man is Aps one ugly customer. It'll probably pull off
a Sewer Tsunami before you even get to attack, depending on your Agl - but if
not, try to get Cloud's Cross Slash on him for around 250 dmg. Now, for some
information on Tifa: I suggest having her equipped with any weapon/armor you
may've purchased for her at Wall Market, plus some Fire Materia if there's
double (if not, substitution should take place for something like Bolt). If
Tifa gets a chance for Limit Break, go on and use it, as it should be the
Somersault by now, you can expect some big damage. Aeris' Limit Break, Healing
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Wind, comes in very useful to just about heal all of your party's HP, but should only be used when HPs are running low. Now, with Sewer Tsunami, you would assume that there'd be a status adulteration (such as Posion) involved, but it's quite the contrary. All it does is mediocre damage to you, and about twice as much on Aps. This boss has no real set attack pattern, either. Fire is its once major elemental vulnerability, so utilize it well with whomever it is equipped to. Here's how to differentiate both the Sewer Tsunami with the "Op-ed" Sewer Tsunami (besides damage - since names don't have "Op-ed"): it's the way the wave comes in at you. If it smashes you from behind, it's the "Op-ed" Tsunami and it does more damage at you than itself, but it's the exact opposite with the normal Sewer Tsunami. Aps' regular attack only does around 20 damage, so there's no need to worry over that.

After the battle's done and over with, Tifa has her doubts about the people of the slums. Aeris then comforts her (no, not like that, you perverts...!). The party then congregates. Now, go on and get the Potion that couldn't be more obvious to find if there was a huge arrow point to it saying, "Hey idiot, there is a Potion right in front of you!" Get back down to the starting point and climb up the small ladder and run around the corner and down the next, upcoming small ladder at the end. Now, run up the small stairs and down the tunnel leading downward, further underground apparently. There's also a Steal Materia there (it's a yellow color, so try not to miss it, since it's a little easy to) Here, adumbrately, go down the set of tiny steps, then go across to the small green arrow and walk on up. Now, head down to the end and climb up that ladder. At the top you're in the Train Graveyard. Cloud then apologizes to Aeris for entangling her in all of this. She still refuses to go home. Tifa then suggests making it over all the trains. Save. From there, climb up the ladder to the top of the first train, near the savepoint. Up here you can collect a Hi-Potion. Continue running along the tops to the next train. From there Cloud can jump on the metal bridge. Note there are a few enemies here. Deenglow is the biggest threat. It uses Demi which subtracts 25% of current HP, meaning it can't ever totally kill you, but leave you with at least 1HP. It absorbs Ice and heals itself by set amount Ice spell was going to dish out. Invulnerable to quite a few elements, too. Double dmg by Wind if you had it. The Ghost has the Drain spell which takes HP from you, and whatever the deducted amount was is the amount of HP it heals itself by. It can also turn invisible, in which scenario you cannot hit it (everytime it's hit). It comes back after a turn or two.

Ok, so continue making it to the right on the metallic bridge. From here you can spot a lot of items, but the only way to get them is to take a left on the metal bridge. When you're on level land, head up and around the train and then into the next train through the hole. You can get a Potion that's lying on the floor there. Now continue making you're way down through the inside of that train and then exit through the back door down the small ramp. Now, climb up that ladder there and continue heading North to the next train and after that, down the next ladder.

Here, go into that train and cross over to the next cart. Leave out through the other side down the ramps, and from there, nab the Potion. This area is more infested with Cripshays than any other part of the Train Graveyard. Its Dual Spike attack is its only real attack and it usually only does from 10 to 15 damage. It also can execute Fire, so be prepared to heal a little bit if the need arises. I've recently found a rare enemy in these parts, and have only fought him once. It's called the Eligor, and you can obtain Striking Staff by stealing from it. Its HP is not much to contend with, but it's definitely more than the other enemies in this area of the game. It has the ability to Sleep you with one of its attacks, so be prepared for a semi-difficult battle if you encounter one (and also consider yourself lucky). From here, go upwards and into the next place. This is the more confusing section of the Train Graveyard. From the start, proceeding forward under the train that apparently was in a

gigantic wreck. At the junction right after it, you should head left, then down
so that you can receive yet another Potion. Enemies are just as plentiful in
this portion of the Graveyard, as well. You should now head all the way North
and climb on top of the train part there to obtain a Hi-Potion. Awesome. If you
wish, you can jump from there to the cart above it, but that serves no purpose
now. So climb back down and enter the train just below it. By the way, you can
probably rack up some good Gil in this area by training with local enemies.
Once you're inside that train, Cloud expropriates and annexes it and crashes it
straight into the train to the left, moving it. Now run back around and into
the Northernmost cart to commandeer it and he positions it next to the girder
so that you can run across. So, get on the cart where your last Hi-Potion was,
jump across, and then run over it to the other side to the Train Station, but
first you have to climb down the cart you're on by way of the ending ladder.

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              Area #7 - Pillar Attack/To Aeris' House (Sector 5)
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-> Enemies: Hedgehog Pie, Hell House, Vice, Whole Eater, Propeller, Reno (B)
-> Items/Weapons/Armor: Sense Materia, Possible Turbo Ether
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All right, so when you first are in the Train Station here at Sector 7 again,
just run straight across. I suggest that you heal up here (or wait for the
up and coming savepoint so that you can use one of your Tents and fully
regenerate your HP/MP effortlessly. Also, check your Materia and make sure it's
some goos stuff, since you soon have to fight another boss which can prove to
be moderately difficult if you are not adequetely prepared beforehand. Anyway,
on the other side, you make it, talk, and here gunfire on the pillar. The scene
switches and shows AVALNACHE fighting up at the top. You see Wedge fall all the
way down to the bottom, and Cloud's concerned and asks him how he's doing. He's
apparently surprised that Cloud could recall his name. He apologizes to Cloud
for "not being any help", and then dies. Cloud exclaims that he's going to the
top, and commands Aeris to stay here and watch Wedge. Tifa then asks a favor of
Aeris, and asks if she'll go to the 7th Heaven and take Marlene some place
safe. Tifa clears the bystanders out as it's dangerous there. Now, why would he
have Aeris watch over Wedge if he's dead. If you try to leave this area through
any other path except towards the pillar, Tifa stops you and shows that she's
worried about Barret (who's at the very top of the Pillar). Afterwards, Cloud's
health is automatically rejuvenated along with Tifa's, so, save and then head
up the Pillar in progression to get to the highest point. Also, if you talk to
the old guy outside the gate, you can buy stuff.

From the start, you see Biggs half dead hanging over the railing. If you talk
to him, he asks if you're really not interested in saving the Planet. You then
get two choices for an answer. One of them being "Nope, not interested", and
the other is "You're wounded..." He thanks you for the second option and says
to not worry about him, and to worry about aiding Barret who's of course at the
top. If you choose the first option, he simply says that you haven't changed,
and he doesn't really want to talk past that. He probably won't die happy if
you choose that... Well, later Biggs. Anyway, as you keep on progressing toward
the top, going around all the spiraling staircases, you'll eventually reach the
next area, and if you keep going a little more up, you find Jessie who's also
about to die. Jeez. She is glad that she can talk with you one last time. Two
options then appear: "Don't say 'last'...", and "Is that so...". The last one,
of course, is the the callous and cruel one, and the first one shows some
actual human compassion (I ran out of that a while ago). The first option makes
her happy, but then she says that many people died because of AVALANCHE, and
that this is probably their punishment for doing so. The second option actually
leads to a nice small talk. She says that you're acting cool as usual, as an
ex-SOLDIER, and the fact that she always had liked that about you. None of

these choices affect anything later in the game. The enemies in this Pillar
consist of Propellers. They have quite a few attacks (more like 2) - aerial:
Propeller which does from 15-30 dmg; aerial, normal attack (small ptd); ground,
normal attack (same as aerial normal attack). After you take them past more
than half of their health, they fall out of the air and lose their propellers.
Also when they're on the ground they do Sword Rush which does about 25 damage.
If you gain your Limit Breaks, save them up for the upcoming boss fight. Keep
going up and you'll see Barret at the top platform shooting. After a cutscene
when Reno comes and turns on the switch, you must fight him.

===
-   BOSS: TURKS:RENO   -
===

-> Monster's Name: Turks:Reno
-> Monster's Locations:
- Midgar - Sector 7 Plate Support Tower (top) (forced)
-> Monster's Level: 17
-> EXP for Defeating: 290
-> AP for Defeating: 22
-> Gil for Defeating: 500
-> Item Dropped from Monster: Ether x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1000
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   32, 52, 6,   50, 20, 62, 15
-> Fire (normal), Ice (normal), Lightning (1/2), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Seizure, Death Sentence, Death

-> Attacks:

* Name   MP Tar Type Elem Form PwrCst %   M R +Added
----
* Electro-mag Rod   0   1   Phys Lit   Phys 24   100   X X (1)
* Pyramid   0   1   Mag   -   -   -   255   X X (2)(3)
^ Short Staff   0   1   Phys Hit   Phys 20   110   X X
  Escape   0   S   -   -   -   -   I   X X (4)

(1) Paralysis [24%]
(2) animate Pyramid around character
(3) Imprison [100%]
(4) escapes from battle - remove self

--> Attack Pattern:

-> Basic Pattern:
Action Count +1 at the beginning of battle
Reno Pre-Selects any character from party formation.
Does Pre-Select character have Imprison or is under KO?
Yes: BSV +1
Is Action Count greater than or equal to BSV +3?
Yes: 1/3 - Is Pre-Select character the first character in your party formation?
          Yes: Does Pre-Select character not have Imprison and is not under KO?
               Yes: Pyramid on the first character in your party formation
                    [Action Count reset to 0]
     1/3 - Is Pre-Select character the second character in your party formation?

```
                  Yes: Does Pre-Select character not have Imprison and is not under KO?
                      Yes: Pyramid on the second character in your party formation
                              [Action Count reset to 0]
        1/3 - Is Pre-Select character the third character in your party formation?
              Yes: Does Pre-Select character not have Imprison and is not under KO?
                  Yes: Pyramid on the third character in your party formation
                          [Action Count reset to 0]
When Pyramid is first used, Reno: "Try and break it if you can." appears on
screen.


-> Counterattack Pattern:
Has Reno been attacked with Lightning magic? (this includes Bolt Plume, Swift
Bolt, and Ice Crystal)
Yes: Electro-mag Rod on last character to use Lightning magic on Reno
No: 2/3 - Short Rod on random character
    1/3 - Electro-mag Rod on random character


-> Special KO Pattern:
Is Reno's HP 0?
Yes: remove Pyramid from characters
     remove any status effects from Reno
     Reno: "It's time." appears on screen
     Escape on self
No: follow Basic Pattern


-------------------------------------------------------------------------------
-   PYRAMID                                                                    -
-------------------------------------------------------------------------------


-> Monster's Name: Pyramid
-> Monster's Locations:
- Midgar - Sector 7 Plate Support Tower (top) (Reno battle - only when Pyramid
is used)
-> Monster's Level: 2
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   0,   2,   0,   50,  0,   0,   0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (instadeath), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Petrification, Frog, Small, Slow-Numb, Berserk, Regen,
Peerless, Manipulation


-> Attacks:

* Name                 MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
-------------------------------------------------------------------------------
  Remove               0   S    -     -     -     -       -   X  X  (1)(2)

(1) gets removed from battle
(2) Miscellaneous/Animation


--> Attack Pattern:
```

```
-> Basic Pattern:
do nothing

-> Special KO Pattern:
Is Pyramid's HP 0 or has Gravity magic been used on it?
Yes: Remove on self
No: do nothing
```

- STRATEGY: After/during the cutscene, Reno turns on and activates the switch.
Crap. This guy packs a decent repertoire of attacks, but none of them are that
particularly dangerous, but one can get really rather bothersome. It becomes
really old and a nuisance... fast. He's also not that much of a threat as a
fighter altogether, but, if you screw up on too often of occasion, he can start
decimating your party (Barret, Tifa, and Cloud) slowly but surely. His 1000 HP
isn't that much to deal with, either, especially at this point in time. He has
two attacks that actually deal some sort of damage, but the pestering attack
does not lie therein. It's in the attack that encloses your character in a
clear -ish diamond (Pyramid). This prevents that character from attacking for
as long as they are in there, and they're pretty much impregnable from attacks
in this state (can't be too bad then, can it? Yes). But, his or her ATB Guage
does not subliminize, either.

Neither does their Limit Meter, as they can't can't take damage, thus disabling
increase in the bar. Sometimes this happens when a character is about to attack
and it prevents attack from going through and occuring. He uses it about every
other turn if there's not a character on field who's currently barred by the
Pyramid. Getting it off, or, removing it, is more of a simple matter than some
people make it out to be at first. You must use one of your two other free
characters (no more than one will ever be put in this at once) to hit the
Pyramid. It then disappears. If said characters was going to do a command or
action before the barrier was placed, they execute it now. Note that you do not
lose any HP gradually while inside of that enclosement.

One of his other attacks is where he goes up and uses Electro-mag Rod, and in
it Reno uses a giant taser to electrocute the victim. As I said, only really 50
or more dmg is done (and it pretty much ranges from a standpoint of 50 to
mainly a maximum of 70--80 on rare occasions). His other attack is a miniature
one, and it's barely even worth mentioning. It's a regular, normal physical
strike which does about 30, or slightly more, dmg. You can prognosticate that
soon after a character is de-Pyramid-ed, it will be cast unto them or someone
else soon enough, and all you have to do is to keep on busting them out (don't
worry, like I said, no damage can be done). Also, he never uses his other
attacks on an afflicted character who has Pyramid in place as to not free them
himself and negate his own efforts, I suppose.

Time to kill this bastard. He has no susceptibilities/weaknesses to any
elements, really, but Fire and Ice will do about double the amount of damage
as Bolt, since it does 1/2 damage. But, they will do more than just about any
physical type attack could do (spells such as Fire, Bolt). If you can do at
least 70-100 with Cloud's physical attacks, 60-90 with Barret's, and 60-70 with
Tifa's, just use normal attacks throughout the whole time in an effort to
conserve MP and use it for Cure spells on characters. Adumbrately, you could
unload with Limit Breaks on him. I say that Cloud's Cross Slash should do 300+
damage, Barret's Big Shot- ~300, and Tifa's Somersault with all "Yeah!s" could
execute 250-320 or so. These technicaly are not needed considering his low Def
and generally simple to deal with HP. Hell, Aps had 800 more HP than Reno does.
Anyway, once his 1000 HP count has been completedly depleted, the fight ends,
but he runs away.

The fight is done, and it shows Reno jumping over the side. Now, Tifa goes

directly to the terminal to see if she can discontinue the detonation sequence. Talk to Barret and you can learn that it's a time bomb they set on the Pillar, damn. Tifa says that she does not know how to stop it, and tells Cloud to try it. Apparently it's not a normal time bomb. At this time, a helicopter comes up with the leader of the Turks, Tseng, in it, but that's not the only person in there... yep, it's Aeris! ****, THEY GOT AERIS!!! Tseng then reiterates the obvious by saying that you'll have a tough time disarming that bomb. It'll blow the second some stupid jerk touches it. Tifa then goes up and implores Tseng (more like begs) Tseng to stop it, but, he then explains that only Shinra Executive can set up or disarm the Emergency Plate Release System. Barret gets hostile and opens fire, but Tseng suggests that he stops, since there's Aeris aboard. Everyone's surprised... unpleasently... Cloud demands to know what they plan on doing with Aeris, and he hasn't decided. Their orders were simply to locate and capture the only remaining Ancient (Cetra) on the Planet. Aeris then says that "she's" all right, obviously meaning Marlene. Tseng goes up and slaps her (resist the urge drill your Buster Sword into his face, pull out his brain, and piss on it). After a small amount more, the helicopter starts flying away as everything else is blowing up and exploding around you. Speak to Tifa and she explains about the plate falling. Barret then jumps up on the railing (apparently he has some amazing balance), and he finds a wire to get down. So, they all agree, then grab on and swing down as everything's falling and blowing to hell around them. The plate is coming down and totals everything in Sector 7. Everyone in Sector 7 obviously dies. President Shinra is looking on with apparent amusement, the bastard...

After the really cool scene, you find yourself in the park in Sector 6. You all run up to the wreckage after the recent cataclysm and chaos. Barret yells out his daughters name, starts pounding and pushing, and even starts shooting in an attempt to vent out his frustration, or at least try to get through it all, but to no avail. He's also concerned about all of his partners from the group AVALANCHE, who're now also all dead. Crap. He also starts questioning everything, and their purposes, and the other two try to calm him down (man, how on earth did you guys swing down like that unscathed?), but their acts to console him are useless as Barret does not stop. He starts shooting it all over and over again. The scene switches back to them all three in the park, and Barret's sad over his loss of Marlene. Tifa then soothes him by telling him that Aeris had taken Marlene to someplace safe. Barret then is still sad about the loss of his partners, however. The talk continues about the Sector 7 tragedy, and how the Shinra killed so many innocent lives just to get to you, but, as you already should know, that's not *entirely* the case. Barret then comes to his senses about all of it, and how it was not the fault of AVALNANCHE at all, but rather, Shinra Inc. Our fight ain't never gonna be over until you get rid of them! Tifa then shows her confusion about this whole ordeal, and then he asks Cloud his opinions and feelings on the matter. He says the same thing as he always does, absolutely nothing.

He walks away, and then Tifa and Barret continue the conversation on Aeris and Marlene. Tifa says that she left Aeris in charge of Marlene, and how she should be safe due to what Aeris had said right before they took her on that Shinra helicopter. He then runs out in the direction that Cloud did, and so does Tifa, but before she goes all the way, she turns around and looks at the annihilated Sector 7, and then proceeds. In the next area, you're Cloud by himself again. For some inexplicable reason besides something very obvious, you can't go back right now. So, continue along the beat path that you followed earlier when you were in this same area. Darn, now you have to fight the Hell House all by yourself if you happen to run into it (and there's litters of them around here), but with your newly-found lvls and stats increases, you should find the difficulty level of these enemies dramatically decreased. They have their Hell Bomber attack which does about 35 damage and ends in a huge mushroom cloud explosion. There's the Suicide Drop attack which does dmg

to every party member (but there's only one now, so you only have to worry
about Cloud when this happens). It has its "fog" attack which inflicts you with
the Curse status effect. When Suicide Drop is done is when it's sustained a lot
of damage, and then the house is really screwed up and awkward looking after-
wards. 200 Gil you get for beating it, remember. Now, as you make your way to
the wooden bridge to go across to the other side, the party catches up with
you (that wasn't that long, now was it?).

Barret then suddenly goes "Take me to Marlene!". Tifa asks if you're going to
help Aeris? and the answer is yes. But before that, there's something that he
would like to know first. He wants to know about the Ancients, and then he has
a flashback to where someone is uttering the following words: "In my veins
courses the blood of the Ancients. I am one of the rightful heirs to this
planet!" This person later on becomes extremely important (well, becomes "the"
story) to the story later on, and so do those words, but I shall not spoil it
now since it's still a while down the road. Sephiroth...? Cloud then gets one
of his headaches or something and they're worried about him. The party gets
back together again, and now you can continue along the same set path as the
last time you were here. Enemies become like nothing now. Once you have made it
across, you're in Sector 5 now. So now go forward a bit and then just enter the
slums, as part of that is your next destination. The guy next to the pipe talks
about the plate falling down. The kid North of the pipe is crying about him
being scared when it came crashing down, and still is. The two people chatting
near the Weapons Shop are talking about how ironic it is that once you think
you are making a living in Midgar, there comes some giant disaster like that.
The woman that was looking down at the ground before now thinks that she should
start looking up, just in case stuff like that persists on happening. That
tyranical Shinra..! Head on over to the house on the East side of the slums,
and then head upstairs to the kid's room. If you didn't take the kid's money,
he'll give you a Turbo Ether which he somehow bought for 5 Gil somewhere. I
don't know about you, but I want to know where! His father downstairs is
outraged at the plate coming down. He doesn't care if it's AVALANCHE or Avant-
garde, they're crazy lunatics.

Their weapons at the shop have no changed, so don't buy anything there, that
is, unless you want some generally useless Grenades. But I DO, however,
recommend that you pay a visit to the item shop and stock up on some Tents,
Phoenix Downs, Potions (maybe), and perhaps Antidotes. Materia Shop is still
selling the same thing as ever, so don't even bother. So, where to now? That's
easy, to Aeris' house. Too bad she won't be there...:(Go now and save, and
then enter her house. When you come in, Elmyra asks if she remembered your name
correct, as Cloud. She then asks if you're here regarding Aeris. He then breaks
the news to her that Shinra have her. She already knew as they took her from
that house. Cloud then asks Elmyra why the Shinra are after Aeris, and she
explains that Aeris is the sole survivor of a race known as the Ancients.
Barret is confused, as always, but in this one there's justification for his
confusion, but, the answer is quite simple: Elmyra is not her real, birth
mother. 15 years ago Elmyra's husband was sent to the front during the war at
some far off place called Wutai. Then it goes into a flashback, and at first
it starts saying that one day she received a letter that he was coming home to
her on leave. So, she went to the Train Station in Sector 7, but... he never
showed up. It shows everyone and their friend's and families meeting up, but
she's left there all by herself.

She wonders if something had happened to him. But, she continued to still
optimistically believe that his leave was just canceled. From then on, she
went to the Train Station every single day, and one day Aeris' real mom died
outside of the train, with a young Aeris trying to revive her. Her last words
were "Please take Aeris somewhere safe". Elmyra decided to take her in as her
own child since her husband never, ever came back, and she had no kid to call

her own, so, that's why she decided to take care of her. Aeris and her quickly
became very close, and they always used to talk, and Aeris always told her
about every single detail of her life, even somethings that she didn't
necessarily want to hear or know. The flashback continues inside the house with
a younger Elmyra, and a 7 year old Aeris coming down the stairs. Barret asks
"Returned to the planet?" afterwards. Elmyra did not understand either, and
she asked Aeris if she meant a star in the sky. Aeris responded that it was
this planet. Another small flashback where Aeris comes down and tells her mom
not to cry. That's what she blurted out all of a sudden when Elmyra asked her
if something was wrong. Someone dear to Elmyra had just died...? His spirit
was coming to see her, but he had already returned to the planet before he
could reach her. She didn't believe Aeris at first, but, several days later
they apparently received a note that her husband had passed on. They were and
lived happily until one day when Tseng of the Turks saying that he wants her to
"return" Aeris to them, and that they've been searching for a very long time
for her. Aeris refuses, of course, being as recalcitrant as she is, but in this
situation it's understandable. The Ancients will lead them into a land of
supreme happiness and prosperity he says. That's why the Shinra would like and
appreciate Aeris' full cooperation. Who cares what the Shinra would like!?
Aeris denies being an Ancient and storms out of the house.

However, Elmyra already was aware of Aeris' mysterious powers, and how she is
able to speak with the planet. Aeris attempted extremely hard to mask it, so,
Elmyra as though she never even noticed or realized it. Cloud then says how it
is outstanding how Aeris has avoided Shinra for all these years (about 15 years
in total). The Shinra probably won't hurt her since they need her for their
sick and malignant experiments. Oh, yeah, that's much better. President Shinra
will probably go all Don Corneo -ish and try and rape her while they're at it,
too. We have to get her out of there, fast. Why now, though? Elmyra then says
that she brought a young girl here with her. Tseng found them on the way there.
She complied with the Shinra to go with them as long as the small girl remained
safe. That has to be Marlene. Barret then feels horrible about it, and starts
apologize for it, because of Marlene, Aeris was caught (probably slowing her
down on the way home whilst she could've been with Cloud and Tifa). Elmyra then
scorns Barret, and he feels bad about what she says, as well. He wants to be
with Marlene, but, he has to fight, also. Because if he doesn't, there won't be
a planet for him to be with Marlene on, so he's gonna continue. Admirable. She
is upstairs sleeping, so Barret goes to go see how she's doing. You can talk to
Tifa, and she says it's her fault since Aeris got involved in this mess. Elmyra
puts her at ease by saying that Aeris doesn't think that at all. Elmyra simply
sighs if you try to speak to her. You can go upstairs and go into the room
Barret and Marlene're in, and Barret's crying saying that he's glad that she's
all right. She tells him not to cry, and that his whiskers poke, heh. Childhood
innocence ^_^ As you leave the room, he asks if you're going to go help Aeris?

The reason being is that she's done so much for Barret, and he wants to return
the immense favor apparently. He nods his head yeah, and Barret says if it's
the Shinra you're dealing with, he's coming too. Marlene then comes up to Cloud
and says that Aeris was asking her a lot of questions, like what kind of person
Cloud is. Then you're presented with two choices after Marlene makes the
derivation that she likes Cloud. "I don't know" or "Let's hope so". This has an
impact later on in the game, so choose wisely and carefully. Marlene says you
are stupid if you choose the first choice. Second choice causes her to be
somewhat elated. Head downstairs now and try to leave the house. The party then
gets together, and Elmyra makes Barret promise to come back to Marlene safely
and actually breathing. So, now we're outside, and everyone's wondering how to
get to the Shinra Building (ever wonder why every noun proceeding "Shinra" is
always a capital letter?). Too bad there's no train leading to there anymore
ever since the plate came down and crushed everything in Sector 7. Tifa makes a
suggestion to head on over to Wall Market to see if you can find anything there

or not. So, let's head to Wall Market. On your way back through the slums, it's
of course easy mostly since there's no enemies directly in the slums, so that's
just a straight shot through. Through the outside you'll probably combat some
enemies, but you can obliterate them pretty easily. Once you're at the park,
you can pick up some Sense Materia. Anyway, continue to Wall Market.

```
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
                        Area #8 - Wall Market (Again)
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
-> Enemies: None
-> Items/Weapons/Armor: None
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
```

Well, as you've already come to know, there's a decent amount to do in Wall
Market. This time around there's not as much, but still a fair amount,
especially if you want to make the most of this visit. You can go to tons of
places around the town, such as Honey Bee Inn and talk there for a quick laugh.
It seems as though some things have really changed since you last visited here
at Don Corneo's place. Hey, you can go to the Materia Shop now (that's the
place where you could've gotten a Tiara from earlier on). He sells stuff you
probably have by now for pretty much the same price, plus, he sells Cover
Materia for 1000 Gil. If you enter the Dress Shop, the dress maker says that
you've dressed normally today, and that if something else "interesting" ever
occurs, let him know. Item Shop is still selling the same kind of items, as
well. All the people around town pretty much have changed what they say to
represent something about the plate falling down to the ground. Remember, you
can save your file at the savepoint to the left side of town. We won't be
spending too much of our time in the first portion of Wall Market, instead, we
will be in the Northern portion. The pile of junk here is duly getting larger
due to the scraps falling from the plate. The people there are talking about
how the Weapons Shop's owner is acting suspiciously lately (don't worry, it's
nothing you have to deal with in the game, just their supersticion). Gym has
not changed much, either.

The guy who you helped get into the bathroom earlier is still in there. And
he says that last woman was in there long, the hypocrite. Aside from that,
nothing else is happening at the bar, although that wasn't much. As you walk
North, you see a group of three kids saying something's interesting to the
West side of town. Don't follow them just yet. You can pay a little visit to
Corneo's mansion if you so desire. If you missed any items there before (Hyper
behind his bed, Ether in the basement, or Phoenix down in the room where you
were being chased by four men), get them now. Kotch is tied up in the basement
from when Tifa beat him up. You can help him out and get him off or leave him
there. If you help him he then says that once we left there, Shinra officials
came saying "information leaked" and "good for nothing". They "relocated" the
Don apparently, hehe. He should be executed. He then runs out by way of going
up the stairs. Don's room is nothing since he left, as now there's no hilarity
ensuing there. The room where you, probably, were almost sexually violated by
men presents nothing now, either. So just leave the mansion and go pay a visit
to the Weapon Shop. You can buy equipment from the guy to the right, and, buy a
set of Batteries, which you need to progress in the game, from the guy on the
left, who apparently is the owner of this store. Buy them for 100 Gil each,
which amounts to 300 Gil. Now, go follow those children from earlier. When you
are there, speak to the little child standing right in front of the colossally
humongous wire leading upwards. The kid then explains that it leads to the
Upper World (or, the giant plate above Midgar which Barret talked about on the
train before). The party agress to go up, the kid moves, and you need to start
climbing up the wire to the upper area.

You can read grafiti on the wall as you climb up, and some is slightly amusing.

I've clocked the total time it takes to scale this wire at 20 seconds. At one point, you hear children talking about Shinra doing this horrible deed. In the next area, just climb up a little bit until you get off the ladder by yourself. Run up the cord and head to the left so that Cloud jumps across to the pipe at the other side. Now, start going right to the other side where you can jump to the next pipe. *Note: there are no enemies in this area. Ok, on this next pipe, head down and insert your first Battery into the slot there. This starts up the propeller, spins for a while, and then stops in such a position enabling you to cross over safely (how the Weapon Shop owner knew that would happen is beyond me). So now go up to the very top of this pipe you're currently on and press O at the end to hop onto the propeller. Run across to the other blade and then jump to the next garbage hunk. From this point, jump down to the bottom of the tracks. Now, climb up the other side and to the top where you'll be able to embed another Battery into a socket. This now moves the blocking bar upwards so perfectly that you can walk on it to the next area. Ok, grab hold of the next wire to get to a higher platform. Your goal now is jump with just the correct timing to make it to the swinging bar and grasp it. So make it right to the edge of your current platform and wait for the bar to be as close to you as possible, then jump. As it swings to the other side Cloud releases it and lands on the other side of the junk. Run up near the train and start climbing that pipe. At the top you'll find yourself in a new area.

Keep on climbing until you can finally walk freely again, then go up until you can make a left on a strong wire. Walk across for a bit then start climbing it. Now, once you've reached at the top climb back down the next wire that's there. He drops once the end has been reached, then you can plug in and place your final Battery into its respective spot. He puts it in and it opens a chest at the top of the slot which you immediately gain an Ether from. You can climb a pipe downwards there on the right, but theat serves no purpose but to annoy you by making you believe you're going some place new, but what you're really doing is backtracking to previous spots of this trashed area. So don't bother yourself by doing that. But, you do need to climb back down the one to the left in order to get back to the spot where you need to be at. So do so. Jump the swinging pipe, climb up back to the top, get off. When you're there and get to make another left at the horizontal wire and climb it, do that too, but do not continue to go below. Instead, walk up the small pipe there above it. The other way you'd be backtracking even more, further. From here, crawl down the little wire the right side of this platform onto the bigger pipe. Now, proceeding upward you'll find the gargantuan Shinra Headquarters.

```
===============================================================================
                  Area #9 - Shinra Headquarters
===============================================================================
-> Enemies: Grenade Combatant, Mighty Grunt,  Sword Dance, Hammer Blaster, Moth
Slasher, Warning Board,  SOLDIER: 3rd, Brain Pod,  Zenene, Vargid Police, HO512
HO512-opt(B), Hundred Gunner/Heli Gunner(B),Rufus/Dark Nation(B), Vagrid Police
-> Items/Weapons/Armor: Elixir [Note: there is an "Item Shop" in this place..],
Elemental Materia, Megaphone, Poison Materia, Enemy Skill Materia, Potion (x4),
Phoenix Down, Ether <- I know, that's a lot of everything, is it not? Have fun!
===============================================================================
```

Now, we are in for what may be the hugest single sub-subsection of this major walkthrough, the Shinra HQ. This place is gigantic, and there is tons to do in here. Hope you're in for some laborious reading ahead of you. Now let's begin.

Well, when you reach this colossal building, you'll probably have to pick your jaw up off the ground, and perhaps get a change of shorts. This is where Shinra plans everything, all of its dirty secrets also are in here, or at least start here and spread to other locations throughout the game. And you thought some of the Mako Reactors were big. Jesus, this is the biggest empire in the world, and

apparently its funds far outweigh any of current real life coporations and
organizations. When you first reach, go ahead and make a comparison on how the
windows in this place alone are twice as large as your characters. So after
that (if you actually chose to do so), you see that Barret is guessing that
Cloud probably knows this building well. Actually, contrary to what Barret had
believed, he doesn't. This is the first time Cloud had ever even been to their
HQ. Barret says that he knows a little about this place. All of the floors that
are above the 60th floor is difficult to get to... even for employees. You must
be a special executive. And of course, this game being the way it is, you have
to get up to past the 60th floor. There're 70 in total, and you have to get to
the 70th. No, past that. The roof! Goddamn. Aeris must be beyond the 60th
floor. Barret suggests to go now while security is at a minimum. He starts
running towards the building, and Tifa stops and thinks he's crazy. She asks if
he's just going to barge right through the main entrance. He's obviously in the
mood to kick some serious Shinra butt. She suggests another method of getting
in. It's now Cloud's choice. You get two options, but both eventually lead to
the same place. I shall provide two walkthroughs for each path. So choose
either "Let's bust on in!" or "Let's sneak in quietly". Save.

==================================
Path #1 -> Let's Sneak in Quietly
==================================

Now that you've made the choice, Tifa's happy, and Barret doesn't say anything.
Where to go from here? Well, you don't want to head back from where you came
from, and you don't go through the front main entrance to the building, so
there's only one place left to go (it'd be easier to see if you had the red
arrows -Select Function- enabled). This is the path over there to the left side
of the TV screen. Go there. Run down the tunnel and then to the left. You see
the camera moving slowly down, looking at all the insane stairs you have to
climb up, and Tifa/Barret are arguing about Aeris. Start following them (man,
they geta big headstart). On about the eighth flight of stairs, Barret and Tifa
are waiting for you to catch up to them, then they start going again. In the
next area, Cloud starts talking as you're climbing up the next steps. On the
23rd flight of stairs, they're waiting for you again before they continue
running. Next area, Cloud and Barret start arguing and Tifa is amused. Once
you're at the 36th flight, they're once again awaiting your arrival. Next,
Barret is complaining about the stairs and how much longer they'll go on. Tifa
suggests that Barret ask the stairs how much further. Funny. Once you reach 50
flights of stairs, there they are again, waiting for Cloud to make his
appearnce. Not done yet. Here, Barret persists on asking, in Simpsons fashion,
are you there yet, and Tifa continues putting him down. At the 64th flight of
stairs, you can find an Elixir laying right there on the ground, and the group
there once again for your slow-moving self. In the next area, Barret says that
he's had it and going back, but Tifa asks him if he'd like to take that same
amount of time, and he feels stupid. At 78th flight, you see Barret exhausted
from all the stair climbing, then a conversation ensues, and you continue you
climb. Tifa suggests that you both go on ahead. Now, at 92, they're once again
waiting. Note: two flights is one floor, so you're at about 46th floor. Also,
there's no enemies in this whole stair-climbing section. Barret's again moaning
and groaning, and Tifa tells him to stop acting retarded. That's impossible for
Barret, as she should know by now. At the 107th flight, they're again there for
you. At the 118th flight (final floor - 59th), you stop. All of you are
relieved to have made it. Now, go through the door and you're in the main part.

From the beginning you can head up directly to some elevators, or you can fight
guards if you head right to some more elevators. The enemies you fight are the
Mighty Grunts. They possess 230 HP, and their attacks are medium strength. Def
of said enemies is quite high. Double Gun does about twice as much damage as
their normal shot. Rollerspin is only done once their armor is destroyed (and

that's once 50%, 115 dmg, has been done/HP deducted), and it does 50+ damage to its one target. Note: that if Cross-Slash is done to breach 115 HP (break its armor), it won't occur if enemy is Stopped. You need to fight them to get the Keycard 60 Key Item. Enter the elevator and heal if you need to do so. You get three choices at the terminal >1floor, 59", or 60". We need to go to the 60th floor, so click that. Talk to the party to end it and you're where there's a guard sleeping at the surveillance camera screen controls. So once you exit the elevator and appear on it, move on forward a little bit. Head up and to the right so as to avoid the first two guards. Now, in that room up there, you make the plan on how to get to the other side without being spotted. As you run, you must hide behind each of the poles, and go when the guards aren't looking. By not looking, I mean, walking back and forth. Once you get halfway, you have to start signaling the party to come when they're not looking and facing away. If you are spotted, by the way, you fight and have to start all over again from the same room. Barret goes first, then you do it for Tifa. Then you have to make it over to the other side, and signal them again to come. The other side is harder, since the guards are running. These guys are also Mighty Grunts, by the way. Arm and equip yourself with good Materia, weapons, and armor before continuing. If you fight three times, however, you can get past without you having to sneak your way across. Good for Exp, though.

Now, head up the stairs and you're on the 61st floor. If you talk to the man in the black suit walking in the middle of the floor he'll explain what Barret did when you first arrived here. The guy walking next to him is talking about some woman. The people to the Northeast say stuff about the ruckus downstairs a moment ago, and how at least it's safe above this floor. The person pacing near the elevators asks who the hell you are: "Where's Aeris"/"..." If you choose the first choice, he mistakes her for the receptionist. If you opt to choose the second option, he thinks you're the Shinra, Inc. Repair Division. This leads to you getting the Keycard 62. The guy standing to the right of the two elevators explains tons of stuff to you. Now, head up the next stairs. Up here, exit through the door and go to the room where the only people are. One person outside, and the Midgar mayor, Mayor Domino. The person outside is Deputy Mayor and he gives clues to a tough question in a second. Go in and speak to Domino. He apparently knows you're AVALANCHE. He introduces himself, and says that he's really only mayor in name, and everything is actually governed by Shinra. He just watches over their documents. If you guess his password on the first try, he gives you the next Keycard plus Elemental Materia. The choices are BEST, KING, ORBS, BOMB, MAKO, HOJO. You can get clues all over the place. One way is through Hart outside, but his prices are outrageously steep. Starting at 500, it continues to add 500 Gil for each clue you want. But, you can find clues around the libraries. There's four libraries and each has a misplaced file. This is a bit confusing, so I'll explain it the best I can, which may be just a tad bit on the vague side.

All right. As you can see, there are four library sections on the 62nd floor. Each of them are dedicated to one of the four branches of Shinra, Inc. These include Peace Preservation/Weapon Development, Shinra Inc. Space Development, Shinra Inc. Scientific Research, and Shinra Inc. Urban Development. Look at the signs near each door for which ones they are. Now, how do these help you find out the clue you ask? This is where it's slightly confusing. Each of the libraries contains three shelves, and these shelves have two different subjects of books in them. Meaning six subjects altogether. But, only five of them correspond to the branch of research that's on the sign. The other is from some other library. Your job is to have a working knowledge of what all of them are (which may be an insult to you idiots out there), and then find them all. There is a number on each of the missing titles. This number has great significance, and if you fail to pay attention to it, you have no chance of getting this. Ok, the reason I'm not telling you the actual answer and getting it over with is that every file you play has a different final conclusion. That's why. Anyway,

why are these numbers so imperative to getting it correct? The answer is because that number is the number of letters you must look into the name of the file to get your needed letter. Example: 4 - "Ranks"; you need to derive the "k" from that word as one of your final letters. There's four libraries, thus, four letter clues, and that's how many letters each of the answers are. Now, when you get all of your answers, it may not necessarily all be in order, and this is dependent on which order you checked libraries. If all the letters don't make sense, check the answer choices and make your answer out. I suggest writing all letters on some paper, as to not forget them. Go back to Domino and tell him your answer, get the Elemental Materia (if you did it correctly), and also receive the Keycard 65 (pass 63, 64, and 65 as well).

His reason for doing all of this is because, in reality, he actually utterly despises the Shinra. Yeah, and he said he wants to get back at them for every-thing they've ever done to him. His card only gets him to the 65th floor, and he thinks that's like treating him like some common employee. Wow, who cares? But thanks anyway, Domino, for the Elemental Materia and 65th floor Keycard. Now, head up to the 63rd floor. Darn, is there a buttload of items waiting in here for you or what!? From the start go into the first room you can and touch the computer terminal. It allows you to open doors up to three times. Note that you don't have to do this floor if you do not want to. Now, head up the top of this floor and open the door up there. Then, head past the next door below you and then open the next one that's past that. Not the one on the very end, but right before that to the below. You can now enter your first room and get the A Coupon. Now you have to go into the duct that is in that room and then crawl forward, then right, the up to the next room. In here is the B Coupon. Now, exit through the door. Now, what to do next? This should be fairly obvious now. Head to the left and open the door there and head up into the room to get your last, C Coupon. There goes your three door limit. Now crawl through the ducts and then head down, and then right into the computer terminal room again. Now, at the computer again, exchange your A, B, and C Coupons for Star Pendant, Four Slots, and All Materia. Awesome, huh? Now head up to the 64th floor.

My God, apparently this is just a hang out place for executives. The upperleft room is a bathroom, the massive room in the middle is reserved for a workout room. Now, the bottom left room is a lounge where you can get some sleep to recover HP an MP, plus there's a savepoint in there. There's a guy in there sleeping, too. In the gym, you can talk to four people. The people on the running machines say to get some rest if you're tired, and that he's starting to worry about his belly. The guy doing crunches of some sort at the center says that because he's the head of security for the building, his stamina must be maintained. He's not doing a great job, is he? The woman at the counter says that you can use any unused machine, too bad you can't. But, if you want, you can go to one of the two vending machines in the topright and buy a "Shinra Gym Special Drink" to restore MP and HP. No matter how hurtin' you are, don't support Shinra! Get some rest in the room across the hall. Besides, they cost a ridiculously high amount of 250 Gil. In the top center room is a room full of lockers. You can get a Phoenix Down in the third locker from the right in the first row. Can get an Ether from the second locker from the right in the second row, and a Megaphone (ultimate weapon) for Cait Sith later on in the game in the third locker from the left in the last, third row. Now, you should leave this floor, since there's nothing else here.

You can take the elevators up to the 65th floor, or the stairs. It does not matter which one you decide to choose...

God, I truly hate the 65th floor. One reason is that it's when the enemies start popping up. This floor contains Sword Dances and Hammer Blasters. The Sword Dance enemy can get annoying at times. It's impervious to a magic which you don't have yet, Earth, and that's it. You can Stop it with Cross-Slash, but

that would probably kill its 160 HP anyways. Sword Dances normal attack does about 17-30 damage. The Slap attack it can do does about 25 damage or so. Sawback does about 15 damage to the entire party. It has an attack pattern that goes like this: atk, Slap, atk, Sawback, repeat. If you let it live through an entire attack pattern rotation, that's about 60 divided dmg to characters. It also drops Loco Weed which Confuses certain susceptible enemies. Hammer Blaster enemies are a bit less of a threat to deal with. They have 210 HP to delete, but only have one attack. Where it hits you with a chained hammer. It does about 5-12 damage. It is weak to Lightning (Bolt) attacks, so it's simpler to kill off. More Exp, less Gil, and less AP is gained than with Sword Dance. By the way, its attack can inflict Confusion, though, so be extra careful. Ok, now to getting through this room. There's a model of Midgar in the middle and it has missing pieces to it. So, from the beginning, go to the topleft room and open the chest on the bottom. You get Midgar Parts. Go and set them in the very bottom of the model where the part seems to be missing. Another chest opens up. Head back to the same room and open the only other chest in there, and go place those parts in the topright missing slot of the Midgar model. Now, this leads to yet another chest being unlocked. Run on over to the room to the bottom of the one you've been getting parts from and open the bottom chest. Take it back to the parts to put it in the topleft missing portion. Go back to the last room you were in and get the next Midgar parts to embed in the bottomleft corner. Go and make your way to the topright room with all the plants to get the next set of Midgar parts; place 'em in the topleft. Now, go to the chest by the stairs to obtain Keycard 66, and then run up the stairs.

Good, this is another room where there are no enemies. There is a little spying and eavesdropping in this floor, however. There are many, many rooms here, with many, many people. The person in the bottomleft room thinks the Conference Room smells. This is a small clue to something that's going to happen, but it's not anything that will do anything. Does that make any sense? There's no one in the topright room. Bottomleft room contains some paranoid person who thinks he hears voices and whispers when he's in the bathroom. The other person in there says that the major higher-ups are having an executive meeting (see the middle room with Shinra, Heidegger and a few others in the center?). Sometimes the paranoid guy comes running out of the room to the bathroom and goes back, lol, but a few people around here do. The room to the left center has three people in it, and the one man in there says he feels alive by moving the world with just his hands. The bottom woman says that they're building the future of Mako. The other woman sometimes carries files places, and she says she's tired of it, but she says she gets one benefit of being a secretary and that's meeting lots of guys. One guy walking around has nothing to say but "...[etc]" and then Phew! at the end. The thing you have to do on this floor is to go into the bathroom stall, and then up into the airduct when you get the following three choices: "Flush?" (does nothing), "Climb up?" (need to do that to proceed), or "Get out of here" (leaves the stall). Up here in the airduct, new music plays, and you must crawl forward to the next duct vent. Here you can spy on the big Shinra meeting that's taking place down below. Here's what goes down:

Reeve: "We have the damage estimates for Sector 7." Considering those factories we already set up and all the investments, the damage is estimated at approximately 10 Billion Gil..."
Reeve: The estimated cost to rebuild Sector 7 is..."
President Shinra: We're not rebuilding."
Reeve: "What?"
President Shinra: "We're leaving Sector 7 as it is. And restaring the Neo-Midgar plan.
Reeve: "...then the Ancients?"
President Shinra: "The Promised Land will soon be ours."
President Shinra: "I want you to raise the Mako rates 15% in every area."
Palmer: "Rate hike! Rate hike! Tra, la, la! And please include our Space

Program in the budget!"
President "Shinra: Reeve and Scarlet will divide the extra income from the rate increase."
Palmer: "Oh man!"
Reeve: "Sir. If you raise the rates, the people will lose confidence..."
President Shinra: "It'll be all right." "The ignorant citizens won't lose confidence, they'll trust Shinra, Inc. even more."
Heidegger: "Ha ha ha! After all, we're the ones who saved Sector 7 from AVALANCHE!
Barret: "That dirty #$*$^".
President Shinra: "Hojo. How's the girl?"
Hojo: "As a specimen, she is inferior to her mother. I'm still in the process of comparing her to her mother, Ifalna, but now the difference is 18%".
President Shinra: "How long will the research take?"
Hojo: "Probably 120 years. It's impossible to finish in our lifetimes. Or in the lifetime of the specimen too, for that matter."
Hojo: "That's why we're thinking of breeding her. Then we could create one that could withstand our research for a long time."
President Shinra: "What about the Promised Land? Won't it hinder our plans?"
Hojo: "That's what I need to plan. The mother is strong... and yet has her weaknesses."
President Shinra: "That concludes our meeting."

Interesting, huh? As everyone walks away, Scarlet stops, looks up at the vents, and says that something stinks. This isn't necessarily your party, but could mean what that one random guy was talking about earlier when he said the conference room stunk. It could just be coming from the vent where you party is. Whew! Your party talks for a little while in a conversation about Aeris, and then comes to the conclusion to follow them. Hold up on your D-Pad to back out of the duct and back down into the stall. Now leave the bathroom totally and start walking to the stairs on this floor. You see Hojo going up the stairs. So follow the mad scientist. He then walks through the door on the 67th floor and apparently it doesn't close behind him. So after a brief conversation amongst your team, head through it. There are three enemy types in this floor, consisting of Moth Slasher (is a robot), SOLDIER: 3rd (heh, a member of SOLDIER let's see what they're made of), and a Warning Board (it does not attack, and just sits there for your pummeling). Moth Slasher's 260 HP can be destroyed by using Bolt and Bolt 2 (if you have it) attacks. You can steal Carbon Bangles from it and they're notorious for Back Attacks. Carbon Bangles are very awesome to get. Its slash can cause Fury, and the other two attacks just do damage. SOLDIER: 3rds possess Hardedge sword which you can steal, and it's a good weapon for Cloud (much better than his Buster Sword). He's also weak to the Fire elemental spell. Warning Board can be killed easily. No attacks, and still it gives you some after-battle spoils. Now, the people in the bottomleft room can't even be spoken to. The guy in the bottom left room is looking for info on a request from Hojo. The topright area is filled with cells you can't enter just yet. So, head all the way to the West in this floor. Note: SOLDIER: 3rd can put you to Sleep, and has multiple Lv2 elemental spells.

Anyhow, continue forward into this area and Cloud sees Hojo in front of a monster-like specimen, and some random executive comes in and asks if that is today's specimen, and he replies with a yes. He then tells him to raise it to the upper level (won't happen until a bit, though). The guy then leaves and Hojo goes all Smeagol-from-Lord-of-the-Rings-ish with him. "My precious specimen..." Then he walks away, and your party then looks at the beast in wonder. Tifa goes up and gets a close peak into the containment. She asks a question to the guys which they obviously don't know the answer to. Cloud looks at Barret for a second, and then goes up to the enclosement to the right with the purple light emanating from it. New music starts playing, signing that it's a special, actually important, memory scene. It says Jenova on it, and then he

looks in. You see some strange, mutated Ancient known as Jenova. This, folks,
is Jenova, Sephiroth's mother. She has really weird breasts (one has one
purple, warped nipple, and one has none at all). She's also without a head, and
it's all a strange color in there. She used to look normal, apparently, since
she was an Ancient just like Aeris or Ifalna, but this is the result of them
doing countless biological experiments and DNA transactions on her. Cloud then
starts to flip out and he starts talking about Sephiroth... Jenova. So, they've
brought her here. Apparently he's met her before, and I doubt it was pleasant.
Tifa then tells him to be strong, and he asks if they saw it. Cloud says that
it's moving... still alive? Barret looks in and is immediately disgusted,
asking where's its ****ing head? He then suggests moving on, since the whole
thing is stupid. They agree, so continue upwards and save at the savepoint.
Now open the chest above the savepoint for the Poison Materia. Now go up the
lift at the top of this section.

At the 67th floor, exit the elevator and then the party seperates yelling out
Aeris' name. Hojo then learns her name apparently. Cloud exclaims and states
that we're taking Aeris back with us. Hojo then goes "Outsiders..." There're
so many frivolous things in this world, says Hojo. The party runs up with a
willingness to make Hojo swallow his genitals, but he recommends that the party
does not kill him because the equipment there is extremely delicate and without
him, no one could possibly operate any of it. The party logically thinks it out
(takes about 1 second to do so, too) and reconsider. Hojo commands the commands
his sambo henchman to raise up the other specimen downstairs. Both races on the
verge of extinction are in the same container (the sole survivors, too). The
monster acts as though he's going to eat Aeris, and everyone's worried about
her safety. Hojo has some twisted logic as to why he's doing this: to help them
out. One'll die (the more important - Ancient), and the other'll live??? You
know, for one intelligent scientist with probably 200+ IQ, he is pretty damn
moronic, wouldn't you say? Cloud then asks if Barret could shoot her out (I'm
sure his sword could do the same thing, but anyway...) and he starts to. Hojo
tells him to stop, then the container opens and the beast comes out and starts
ripping Hojo to shreads (somehow he does not die from about 5 minutes of this.
That much because you are about to battle a boss). Cloud goes in to help Aeris.
Cloud starts backing up because the elevator is moving, and Hojo says that it's
a very ferocious specimen. The beast then talks and says he'll help you out.
You then choose who you want to take Aeris somewhere safe (Barret or Tifa).
Choose the weaker of the two). Cloud then asks the beast his name, and it's Red
XIII according to Hojo's name he bestowed him with, but you are allowed to
change it if you so please. Boss time!

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===============================================================================
-   BOSS: SAMPLE: HO512, SUB-BOSS: SAMPLE: HO512-OPT                          -
===============================================================================


-------------------------------------------------------------------------------
-   BOSS: SAMPLE: HO512                                                       -
-------------------------------------------------------------------------------
```

-> Monster's Name: Sample: HO512
-> Monster's Locations:
- Midgar - Shinra Headquarters - 68th Floor (forced)
-> Monster's Level: 19
-> EXP for Defeating: 300
-> AP for Defeating: 30
-> Gil for Defeating: 250
-> Item Dropped from Monster: Talisman x1 (100%), Grenade x[number of -opts
killed] (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None

```
-> Monster's HP: 1000
-> Monster's MP: 120
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   40, 60,  1,   65,  35,  64,  1
-> Fire (normal), Ice (normal), Lightning (1/2), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence, Death
- Absorbs Poison


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Shady Breath            4   A    Mag   Psn   -     -       255  X  X  (1)
* Reanimagic              40  AA*  MHPr  Res   Prop  2390    255  X  X  (2)(3)
                                                                        (4)
^ Keyclaw                 0   1    Phys  Cut   Phys  16      100  X  X

(1) Poison [72%]
(2) revive a Sample: HO512-opt from KO [100%]
(3) revives with MaxHP
(4) Sample: HO512-opts disappear when KO'd; this attack reanimates their model


--> Attack Pattern:

-> Basic Pattern:
Shady Breath on all characers
Is at least on Sample: HO512-opt under KO and inanimated and is Sample: HO512's
MP great than or equal to 40?
Yes: Reanimagic on random Sample: HO512-Opt under KO and inanimated (if more
     than Sample: HO512-opt is under KO and inanimated, Reanimagic on all
     Sample: HO512-opts under KO and inanimated)
No: Does at least one character have not Poison?
    Yes: 3/4 - do nothing
         1/4 - Shady Breath on all characters
    No: Keyclaw on random character with Poison


--------------------------------------------------------------------------------
-    SUB-BOSS: SAMPLE: HO512-OPT                                               -
--------------------------------------------------------------------------------

-> Monster's Name: Sample: HO512-opt
-> Monster's Locations:
- Midgar - Shinra Headquarters - 68th Floor (Sample: HO512 battle) (forced)
-> Monster's Level: 7
-> EXP for Defeating: 20
-> AP for Defeating: 2
-> Gil for Defeating: 0
-> Item Dropped from Monster: Tranquilizer x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 300
-> Monster's MP: 48
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   22, 46,  4,   45,  18,  32,  2
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog, Small, Manipulation
```

```
-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
  Rolling Attack            0   1    Phys  Hit   Phys  48      90   X  X
* Fire                      4   1/A  Mag   Fir   Mag   8       100  X  O
* Ice                       4   1/A  Mag   Ice   Mag   8       100  X  O
^ Bodyblow                  0   1    Phys  Hit   Phys  16      95   X  X  (1)


(1) only attack that is used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
BSV is 0, 1, 2, 3 (chosen randomly)
Is BSV 0?
Yes: Bodyblow on random character
No: Is BSV 1?
    Yes: Does at least one character not have Paralysis?
         Yes: Rolling Attack on random character without Paralysis
    No: Is BSV 2?
        Yes: Is Sample: HO512-opt's MP greater than or equal to 4?
             Yes: 2/3 - Bodyblow on random character
                  1/3 - Fire on random character
            No: Bodyblow on random character
        No: Is BSV 3?
            Yes: Is Sample: HO512-opt's MP greater than or equal to 4?
                 Yes: 2/3 - Bodyblow on random character
                      1/3 - Fire on random character
                No: Bodyblow on random character


- Note: Sample: HO512-opt is reanimated infinitely until Sample: HO512 is KO'd

- STRATEGY: This is totally a strategy fight. The boss has a few attacks, and
one of which is Shady Breath. This does Poison to possibly all of your group's
members, however, the Acc% of this attack is a discrepant factor in this
attack. It pretty much negates the possibility (doesn't completely diminish it)
of it connecting and executing its maximum effect and potential on all of the
party. Meaning, that it's totally redundant to even have such an attack. It
usually only gets one character, and sometimes two, in which case you should
take the following precautions on two characters. In the unlikely event that it
makes contact with all three characters, you'll definitely need to be in
possession of a few Antidotes for possible future utilization. The before-the-
battle precaution I implore you to make is to have Star Pendant which you ought
to have obtained from the 63rd story. Also, if need be, I make the suggestion
and strong recommendation that you equip the linked Materia combination,
Elemental=Poison on an armor. And, of course, in the event that you need to
nullify Poison from all three active characters, you can use Antidotes. Just
about after every single Shady Breath attack, it's followed by Rolling Attack,
but not in all scenarios, as I have found irreconcilable break in this (and is
a major inconsistency at times -> I have discovered that it is variable from
file to file). Its "slash" attack just does facetious amounts of damage, and
no special exceptions or trick additions. HO512-opts (its henchmen, which I
cover in just a second) have their own miniature attack, as well. Now, the
HO512-opt enemies have 200 HP, and quite easy to kill if you're around lvl15+.
But, there is no point at all in doing so since the boss puts them under total
reanimation right afterwards, so you can never have a bare boss. HO512 is in
the back row, connotating that Cloud and Red XIII do less damage with physical
attacks, and Barret is the only one that can do respectable damage - that's why
I allude bringing in him over Tifa.
```

Again, don't bother killing HO512-opts as they only respawn afterwards. But, there is one minor beneficial part of killing them, and that is that you receive an amount of Grenades that is correspondant to the number of them you kill. Also, the mini foes, HO512-opts, have the Rolling Attack as part of their offensive armamentarium. This attack is more roborantly oppressive than its normal strike, and the average damage range is from 25-40 -> not much, is it? Each one's HP are depletable when 200 damage has been dispersed onto them, but it's really pointless to do so, sans the fact of Grenade accumulation which equates to amount of opts disposed of, as touted previously. HO512 itself isn't really a lot to deal with by itself, but, when you have four enemies at one time with their dmgs accumulating, it can really rack up. I'd say in an average "round" they can dish out seperated 90 damage points at least, and 125 at most. A way to heal all of your characters' diminished Hit Points at once, a quite effective method at that (although it costs some MP), is to link Restore and All, and that revalesces everyone's lost HP in just one turn rather than doing it all seperately. As you can see, this is a gigantic strategic expedite. Alleviating Poison imperfection dealt by Shady Breath would be much easier if we had Heal Materia. If you're wondeing why Red XIII's and Cloud's physical attacks do so little, it's because HO512 is located in the back enemy row, reducing damage. Barret's attack is the only attack at this point which can do regular damage. I suggest putting him in the front row, though. Atypically, Cloud or Red do over 55 damage with normal attacks. Consistently their damages do in the 40- vicinity, and they should most definitely be placed in the front row of the battle. Heh, you'd probably think by looking at HO512 it would go under some transubstantiation or transmogrification due to its biologically and freakishly disgusting appearance, however, it's quite the contrary. HO512 also possesses a medium amount of HP for this point in the game, 1800, but it's easy to beat if you follow the following agglomeration of gathered and formulated tips, and intelligence information.

Now, since you already are aware of the fact that HO512 is in the back row, and Cloud and Red cannot hit for optimum damage or perform at maximum potential, this is where we begin. This is why I recommend that Cloud be equipped with some useful long-distance magic Materia, such as Fire, Bolt, or Ice. If you truly wish to inflict harm upon HO512 and HO512-opts as well, link the magic(s) with All. However, this does subtract damage dispensed on four enemies by nearly half. So, since our primary focus is the main boss HO512, I seriously do not suggest linking All to them. A good suggestion is that if you wish to add an extra 15-20 dmg to Red/Cloud's normal strikes, link Elemental Materia to Fire on their weapon(s). This cannot happen with Red, though, but he does come with Fire and All pre-linked, but it's only useable once, so take heed to that fact. It may not be much, but think of it as such: in three turns alone, that's 54+ damage extra. I have discovered that Fire does slightly more than Bolt and Ice does about the same as Bolt, give or take a few dmg pts. I've found out also that adding Elemental=Fire to Barret's weapon helps to increase his average damage by nearly 13 or so. If you've collected enough Potions, use them if you've a picky fetish about maintaining your perfect HP at all times. And in conjunction to curing minused HP, you ought to use Ethers for MP rejuventation. In this insinuendo of a situation rarity, it's the *only* time you should use that Elixir: your health is in critical state, and MP is < 4 -> only can heal one person, however. Anyways, obviously, we're going to be utilizing Limit Breaks, and of course you, as I already mentioned, will be in the front row, thus amplifying them as much as possible. Cross Slash will probably be the second most useful, with Big Shot being the most, and Red's Sled Fang (Lv1 Limit Break) will be least. If you're hurting for MP, Mindblow is good. I'd say, altogether, that if you follow these instructions and this strategic prepping, you should not have any/much trouble in defeating HO512. If you kill the HO512, its opts die along side it, yet they don't count towards the amount of Grenades you receive.

After the fight is over and done with, form two groups to go with you, and then the other to go with Aeris. Now, then, head up to the top walkway and speak with the man there. He then gives you the Keycard 68, and now you can pick up the two Potions up here. Now, head downstairs and through the door. You now need to go on downstairs and then get the Enemy Skill Materia that appeared in the specimen chamber. That done, make it through the door, pick up the next the next x2 Potions, and then down the stairs. At this point, you're in the 66th floor (you know, there area that had the big meeting room for Shinra, and where you had done your "spy" mission). Anyway, from here you don't have to do any- thing large, simply make your way to the elevators. But, before you do so, I mightily suggest that you heal your HP and MP of the characters chosen, and set up some Materia that you need (although you will not be needing it much longer after that). Enter the elevator, and go up to examine the floor-choosing machine. Before you can input where you wish to go, Rude of the Turks come in, and asks that Cloud presses "Up". Cloud knows it must be a set-up, as it involves the Turks. Tseng then comes in and talks for about two caption boxes, and then the party (Cloud, Barret, Red XIII and Tifa) are in President Shinra's office in the top floor).

Now, up here, they all line up, and Shinra makes a long speech about many things, and addressed a lot of cases. Some of these include the Ancients (and now you know that they used to really call themselves the "Cetra"). Red XIII is amazed that Aeris' is the last surviving Ancient. He also talks about the Promised Land and about the Neo-Midgar plan, Shinra's new glory! After Shinra concludes the "meeting", Barret insists on staying and beating the living crap out of Shinra, but as he struggles, Rude comes up and personally escorts him out of there. The next scene is where your party is divided into three cells back at the 67th floor. Here's what you must do, and what you could opt to do or not do while in here. First off, you can speak with Tifa and she'll ask how you're going to break out of this one, and you get two options. One being something to the effect of I don't know, and the other being leave it to me. Choose anything, but it's obviously better to choose on the second choice. Now, head up to the door and you are then presented with three choices. Pick the one about Aeris, and a medium-length conversation begins. She then says she knew you'd come for her, Cloud says of course as he's your bodyguard, and she restates the deal for one date. Tifa then becomes notably irritated upon learning of that fact.

Aeris is then surprised that Tifa was in that cell as well, and then Tifa replies in an apparently mad manner. She then completely diverts and changes the topic of discussion to asking Aeris if there really is such thing as the Promised Land. She's not sure, but what she is sure of that the Cetra speak with and unlock the planet. Cloud and Tifa are somewhat confused, but after, you can go back to the door again and then choose either Barret or Red option. Note that you don't have to do those, as you can go directly to sleep. If you do any of those, you'd only be elongating and delaying the inevitable. Well, do whatever you please, and then sleep. When you wake up, you see that the door has been opened!? So, head outside, naturally, as Tifa's sleeping. Go to the right and examine the recently deceased guard. Head back to the cell and wake up Tifa. She then rushes out to examine what's happened. She's in utter shock. Go out and speak to her, then you get the keys to the cells. She goes to get Aeris out whilst you free Barret and Red XIII. After they've surveyed the slaughter, Barret says that he'll stay back here and clean up, and Red XIII states that he'll lead the way. So, follow him to the room where you fought your last boss fight. From here, you have Aeris and Tifa accompanying Cloud throughout the building.

We now have new enemies to deal with after you're caught, as there's biological experimental disasters roaming around every where. The Zenene is one of the 3

of them. It has three attacks, and only two of them are actually of any concern
to your party. One being Ghenghana. This does large Fire damage to one of your
characters. Its other attack is the Piazzo Shower, in which, it releases a mist
to Poison one person. Its normal attack does about 50-60 damage. They also have
a weakness to White Magic. This leads to you thinking that you can Cure the guy
to do about 40+ damage, and you're correct. Next is Brain Pod, who can use two
different Refuse attacks. It first does Refuse [Poison] on a character and then
follows it with Refuse [Sleep]. After that, it does it all pretty much randomly
to another, and then continues the cycle. Its regular move does about 30 dmg to
one of your party members, which isn't a lot. Vagrid Police has immensely minor
Acc%, meaning that its attacks do not hit very often. If it does, it only does
and execution amount of damage of 1, always. That is it for the enemy briefing.

Set up weapons, armors, and Materias accordingly. Don't spend too much of your
items on one single battle. Ok, when you reach the specimen room, Jenova's case
has been broken, and Jenova, gone. Oh, Jesus Christ. This is where it all
starts getting interesting and exciting. It wasn't Jenova that did all of this,
nor did she escape on her own. Proceed to the lift. This is someone else's
omnipotent presence. Uh-oh. Anyhow, you must continue following the portentous
trail of blood, which almost resembles a river of blood. Who on Earth could've
done this? You'll soon find out. Anyway, from here, continue to make your way
up to Shinra's office. Here you find something astounding, one of the hugest
plot twists in the game... President Shinra's... gone... dead... Yeah, wow.
Well, that's insanely awesome. He's over his table with a brobdingnagian sword
through his neck. It's Sephiroth! He's come back... he's alive... Barret and
Red make their appearance and Barret's overjoyed. Palmer comes out and an
interrogation by Cloud and Barret ensue. He then runs off to Rufus who's just
made an arrival in a helicopter. Rufus is the vice president, Shinra's son, and
now the new president. Crap! Anyway, run outside and confront Rufus. After a
long talk, including introductions of the party, and Rufus making a speech in
which he says that following: His dad ran Shinra and the masses by money, and
how it may've seemed like perfect exterior, but too complicated. He plans to
run this world using fear. What an incentive... Anyway, Cloud tells them all to
leave, and after a little arguing, they all agree.

As they run back to the 69th, Tifa stays to wait for Cloud, and you are in full
control of Barret, Aeris, and Red XIII. As you split, you get to remove Tifa's
and Cloud's Materia for now for use with the three characters, since there's a
boss fight about to start soon. I suggest arming Barret with Elemental=Bolt
combo on his weapon. Give Aeris Cure and Sense (just in case you wish to check
HP or weaknesses of the boss. Red should get all other oppressive magic, since
you won't even be able to reach it with anyone but Barret's regular attack. So,
continue to the elevators on this floor, and inside, you commence in a battle
with the following enemies...

```
================================================================================
-   BOSS: HUNDRED GUNNER                                                       -
================================================================================
```

-> Monster's Name: Hundred Gunner
-> Monster's Locations:
- Midgar - Shinra Headquarters - Elevator (forced)
-> Monster's Level: 18
-> EXP for Defeating: 330
-> AP for Defeating: 35
-> Gil for Defeating: 300
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1600

```
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   52, 46, 1,   63,  0,   240, 0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Stop, Confusion, Petrification, Paralysis,
Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Manipulation, Death Sentence,
Death


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Aux Artillery          0   1   Phys  Sht   Phys  16      100  X  X
* Hidden Artillery       0   1   Phys  Sht   Phys  20      120  X  X
* Main Artillery         0   A   Phys  Sht   Phys  18      100  X  X
* Wave Artillery         0   A   Phys  Sht   Phys  27      255  X  X
* Sub Artillery          0   1   Phys  Sht   Phys  22      100  X  X  (1)
  Transform [1]          0   S   -     -     -     -       I    X  X  (2)(3)
  Transform [2]          0   S   -     -     -     -       I    X  X  (4)(5)
  Sensor Charge          0   S   -     -     -     -       I    X  X  (6)(7)


(1) dummy attack
(2) transform from first form to second form
(3) Miscellaneous/Animation
(4) transform from second form to third form
(5) Miscellaenous/Animation
(6) increase Sensor Charge Count BSV
(7) Miscellaenous/Animation


--> Attack Pattern:


-> Basic Pattern:
Is Hundred Gunner's HP greater than 2/3 of its MaxHP? (first form)
Yes: Is it Hundred Gunner's first turn?
     Yes: Aux Artillery on random character
     No: 3/4 - Aux Artillery on random character
         1/4 - Hidden Artillery on random character
(throughout first form)
No: Is Hundred Gunner's HP less than or equal to 2/3 of its MaxHP?
    Yes: Transform [1] on self immediately
         Main Artillery on all characters
    (throughout second form)
    No: Is Hundred Gunner's HP less than or equal to 1/3 of its MaxHP?
        Yes: Transform [2] on self immediately
             Has it Sensor Charged less than twice?
             Yes: Sensor Charge
                  Is its Sensor Charge Count BSV 0?
                  Yes: "Sensor Cannon Charging!" appears on screen
                  No: "Sensor Cannon Charged!" appears on screen
                      [add 1 to charge count]
             No: Wave Artillery on all characters
                 [charge count reset to 0]
             (throughout third form)


- STRATEGY: This fight is not that hard. First off, have Barret equipped with
Elemental + Lightning (Bolt) to his weapon. This adds Lightning affinity to his
attacks, meaning they'll do about 150 damage. Plus, when he uses normal Bolt,
it does about 140 damage. Aeris ought to be fitted with Cure (Restore) Materia.
This in conjunction with healing items can really heal you up quite well. Also,
```

if her Limit Break Guage fills up (which I predict to happen about 3-5 times in this fight), her Healing Wind is useful, especially after multiple hit attacks such as Wave Artillery. Red should use offensive magic like Ice and Fire until Sled Fang.

```
===============================================================================
-   BOSS: HELI GUNNER                                                         -
===============================================================================
```

-> Monster's Name: Heli Gunner
-> Monster's Locations:
- Midgar - Shinra Headquarters - Elevator (after defeating Hundred Gunner)
(forced)
-> Monster's Level: 19
-> EXP for Defeating: 250
-> AP for Defeating: 25
-> Gil for Defeating: 200
-> Item Dropped from Monster: Mythril Armlet (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1600
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   52, 46, 1,   63, 0,   240, 0
        90*   270*
* - in second form
-> Fire (normal), Ice (normal), Lightning (weak), Earth (immune), Poison
(normal), Gravity (immune), Water (normal), Wind (weak), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Stop, Confusion, Petrification, Paralysis,
Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Manipulation, Death Sentence,
Death

-> Attacks:

```
* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* AB Cannon             0   1    Phys  Sht   Phys  16      100  X  X  (1)
* C Cannon              0   1    Phys  Sht   Phys  16      100  X  X  (2)
* Firing Line           0   A    Phys  Sht   Phys  19      100  X  X  (3)(4)
* Flying Drill          0   1    Phys  Hit   Phys  24      95   X  X
* Spinning Bodyblow     0   1    Phys  Hit   Phys  20      100  X  X
  Transform             0   S    -     -     -     -       I    X  X  (5)(6)
```

(1) Sleep [28%]
(2) Poison [28%]
(3) Sleep [20%]
(4) Poison [28%]
(5) transform from first form to second form
(6) Miscellaenous/Animation

--> Attack Pattern:

-> Basic Pattern:
AB Cannon on random character at the beginning of battle
Is Heli Gunner's HP greater than 1/4 of its MaxHP? (first form)
(hovering)
     Yes: Is Action Count 0?
          Yes: AB Cannon on random character
               [Action Count +1]
          No: Is Action Count 1?

```
                 Yes: 3/4 - C Cannon on random character
                           [Action Count +1]
                     1/4 - Firing Line on all characters
                           [Action Count +2]
                 No: Is Action Count 2? (was C Cannon used on second turn?)
                     Yes: 3/4 - AB Cannon on random character
                               [Action Count -1]
                         1/4 - Firing Line on all characters
                               [Action Count +1]
                     No: Is Action Count 3? (was Firing Line used on second turn
                         or on third turn?)
                         3/4 - AB Cannon on random character
                               [Action Count -2]
                         1/4 - C Cannon on random character
                               [Action Count -1]
(throughout first form)
Is Heli Gunner's HP less than or equal to 1/4 of its MaxHP?
Yes: Transform on self immediately
     (spinning)
     1/2 - Flying Drill on random character
     1/2 - Spinning Bodyblow on random character
     (throughout second form)


- STRATEGY: After first boss is done, comes Heli Gunner. 600 less HP, but more
dangerous attacks. Continue with the same kind of strategy, however. Altogether
you have to face 2600 HP in this fight, Lvl19 monster, with 8 attacks (if both
were combined. Remember to watch your HP and keep it high.

Not much after the fight, but soon enough you will be pitted against Rufus and
his guard dog, fighting only as Cloud.

===============================================================================
-   BOSS: RUFUS, SUB-BOSS: DARK NATION                                        -
===============================================================================


-------------------------------------------------------------------------------
-   BOSS: RUFUS                                                               -
-------------------------------------------------------------------------------

-> Monster's Name: Rufus
-> Monster's Locations:
- Midgar - Shinra Headquarters - Roof (forced)
-> Monster's Level: 21
-> EXP for Defeating: 240
-> AP for Defeating: 35
-> Gil for Defeating: 400
-> Item Dropped from Monster: Protect Vest (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 500
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   35, 32, 14, 72, 0,   160, 8
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death, Death Sentence

-> Attacks:
```

```
* Name                     MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Shotgun                   0   1    Phys  Sht   Phys  16      100   X  X


--> Attack Pattern:

-> Basic Pattern:
2/3 - Shotgun on Cloud (Shotgun will always be the first attacked used)
1/3 - Is Rufus' HP greater than 200? and is [Rufus' MaxHP - Rufus' current HP]
      less than 100?
      Yes: Rufus: "Heh, Heh, Heh..." appears on screen
      No: Shotgun on Cloud


-------------------------------------------------------------------------------
-    SUB-BOSS: DARK NATION                                                     -
-------------------------------------------------------------------------------

-> Monster's Name: Dark Nation
-> Monster's Locations:
- Midgar - Shinra Headquarters - Roof (Rufus battle) (forced)
-> Monster's Level: 15
-> EXP for Defeating: 70
-> AP for Defeating: 7
-> Gil for Defeating: 250
-> Item Dropped from Monster: Guard Source (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 140
-> Monster's MP: 80
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   43, 38, 18, 74, 15, 94, 3
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Barrier                  16  1A   Mag   -     -     -       I     X  O  (1)
* MBarrier                 24  1A   Mag   -     -     -       I     X  O  (2)
* Bolt                      4  1    Mag   Lit   Mag   8       100   X  O
^ Bite                      0  1    Phys  Hit   Phys  16      100   O  X  (3)

(1) Barrier [100%]
(2) Magic Barrier [100%]
(3) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Does not Rufus have Barrier?
Yes: Is Dark Nation's MP greater than or equal to 16?
     Yes: Barrier on Rufus
     No: Bite on Cloud
No: Does Dark Nation not have Barrier?
    Yes: 1/2 - Is Dark Nation's MP greater than or equal to 16?
              Yes: Barrier on self
              No: Bite on Cloud
         1/2 - IPV is 1
```

```
     No: Does Dark Nation not have Magic Barrier?
          Yes: 1/2 - Is Dark Nation's MP greater than or equal to 24?
                    Yes: MBarrier on self
                    No: Bite on Cloud
               1/2 - IPV is 1
          No: 1/2 - Is Dark Nation's MP greater than or equal to 4?
                    Yes: Bolt on Cloud
                    No: Bite on Cloud
               1/2 - IPV is 1
Is IPV 1?
Yes: 1/2 - Is Dark Nation's MP greater than or equal to 4?
            Yes: Bolt on Cloud
            No: Bite on Cloud
     1/2 - Bite on Cloud


If Rufus is KO'd and Dark Nation remains, Rufus removes Dark Nation immediately


--------------------------------------------------------------------------------
-    <HELICOPTER>                                                              -
--------------------------------------------------------------------------------

-> Monster's Name: None (battle object)
-> Monster's Locations:
- Midgar - Shinra Headquarters - Roof (Rufus/Dark Nation battle) (forced)
-> Monster's Level: 1
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1
-> Monster's MP: 1
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    1,   1,   1,   1,   1,   1,   1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
none


--> Attack Pattern:

-> Basic Pattern:
do nothing
<Helicopter> is untargettable


- STRATEGY: When you're back at the scene with Cloud and Rufus, you first get
to choose to remove Materia and set them up on Cloud him. I would like to make
one suggestion first. Set Elemental + Poison on his weapon, plus, Fire is a
very useful magic spell in this face-off. If Cloud needs to be healed before
the bout (due to Materia change) with HP or MP, do so, because chances are,
he's going to need all of it due to Rufus' Shotgun attack - usually does 45+
damage at one time. Plus he has a lot of Spd, so, he does it on a lot of turns.
He also has his Dark Nation hell hound, as I like to call it, which can help
him out. One thing it can do is use Bolt magic on you, which reallt starts to
```

add up insanely in the long run. Not only that, but its physcial attack does about 20 damage with frequency, as well as accuracy. It also helps him out in another wat, but I shall get into that in just a little bit later in the next paragraph that's coming up.

All right, as you know, Rufus only has one attack Shotgun. Now, I already covered it previously at the above, so I shan't at this time. Anyway, the dmg can truly add up. Dark Nation has one technique known as Barrier, This is a lot different from Reno's Pyramid. This is mainly because instead of putting it on one of your characters and preventing them from attacking, it places a protective barrier on Rufus and/or itself. This increases his Def and halves all damage from physical attacks. When these occur, you'll want to resort to using magical instead of physical moves. Spells like Fire or Bolt will do quite nicely. About two of those spells are enough to murder Dark Nation. Also, Dark Nation has MBarrier, which halves magically based damage. If both of these are placed unto one of them, then you're pretty much screwed, as not even Braver or Cross Slash can penetrate the regular Barrier. Your only best best at this point is to use your Poison Elemental weapon, although Limits can still do in the 100s of dmg. Rufus has 500 HP, so, attack as much as you need to in order to defeat him. When the fight is over, he submits a Report, and if Dark Nation is not already KO'd, he removes Dark Nation, then flies off.

All right, ok then, after the fight, run back into Shinra's office and run past him sticking the middle finger up at his dead body. If you want, go up and piss and spit on it. But whatever you do, leave through any of the stairs and meet up with Tifa at the bottom. You may want to use the savepoint on this floor, as well. Now, the scene switches on over to Aeris, Barret, and Red who somehow just go off the elevator. Anyways, start heading out and Barret comes out and goes outside, and immediately gunfire is heard. Barret comes running back inside, and says that you're surrounded. He also states that if he was alone, it wouldn't be a thang, but he's got a reputation to protect, however believeable that is... Aeris tells them to get out while they can, as it's her they're after, not them. Barret literally says screw that because he owes her for what she did for Marlene. Ok, as Barret's about to go outside and open a can on 'em, Tifa comes running down the stairs. She then tells them to hurry up and they're all confused at first. Then you see Cloud on a motorcycle riding all around Shinra tower. The rest go out and get in another cheaper vehicle, and they all bust out of the building through a high-story window and land on the road. That is one kick-ass bike! Then, everything's explained. Note: look to the bottom to see this, as this is where I join both of these sections.

```
=============================
Part #2 -> Let's Bust On In!
=============================
```

Once you bust on into the place, everything goes to hell below the 59th floor. You're attacked by tons of guards and crap, and you have to beat them all. Do not worry, though, since they're not difficult whatsoever. As you head up the stairs, you hear some rather humorous comments. Well, one the second floor, you can pay a small visit to the Item Shop. They have tons of items which you may want to buy for best survival in the Shinra HQ (Si) You can also take a look at a video for Shinra Motors (Ni), but that's all really for no in there (Ro). Also, there are two treasure chests in there which you (Th) cannot open just yet in the game. After you've done your business in there, you'll want to head up the elevator (X's) Now, this definitely is not the best of elevators you've ever been on. The alarm for intruders begins to go off, and the elevator goes on the fritz. Floors start spinning wildly, and you should stop on each one. What is on every chosen floor is different: ranging for a frightened employee, to enemy battles. After a few of them, you will (FF7) land on the 59th floor (FAQ). Here, it's (©) the same as before (2003;) with the Let's Sneak (Nick)

In part of the Shinra (Henson) HQ.

From the beginning you can head up directly to some elevators, or you can fight
guards if you head right to some more elevators. The enemies you fight are the
Mighty Grunts. They possess 230 HP, and their attacks are medium strength. Def
of said enemies is quite high. Double Gun does about twice as much damage as
their normal shot. Rollerspin is only done once their armor is destroyed (and
that's once 50%, 115 dmg, has been done/HP deducted), and it does 50+ damage to
its one target. Note: that if Cross-Slash is done to breach 115 HP (break its
armor), it won't occur if enemy is Stopped. You need to fight them to get the
Keycard 60 Key Item. Enter the elevator and heal if you need to do so. You get
three choices at the terminal >1floor, 59", or 60". We need to go to the 60th
floor, so click that. Talk to the party to end it and you're where there's a
guard sleeping at the surveillance camera screen controls. So once you exit the
elevator and appear on it, move on forward a little bit. Head up and to the
right so as to avoid the first two guards. Now, in that room up there, you make
the plan on how to get to the other side without being spotted. As you run, you
must hide behind each of the poles, and go when the guards aren't looking. By
not looking, I mean, walking back and forth. Once you get halfway, you have to
start signaling the party to come when they're not looking and facing away. If
you are spotted, by the way, you fight and have to start all over again from
the same room. Barret goes first, then you do it for Tifa. Then you have to
make it over to the other side, and signal them again to come. The other side
is harder, since the guards are running. These guys are also Mighty Grunts, by
the way. Arm and equip yourself with good Materia, weapons, and armor before
continuing. If you fight three times, however, you can get past without you
having to sneak your way across. Good for Exp, though.

Now, head up the stairs and you're on the 61st floor. If you talk to the man in
the black suit walking in the middle of the floor he'll explain what Barret did
when you first arrived here. The guy walking next to him is talking about some
woman. The people to the Northeast say stuff about the ruckus downstairs a
moment ago, and how at least it's safe above this floor. The person pacing near
the elevators asks who the hell you are: "Where's Aeris"/"..." If you choose
the first choice, he mistakes her for the receptionist. If you opt to choose
the second option, he thinks you're the Shinra, Inc. Repair Division. This
leads to you getting the Keycard 62. The guy standing to the right of the two
elevators explains tons of stuff to you. Now, head up the next stairs. Up here,
exit through the door and go to the room where the only people are. One person
outside, and the Midgar mayor, Mayor Domino. The person outside is Deputy Mayor
and he gives clues to a tough question in a second. Go in and speak to Domino.
He apparently knows you're AVALANCHE. He introduces himself, and says that he's
really only mayor in name, and everything is actually governed by Shinra. He
just watches over their documents. If you guess his password on the first try,
he gives you the next Keycard plus Elemental Materia. The choices are BEST,
KING, ORBS, BOMB, MAKO, HOJO. You can get clues all over the place. One way is
through Hart outside, but his prices are outrageously steep. Starting at 500,
it continues to add 500 Gil for each clue you want. But, you can find clues
around the libraries. There's four libraries and each has a misplaced file.
This is a bit confusing, so I'll explain it the best I can, which may be just a
tad bit on the vague side.

All right. As you can see, there are four library sections on the 62nd floor.
Each of them are dedicated to one of the four branches of Shinra, Inc. These
include Peace Preservation/Weapon Development, Shinra Inc. Space Development,
Shinra Inc. Scientific Research, and Shinra Inc. Urban Development. Look at
the signs near each door for which ones they are. Now, how do these help you
find out the clue you ask? This is where it's slightly confusing. Each of the
libraries contains three shelves, and these shelves have two different subjects
of books in them. Meaning six subjects altogether. But, only five of them

correspond to the branch of research that's on the sign. The other is from some other library. Your job is to have a working knowledge of what all of them are (which may be an insult to you idiots out there), and then find them all. There is a number on each of the missing titles. This number has great significance, and if you fail to pay attention to it, you have no chance of getting this. Ok, the reason I'm not telling you the actual answer and getting it over with is that every file you play has a different final conclusion. That's why. Anyway, why are these numbers so imperative to getting it correct? The answer is because that number is the number of letters you must look into the name of the file to get your needed letter. Example: 4 - "Ranks"; you need to derive the "k" from that word as one of your final letters. There's four libraries, thus, four letter clues, and that's how many letters each of the answers are. Now, when you get all of your answers, it may not necessarily all be in order, and this is dependent on which order you checked libraries. If all the letters don't make sense, check the answer choices and make your answer out. I suggest writing all letters on some paper, as to not forget them. Go back to Domino and tell him your answer, get the Elemental Materia (if you did it correctly), and also receive the Keycard 65 (pass 63, 64, and 65 as well).

His reason for doing all of this is because, in reality, he actually utterly despises the Shinra. Yeah, and he said he wants to get back at them for every-thing they've ever done to him. His card only gets him to the 65th floor, and he thinks that's like treating him like some common employee. Wow, who cares? But thanks anyway, Domino, for the Elemental Materia and 65th floor Keycard. Now, head up to the 63rd floor. Darn, is there a buttload of items waiting in here for you or what!? From the start go into the first room you can and touch the computer terminal. It allows you to open doors up to three times. Note that you don't have to do this floor if you do not want to. Now, head up the top of this floor and open the door up there. Then, head past the next door below you and then open the next one that's past that. Not the one on the very end, but right before that to the below. You can now enter your first room and get the A Coupon. Now you have to go into the duct that is in that room and then crawl forward, then right, the up to the next room. In here is the B Coupon. Now, exit through the door. Now, what to do next? This should be fairly obvious now. Head to the left and open the door there and head up into the room to get your last, C Coupon. There goes your three door limit. Now crawl through the ducts and then head down, and then right into the computer terminal room again. Now, at the computer again, exchange your A, B, and C Coupons for Star Pendant, Four Slots, and All Materia. Awesome, huh? Now head up to the 64th floor.

My God, apparently this is just a hang out place for executives. The upperleft room is a bathroom, the massive room in the middle is reserved for a workout room. Now, the bottom left room is a lounge where you can get some sleep to recover HP an MP, plus there's a savepoint in there. There's a guy in there sleeping, too. In the gym, you can talk to four people. The people on the running machines say to get some rest if you're tired, and that he's starting to worry about his belly. The guy doing crunches of some sort at the center says that because he's the head of security for the building, his stamina must be maintained. He's not doing a great job, is he? The woman at the counter says that you can use any unused machine, too bad you can't. But, if you want, you can go to one of the two vending machines in the topright and buy a "Shinra Gym Special Drink" to restore MP and HP. No matter how hurtin' you are, don't support Shinra! Get some rest in the room across the hall. Besides, they cost a ridiculously high amount of 250 Gil. In the top center room is a room full of lockers. You can get a Phoenix Down in the third locker from the right in the first row. Can get an Ether from the second locker from the right in the second row, and a Megaphone (ultimate weapon) for Cait Sith later on in the game in the third locker from the left in the last, third row. Now, you should leave this floor, since there's nothing else here.

You can take the elevators up to the 65th floor, or the stairs. It does not matter which one you decide to choose...

God, I truly hate the 65th floor. One reason is that it's when the enemies start popping up. This floor contains Sword Dances and Hammer Blasters. The Sword Dance enemy can get annoying at times. It's impervious to a magic which you don't have yet, Earth, and that's it. You can Stop it with Cross-Slash, but that would probably kill its 160 HP anyways. Sword Dances normal attack does about 17-30 damage. The Slap attack it can do does about 25 damage or so. Sawback does about 15 damage to the entire party. It has an attack pattern that goes like this: atk, Slap, atk, Sawback, repeat. If you let it live through an entire attack pattern rotation, that's about 60 divided dmg to characters. It also drops Loco Weed which Confuses certain susceptible enemies. Hammer Blaster enemies are a bit less of a threat to deal with. They have 210 HP to delete, but only have one attack. Where it hits you with a chained hammer. It does about 5-12 damage. It is weak to Lightning (Bolt) attacks, so it's simpler to kill off. More Exp, less Gil, and less AP is gained than with Sword Dance. By the way, its attack can inflict Confusion, though, so be extra careful. Ok, now to getting through this room. There's a model of Midgar in the middle and it has missing pieces to it. So, from the beginning, go to the topleft room and open the chest on the bottom. You get Midgar Parts. Go and set them in the very bottom of the model where the part seems to be missing. Another chest opens up. Head back to the same room and open the only other chest in there, and go place those parts in the topright missing slot of the Midgar model. Now, this leads to yet another chest being unlocked. Run on over to the room to the bottom of the one you've been getting parts from and open the bottom chest. Take it back to the parts to put it in the topleft missing portion. Go back to the last room you were in and get the next Midgar parts to embed in the bottomleft corner. Go and make your way to the topright room with all the plants to get the next set of Midgar parts; place 'em in the topleft. Now, go to the chest by the stairs to obtain Keycard 66, and then run up the stairs.

Good, this is another room where there are no enemies. There is a little spying and evesdropping in this floor, however. There are many, many rooms here, with many, many people. The person in the bottomleft room thinks the Conference Room smells. This is a small clue to something that's going to happen, but it's not anything that will do anything. Does that make any sense? There's no one in the topright room. Bottomleft room contains some paranoid person who thinks he hears voices and whispers when he's in the bathroom. The other person in there says that the major higher-ups are having an executive meeting (see the middle room with Shinra, Heidegger and a few others in the center?). Sometimes the paranoid guy comes running out of the room to the bathroom and goes back, lol, but a few people around here do. The room to the left center has three people in it, and the one man in there says he feels alive by moving the world with just his hands. The bottom woman says that they're building the future of Mako. The other woman sometimes carries files places, and she says she's tired of it, but she says she gets one benefit of being a secretary and that's meeting lots of guys. One guy walking around has nothing to say but "...[etc]" and then Phew! at the end. The thing you have to do on this floor is to go into the bathroom stall, and then up into the airduct when you get the following three choices: "Flush?" (does nothing), "Climb up?" (need to do that to proceed), or "Get out of here" (leaves the stall). Up here in the airduct, new music plays, and you must crawl forward to the next duct vent. Here you can spy on the big Shinra meeting that's taking place down below. Here's what goes down:

Reeve: "We have the damage estimates for Sector 7." Considering those factories we already set up and all the investments, the damage is estimated at approximately 10 Billion Gil..."
Reeve: The estimated cost to rebuild Sector 7 is..."
President Shinra: We're not rebuilding."

Reeve: "What?"
President Shinra: "We're leaving Sector 7 as it is. And restaring the
Neo-Midgar plan.
Reeve: "...then the Ancients?"
President Shinra: "The Promised Land will soon be ours."
President Shinra: "I want you to raise the Mako rates 15% in every area."
Palmer: "Rate hike! Rate hike! Tra, la, la! And please include our Space
Program in the budget!"
President "Shinra: Reeve and Scarlet will divide the extra income from the rate
increase."
Palmer: "Oh man!"
Reeve: "Sir. If you raise the rates, the people will lose confidence..."
President Shinra: "It'll be all right." "The ignorant citizens won't lose
confidence, they'll trust Shinra, Inc. even more."
Heidegger: "Ha ha ha! After all, we're the ones who saved Sector 7 from
AVALANCHE!
Barret: "That dirty #$*$^".
President Shinra: "Hojo. How's the girl?"
Hojo: "As a specimen, she is inferior to her mother. I'm still in the process
of comparing her to her mother, Ifalna, but now the difference is 18%".
President Shinra: "How long will the research take?"
Hojo: "Probably 120 years. It's impossible to finish in our lifetimes. Or in
the lifetime of the specimen too, for that matter."
Hojo: "That's why we're thinking of breeding her. Then we could create one that
could withstand our research for a long time."
President Shinra: "What about the Promised Land? Won't it hinder our plans?"
Hojo: "That's what I need to plan. The mother is strong... and yet has her
weaknesses."
President Shinra: "That concludes our meeting."

Interesting, huh? As everyone walks away, Scarlet stops, looks up at the vents,
and says that something stinks. This isn't necessarily your party, but could
mean what that one random guy was talking about earlier when he said the
conference room stunk. It could just be coming from the vent where you party
is. Whew! Your party talks for a little while in a conversation about Aeris,
and then comes to the conclusion to follow them. Hold up on your D-Pad to back
out of the duct and back down into the stall. Now leave the bathroom totally
and start walking to the stairs on this floor. You see Hojo going up the
stairs. So follow the mad scientist. He then walks through the door on the 67th
floor and apparently it doesn't close behind him. So after a brief conversation
amongst your team, head through it. There are three enemy types in this floor,
consisting of Moth Slasher (is a robot), SOLDIER: 3rd (heh, a member of SOLDIER
let's see what they're made of), and a Warning Board (it does not attack, and
just sits there for your pummeling). Moth Slasher's 260 HP can be destroyed by
using Bolt and Bolt 2 (if you have it) attacks. You can steal Carbon Bangles
from it and they're notorious for Back Attacks. Carbon Bangles are very awesome
to get. Its slash can cause Fury, and the other two attacks just do damage.
SOLDIER: 3rds possess Hardedge sword which you can steal, and it's a good
weapon for Cloud (much better than his Buster Sword). He's also weak to the
Fire elemental spell. Warning Board can be killed easily. No attacks, and still
it gives you some after-battle spoils. Now, the people in the bottomleft room
can't even be spoken to. The guy in the bottom left room is looking for info on
a request from Hojo. The topright area is filled with cells you can't enter
just yet. So, head all the way to the West in this floor. Note: SOLDIER: 3rd
can put you to Sleep, and has multiple Lv2 elemental spells.

Anyhow, continue forward into this area and Cloud sees Hojo in front of a
monster-like specimen, and some random executive comes in and asks if that is
today's specimen, and he replies with a yes. He then tells him to raise it to
the upper level (won't happen until a bit, though). The guy then leaves and

Hojo goes all Smeagol-from-Lord-of-the-Rings-ish with him. "My precious specimen..." Then he walks away, and your party then looks at the beast in wonder. Tifa goes up and gets a close peak into the containment. She asks a question to the guys which they obviously don't know the answer to. Cloud looks at Barret for a second, and then goes up to the enclosement to the right with the purple light emanating from it. New music starts playing, signing that it's a special, actually important, memory scene. It says Jenova on it, and then he looks in. You see some strange, mutated Ancient known as Jenova. This, folks, is Jenova, Sephiroth's mother. She has really weird breasts (one has one purple, warped nipple, and one has none at all). She's also without a head, and it's all a strange color in there. She used to look normal, apparently, since she was an Ancient just like Aeris or Ifalna, but this is the result of them doing countless biological experiments and DNA transactions on her. Cloud then starts to flip out and he starts talking about Sephiroth... Jenova. So, they've brought her here. Apparently he's met her before, and I doubt it was pleasant. Tifa then tells him to be strong, and he asks if they saw it. Cloud says that it's moving... still alive? Barret looks in and is immediately disgusted, asking where's its ****ing head? He then suggests moving on, since the whole thing is stupid. They agree, so continue upwards and save at the savepoint. Now open the chest above the savepoint for the Poison Materia. Now go up the lift at the top of this section.

At the 67th floor, exit the elevator and then the party seperates yelling out Aeris' name. Hojo then learns her name apparently. Cloud exclaims and states that we're taking Aeris back with us. Hojo then goes "Outsiders..." There're so many frivolous things in this world, says Hojo. The party runs up with a willingness to make Hojo swallow his genitals, but he recommends that the party does not kill him because the equipment there is extremely delicate and without him, no one could possibly operate any of it. The party logically thinks it out (takes about 1 second to do so, too) and reconsider. Hojo commands the commands his sambo henchman to raise up the other specimen downstairs. Both races on the verge of extinction are in the same container (the sole survivors, too). The monster acts as though he's going to eat Aeris, and everyone's worried about her safety. Hojo has some twisted logic as to why he's doing this: to help them out. One'll die (the more important - Ancient), and the other'll live??? You know, for one intelligent scientist with probably 200+ IQ, he is pretty damn moronic, wouldn't you say? Cloud then asks if Barret could shoot her out (I'm sure his sword could do the same thing, but anyway...) and he starts to. Hojo tells him to stop, then the container opens and the beast comes out and starts ripping Hojo to shreads (somehow he does not die from about 5 minutes of this. That much because you are about to battle a boss). Cloud goes in to help Aeris. Cloud starts backing up because the elevator is moving, and Hojo says that it's a very ferocious specimen. The beast then talks and says he'll help you out. You then choose who you want to take Aeris somewhere safe (Barret or Tifa). Choose the weaker of the two). Cloud then asks the beast his name, and it's Red XIII according to Hojo's name he bestowed him with, but you are allowed to change it if you so please. Boss time!

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===============================================================================
-   BOSS: SAMPLE: HO512, SUB-BOSS: SAMPLE: HO512-OPT                         -
===============================================================================


-------------------------------------------------------------------------------
-   BOSS: SAMPLE: HO512                                                       -
-------------------------------------------------------------------------------
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-> Monster's Name: Sample: HO512
-> Monster's Locations:
- Midgar - Shinra Headquarters - 68th Floor (forced)
-> Monster's Level: 19

```
-> EXP for Defeating: 300
-> AP for Defeating: 30
-> Gil for Defeating: 250
-> Item Dropped from Monster: Talisman x1 (100%), Grenade x[number of -opts
killed] (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1000
-> Monster's MP: 120
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    40, 60, 1,   65, 35, 64, 1
-> Fire (normal), Ice (normal), Lightning (1/2), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence, Death
- Absorbs Poison


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Shady Breath             4   A    Mag   Psn   -     -       255  X  X  (1)
* Reanimagic               40  AA*  MHPr  Res   Prop  2390    255  X  X  (2)(3)
                                                                          (4)
^ Keyclaw                  0   1    Phys  Cut   Phys  16      100  X  X

(1) Poison [72%]
(2) revive a Sample: HO512-opt from KO [100%]
(3) revives with MaxHP
(4) Sample: HO512-opts disappear when KO'd; this attack reanimates their model


--> Attack Pattern:

-> Basic Pattern:
Shady Breath on all characers
Is at least on Sample: HO512-opt under KO and inanimated and is Sample: HO512's
MP great than or equal to 40?
Yes: Reanimagic on random Sample: HO512-Opt under KO and inanimated (if more
     than Sample: HO512-opt is under KO and inanimated, Reanimagic on all
     Sample: HO512-opts under KO and inanimated)
No: Does at least one character have not Poison?
    Yes: 3/4 - do nothing
         1/4 - Shady Breath on all characters
    No: Keyclaw on random character with Poison


------------------------------------------------------------------------------
-   SUB-BOSS: SAMPLE: HO512-OPT                                               -
------------------------------------------------------------------------------

-> Monster's Name: Sample: HO512-opt
-> Monster's Locations:
- Midgar - Shinra Headquarters - 68th Floor (Sample: HO512 battle) (forced)
-> Monster's Level: 7
-> EXP for Defeating: 20
-> AP for Defeating: 2
-> Gil for Defeating: 0
-> Item Dropped from Monster: Tranquilizer x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 300
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```
-> Monster's MP: 48
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   22,  46,  4,   45,  18,  32,  2
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog, Small, Manipulation


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
  Rolling Attack            0   1    Phys  Hit   Phys  48      90   X  X
* Fire                      4   1/A  Mag   Fir   Mag   8       100  X  O
* Ice                       4   1/A  Mag   Ice   Mag   8       100  X  O
^ Bodyblow                  0   1    Phys  Hit   Phys  16      95   X  X  (1)


(1) only attack that is used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
BSV is 0, 1, 2, 3 (chosen randomly)
Is BSV 0?
Yes: Bodyblow on random character
No: Is BSV 1?
    Yes: Does at least one character not have Paralysis?
         Yes: Rolling Attack on random character without Paralysis
    No: Is BSV 2?
        Yes: Is Sample: HO512-opt's MP greater than or equal to 4?
             Yes: 2/3 - Bodyblow on random character
                  1/3 - Fire on random character
             No: Bodyblow on random character
        No: Is BSV 3?
            Yes: Is Sample: HO512-opt's MP greater than or equal to 4?
                 Yes: 2/3 - Bodyblow on random character
                      1/3 - Fire on random character
                 No: Bodyblow on random character


- Note: Sample: HO512-opt is reanimated infinitely until Sample: HO512 is KO'd

- STRATEGY: This is totally a strategy fight. The boss has a few attacks, and
one of which is Shady Breath. This does Poison to possibly all of your group's
members, however, the Acc% of this attack is a discrepant factor in this
attack. It pretty much negates the possibility (doesn't completely diminish it)
of it connecting and executing its maximum effect and potential on all of the
party. Meaning, that it's totally redundant to even have such an attack. It
usually only gets one character, and sometimes two, in which case you should
take the following precautions on two characters. In the unlikely event that it
makes contact with all three characters, you'll definitely need to be in
possession of a few Antidotes for possible future utilization. The before-the-
battle precaution I implore you to make is to have Star Pendant which you ought
to have obtained from the 63rd story. Also, if need be, I make the suggestion
and strong recommendation that you equip the linked Materia combination,
Elemental=Poison on an armor. And, of course, in the event that you need to
nullify Poison from all three active characters, you can use Antidotes. Just
about after every single Shady Breath attack, it's followed by Rolling Attack,
but not in all scenarios, as I have found irreconcilable break in this (and is
a major inconsistency at times -> I have discovered that it is variable from
file to file). Its "slash" attack just does facetious amounts of damage, and
no special exceptions or trick additions. HO512-opts (its henchmen, which I
```

cover in just a second) have their own miniature attack, as well. Now, the HO512-opt enemies have 200 HP, and quite easy to kill if you're around lvl15+. But, there is no point at all in doing so since the boss puts them under total reanimation right afterwards, so you can never have a bare boss. HO512 is in the back row, connotating that Cloud and Red XIII do less damage with physical attacks, and Barret is the only one that can do respectable damage - that's why I allude bringing in him over Tifa.

Again, don't bother killing HO512-opts as they only respawn afterwards. But, there is one minor beneficial part of killing them, and that is that you receive an amount of Grenades that is correspondant to the number of them you kill. Also, the mini foes, HO512-opts, have the Rolling Attack as part of their offensive armamentarium. This attack is more roborantly oppressive than its normal strike, and the average damage range is from 25-40 -> not much, is it? Each one's HP are depletable when 200 damage has been dispersed onto them, but it's really pointless to do so, sans the fact of Grenade accumulation which equates to amount of opts disposed of, as touted previously. HO512 itself isn't really a lot to deal with by itself, but, when you have four enemies at one time with their dmgs accumulating, it can really rack up. I'd say in an average "round" they can dish out seperated 90 damage points at least, and 125 at most. A way to heal all of your characters' diminished Hit Points at once, a quite effective method at that (although it costs some MP), is to link Restore and All, and that revalesces everyone's lost HP in just one turn rather than doing it all seperately. As you can see, this is a gigantic strategic expedite. Alleviating Poison imperfection dealt by Shady Breath would be much easier if we had Heal Materia. If you're wondeing why Red XIII's and Cloud's physical attacks do so little, it's because HO512 is located in the back enemy row, reducing damage. Barret's attack is the only attack at this point which can do regular damage. I suggest putting him in the front row, though. Atypically, Cloud or Red do over 55 damage with normal attacks. Consistently their damages do in the 40- vicinity, and they should most definitely be placed in the front row of the battle. Heh, you'd probably think by looking at HO512 it would go under some transubstantiation or transmogrification due to its biologically and freakishly disgusting appearance, however, it's quite the contrary. HO512 also possesses a medium amount of HP for this point in the game, 1800, but it's easy to beat if you follow the following agglomeration of gathered and formulated tips, and intelligence information.

Now, since you already are aware of the fact that HO512 is in the back row, and Cloud and Red cannot hit for optimum damage or perform at maximum potential, this is where we begin. This is why I recommend that Cloud be equipped with some useful long-distance magic Materia, such as Fire, Bolt, or Ice. If you truly wish to inflict harm upon HO512 and HO512-opts as well, link the magic(s) with All. However, this does subtract damage dispensed on four enemies by nearly half. So, since our primary focus is the main boss HO512, I seriously do not suggest linking All to them. A good suggestion is that if you wish to add an extra 15-20 dmg to Red/Cloud's normal strikes, link Elemental Materia to Fire on their weapon(s). This cannot happen with Red, though, but he does come with Fire and All pre-linked, but it's only useable once, so take heed to that fact. It may not be much, but think of it as such: in three turns alone, that's 54+ damage extra. I have discovered that Fire does slightly more than Bolt and Ice does about the same as Bolt, give or take a few dmg pts. I've found out also that adding Elemental=Fire to Barret's weapon helps to increase his average damage by nearly 13 or so. If you've collected enough Potions, use them if you've a picky fetish about maintaining your perfect HP at all times. And in conjunction to curing minused HP, you ought to use Ethers for MP rejuventation. In this insinuendo of a situation rarity, it's the *only* time you should use that Elixir: your health is in critical state, and MP is < 4 -> only can heal one person, however. Anyways, obviously, we're going to be utilizing Limit Breaks, and of course you, as I already mentioned, will be in

the front row, thus amplifying them as much as possible. Cross Slash will probably be the second most useful, with Big Shot being the most, and Red's Sled Fang (Lv1 Limit Break) will be least. If you're hurting for MP, Mindblow is good. I'd say, altogether, that if you follow these instructions and this strategic prepping, you should not have any/much trouble in defeating HO512. If you kill the HO512, its opts die along side it, yet they don't count towards the amount of Grenades you receive.

After the fight is over and done with, form two groups to go with you, and then the other to go with Aeris. Now, then,head up to the top walkway and speak with the man there. He then gives you the Keycard 68, and now you can pick up the two Potions up here. Now, head downstairs and through the door. You now need to go on downstairs and then get the Enemy Skill Materia that appeared in the specimen chamber. That done, make it through the door, pick up the next the next x2 Potions, and then down the stairs. At this point, you're in the 66th floor (you know, there area that had the big meeting room for Shinra, and where you had done your "spy" mission). Anyway, from here you don't have to do any-thing large, simply make your way to the elevators. But, before you do so, I mightily suggest that you heal your HP and MP of the characters chosen, and set up some Materia that you need (although you will not be needing it much longer after that). Enter the elevator, and go up to examine the floor-choosing machine. Before you can input where you wish to go, Rude of the Turks come in, and asks that Cloud presses "Up". Cloud knows it must be a set-up, as it involves the Turks. Tseng then comes in and talks for about two caption boxes, and then the party (Cloud, Barret, Red XIII and Tifa) are in President Shinra's office in the top floor).

Now, up here, they all line up, and Shinra makes a long speech about many things, and addressed a lot of cases. Some of these include the Ancients (and now you know that they used to really call themselves the "Cetra"). Red XIII is amazed that Aeris' is the last surviving Ancient. He also talks about the Promised Land and about the Neo-Midgar plan, Shinra's new glory! After Shinra concludes the "meeting", Barret insists on staying and beating the living crap out of Shinra, but as he struggles, Rude comes up and personally escorts him out of there. The next scene is where your party is divided into three cells back at the 67th floor. Here's what you must do, and what you could opt to do or not do while in here. First off, you can speak with Tifa and she'll ask how you're going to break out of this one, and you get two options. One being something to the effect of I don't know, and the other being leave it to me. Choose anything, but it's obviously better to choose on the second choice. Now, head up to the door and you are then presented with three choices. Pick the one about Aeris, and a medium-length conversation begins. She then says she knew you'd come for her, Cloud says of course as he's your bodyguard, and she restates the deal for one date. Tifa then becomes notably irritated upon learning of that fact.

Aeris is then surprised that Tifa was in that cell as well, and then Tifa replies in an apparently mad manner. She then completely diverts and changes the topic of discussion to asking Aeris if there really is such thing as the Promised Land. She's not sure, but what she is sure of that the Cetra speak with and unlock the planet. Cloud and Tifa are somewhat confused, but after, you can go back to the door again and then choose either Barret or Red option. Note that you don't have to do those, as you can go directly to sleep. If you do any of those, you'd only be elongating and delaying the inevitable. Well, do whatever you please, and then sleep. When you wake up, you see that the door has been opened!? So, head outside, naturally, as Tifa's sleeping. Go to the right and examine the recently deceased guard. Head back to the cell and wake up Tifa. She then rushes out to examine what's happened. She's in utter shock. Go out and speak to her, then you get the keys to the cells. She goes to get Aeris out whilst you free Barret and Red XIII. After they've surveyed the

slaughter, Barret says that he'll stay back here and clean up, and Red XIII
states that he'll lead the way. So, follow him to the room where you fought
your last boss fight. From here, you have Aeris and Tifa accompanying Cloud
throughout the building.

We now have new enemies to deal with after you're caught, as there's biological
experimental disasters roaming around every where. The Zenene is one of the 3
of them. It has three attacks, and only two of them are actually of any concern
to your party. One being Ghenghana. This does large Fire damage to one of your
characters. Its other attack is the Piazzo Shower, in which, it releases a mist
to Poison one person. Its normal attack does about 50-60 damage. They also have
a weakness to White Magic. This leads to you thinking that you can Cure the guy
to do about 40+ damage, and you're correct. Next is Brain Pod, who can use two
different Refuse attacks. It first does Refuse [Poison] on a character and then
follows it with Refuse [Sleep]. After that, it does it all pretty much randomly
to another, and then continues the cycle. Its regular move does about 30 dmg to
one of your party members, which isn't a lot. Vagrid Police has immensely minor
Acc%, meaning that its attacks do not hit very often. If it does, it only does
and execution amount of damage of 1, always. That is it for the enemy briefing.

Set up weapons, armors, and Materias accordingly. Don't spend too much of your
items on one single battle. Ok, when you reach the specimen room, Jenova's case
has been broken, and Jenova, gone. Oh, Jesus Christ. This is where it all
starts getting interesting and exciting. It wasn't Jenova that did all of this,
nor did she escape on her own. Proceed to the lift. This is someone else's
omnipotent presence. Uh-oh. Anyhow, you must continue following the portentous
trail of blood, which almost resembles a river of blood. Who on Earth could've
done this? You'll soon find out. Anyway, from here, continue to make your way
up to Shinra's office. Here you find something astounding, one of the hugest
plot twists in the game... President Shinra's... gone... dead... Yeah, wow.
Well, that's insanely awesome. He's over his table with a brobdingnagian sword
through his neck. It's Sephiroth! He's come back... he's alive... Barret and
Red make their appearance and Barret's overjoyed. Palmer comes out and an
interrogation by Cloud and Barret ensue. He then runs off to Rufus who's just
made an arrival in a helicopter. Rufus is the vice president, Shinra's son, and
now the new president. Crap! Anyway, run outside and confront Rufus. After a
long talk, including introductions of the party, and Rufus making a speech in
which he says that following: His dad ran Shinra and the masses by money, and
how it may've seemed like perfect exterior, but too complicated. He plans to
run this world using fear. What an incentive... Anyway, Cloud tells them all to
leave, and after a little arguing, they all agree.

As they run back to the 69th, Tifa stays to wait for Cloud, and you are in full
control of Barret, Aeris, and Red XIII. As you split, you get to remove Tifa's
and Cloud's Materia for now for use with the three characters, since there's a
boss fight about to start soon. I suggest arming Barret with Elemental=Bolt
combo on his weapon. Give Aeris Cure and Sense (just in case you wish to check
HP or weaknesses of the boss. Red should get all other oppressive magic, since
you won't even be able to reach it with anyone but Barret's regular attack. So,
continue to the elevators on this floor, and inside, you commence in a battle
with the following enemies...

==
-   BOSS: HUNDRED GUNNER   -
==

-> Monster's Name: Hundred Gunner
-> Monster's Locations:
- Midgar - Shinra Headquarters - Elevator (forced)
-> Monster's Level: 18

```
-> EXP for Defeating: 330
-> AP for Defeating: 35
-> Gil for Defeating: 300
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1600
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   52, 46, 1,   63, 0,   240, 0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Stop, Confusion, Petrification, Paralysis,
Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Manipulation, Death Sentence,
Death

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Aux Artillery           0   1    Phys  Sht   Phys  16      100  X  X
* Hidden Artillery        0   1    Phys  Sht   Phys  20      120  X  X
* Main Artillery          0   A    Phys  Sht   Phys  18      100  X  X
* Wave Artillery          0   A    Phys  Sht   Phys  27      255  X  X
* Sub Artillery           0   1    Phys  Sht   Phys  22      100  X  X  (1)
  Transform [1]           0   S    -     -     -     -       I    X  X  (2)(3)
  Transform [2]           0   S    -     -     -     -       I    X  X  (4)(5)
  Sensor Charge           0   S    -     -     -     -       I    X  X  (6)(7)

(1) dummy attack
(2) transform from first form to second form
(3) Miscellaneous/Animation
(4) transform from second form to third form
(5) Miscellaenous/Animation
(6) increase Sensor Charge Count BSV
(7) Miscellaenous/Animation

--> Attack Pattern:

-> Basic Pattern:
Is Hundred Gunner's HP greater than 2/3 of its MaxHP? (first form)
Yes: Is it Hundred Gunner's first turn?
     Yes: Aux Artillery on random character
     No: 3/4 - Aux Artillery on random character
         1/4 - Hidden Artillery on random character
(throughout first form)
No: Is Hundred Gunner's HP less than or equal to 2/3 of its MaxHP?
    Yes: Transform [1] on self immediately
         Main Artillery on all characters
    (throughout second form)
    No: Is Hundred Gunner's HP less than or equal to 1/3 of its MaxHP?
        Yes: Transform [2] on self immediately
             Has it Sensor Charged less than twice?
             Yes: Sensor Charge
                  Is its Sensor Charge Count BSV 0?
                  Yes: "Sensor Cannon Charging!" appears on screen
                  No: "Sensor Cannon Charged!" appears on screen
                       [add 1 to charge count]
             No: Wave Artillery on all characters
                  [charge count reset to 0]
```

```
                 (throughout third form)

- STRATEGY: This fight is not that hard. First off, have Barret equipped with
Elemental + Lightning (Bolt) to his weapon. This adds Lightning affinity to his
attacks, meaning they'll do about 150 damage. Plus, when he uses normal Bolt,
it does about 140 damage. Aeris ought to be fitted with Cure (Restore) Materia.
This in conjunction with healing items can really heal you up quite well. Also,
if her Limit Break Guage fills up (which I predict to happen about 3-5 times in
this fight), her Healing Wind is useful, especially after multiple hit attacks
such as Wave Artillery. Red should use offensive magic like Ice and Fire until
Sled Fang.


===============================================================================
-   BOSS: HELI GUNNER                                                         -
===============================================================================

-> Monster's Name: Heli Gunner
-> Monster's Locations:
- Midgar - Shinra Headquarters - Elevator (after defeating Hundred Gunner)
(forced)
-> Monster's Level: 19
-> EXP for Defeating: 250
-> AP for Defeating: 25
-> Gil for Defeating: 200
-> Item Dropped from Monster: Mythril Armlet (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1600
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   52,  46,  1,   63,  0,   240, 0
        90*                 270*
* - in second form
-> Fire (normal), Ice (normal), Lightning (weak), Earth (immune), Poison
(normal), Gravity (immune), Water (normal), Wind (weak), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Stop, Confusion, Petrification, Paralysis,
Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Manipulation, Death Sentence,
Death

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* AB Cannon              0   1    Phys  Sht   Phys  16      100  X  X  (1)
* C Cannon               0   1    Phys  Sht   Phys  16      100  X  X  (2)
* Firing Line            0   A    Phys  Sht   Phys  19      100  X  X  (3)(4)
* Flying Drill           0   1    Phys  Hit   Phys  24      95   X  X
* Spinning Bodyblow      0   1    Phys  Hit   Phys  20      100  X  X
  Transform              0   S    -     -     -     -       I    X  X  (5)(6)

(1) Sleep [28%]
(2) Poison [28%]
(3) Sleep [20%]
(4) Poison [28%]
(5) transform from first form to second form
(6) Miscellaenous/Animation

--> Attack Pattern:

-> Basic Pattern:
```

```
AB Cannon on random character at the beginning of battle
Is Heli Gunner's HP greater than 1/4 of its MaxHP? (first form)
(hovering)
     Yes: Is Action Count 0?
          Yes: AB Cannon on random character
               [Action Count +1]
          No: Is Action Count 1?
              Yes: 3/4 - C Cannon on random character
                         [Action Count +1]
                   1/4 - Firing Line on all characters
                         [Action Count +2]
              No: Is Action Count 2? (was C Cannon used on second turn?)
                  Yes: 3/4 - AB Cannon on random character
                             [Action Count -1]
                       1/4 - Firing Line on all characters
                             [Action Count +1]
                  No: Is Action Count 3? (was Firing Line used on second turn
                      or on third turn?)
                      3/4 - AB Cannon on random character
                            [Action Count -2]
                      1/4 - C Cannon on random character
                            [Action Count -1]
(throughout first form)
Is Heli Gunner's HP less than or equal to 1/4 of its MaxHP?
Yes: Transform on self immediately
     (spinning)
     1/2 - Flying Drill on random character
     1/2 - Spinning Bodyblow on random character
     (throughout second form)
```

- STRATEGY: After first boss is done, comes Heli Gunner. 600 less HP, but more
dangerous attacks. Continue with the same kind of strategy, however. Altogether
you have to face 2600 HP in this fight, Lvl19 monster, with 8 attacks (if both
were combined. Remember to watch your HP and keep it high.

After, the screen switches back to Cloud and Rufus where they're about fight...

```
===============================================================================
-   BOSS: RUFUS, SUB-BOSS: DARK NATION                                         -
===============================================================================


-------------------------------------------------------------------------------
-   BOSS: RUFUS                                                                -
-------------------------------------------------------------------------------
```

-> Monster's Name: Rufus
-> Monster's Locations:
- Midgar - Shinra Headquarters - Roof (forced)
-> Monster's Level: 21
-> EXP for Defeating: 240
-> AP for Defeating: 35
-> Gil for Defeating: 400
-> Item Dropped from Monster: Protect Vest (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 500
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   35, 32, 14, 72, 0,   160, 8
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison

```
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death, Death Sentence


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------
* Shotgun                 0   1    Phys  Sht   Phys  16      100  X  X


--> Attack Pattern:


-> Basic Pattern:
2/3 - Shotgun on Cloud (Shotgun will always be the first attacked used)
1/3 - Is Rufus' HP greater than 200? and is [Rufus' MaxHP - Rufus' current HP]
      less than 100?
      Yes: Rufus: "Heh, Heh, Heh..." appears on screen
      No: Shotgun on Cloud


--------------------------------------------------------------------------------
-   SUB-BOSS: DARK NATION                                                       -
--------------------------------------------------------------------------------

-> Monster's Name: Dark Nation
-> Monster's Locations:
- Midgar - Shinra Headquarters - Roof (Rufus battle) (forced)
-> Monster's Level: 15
-> EXP for Defeating: 70
-> AP for Defeating: 7
-> Gil for Defeating: 250
-> Item Dropped from Monster: Guard Source (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 140
-> Monster's MP: 80
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   43,  38,  18,  74,  15,  94,  3
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------
* Barrier                 16  1A   Mag   -     -     -       I    X  O  (1)
* MBarrier                24  1A   Mag   -     -     -       I    X  O  (2)
* Bolt                    4   1    Mag   Lit   Mag   8       100  X  O
^ Bite                    0   1    Phys  Hit   Phys  16      100  O  X  (3)

(1) Barrier [100%]
(2) Magic Barrier [100%]
(3) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Does not Rufus have Barrier?
Yes: Is Dark Nation's MP greater than or equal to 16?
     Yes: Barrier on Rufus
```

```
      No: Bite on Cloud
No: Does Dark Nation not have Barrier?
    Yes: 1/2 - Is Dark Nation's MP greater than or equal to 16?
             Yes: Barrier on self
              No: Bite on Cloud
        1/2 - IPV is 1
    No: Does Dark Nation not have Magic Barrier?
        Yes: 1/2 - Is Dark Nation's MP greater than or equal to 24?
                 Yes: MBarrier on self
                  No: Bite on Cloud
            1/2 - IPV is 1
        No: 1/2 - Is Dark Nation's MP greater than or equal to 4?
                 Yes: Bolt on Cloud
                  No: Bite on Cloud
            1/2 - IPV is 1
Is IPV 1?
Yes: 1/2 - Is Dark Nation's MP greater than or equal to 4?
           Yes: Bolt on Cloud
           No: Bite on Cloud
     1/2 - Bite on Cloud


If Rufus is KO'd and Dark Nation remains, Rufus removes Dark Nation immediately


--------------------------------------------------------------------------------
-    <HELICOPTER>                                                              -
--------------------------------------------------------------------------------

-> Monster's Name: None (battle object)
-> Monster's Locations:
- Midgar - Shinra Headquarters - Roof (Rufus/Dark Nation battle) (forced)
-> Monster's Level: 1
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1
-> Monster's MP: 1
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   1,   1,   1,   1,   1,   1,   1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
none


--> Attack Pattern:

-> Basic Pattern:
do nothing
<Helicopter> is untargettable

- STRATEGY: When you're back at the scene with Cloud and Rufus, you first get
to choose to remove Materia and set them up on Cloud him. I would like to make
one suggestion first. Set Elemental + Poison on his weapon, plus, Fire is a
```

very useful magic spell in this face-off. If Cloud needs to be healed before the bout (due to Materia change) with HP or MP, do so, because chances are, he's going to need all of it due to Rufus' Shotgun attack - usually does 45+ damage at one time. Plus he has a lot of Spd, so, he does it on a lot of turns. He also has his Dark Nation hell hound, as I like to call it, which can help him out. One thing it can do is use Bolt magic on you, which reallt starts to add up insanely in the long run. Not only that, but its physcial attack does about 20 damage with frequency, as well as accuracy. It also helps him out in another wat, but I shall get into that in just a little bit later in the next paragraph that's coming up.

All right, as you know, Rufus only has one attack Shotgun. Now, I already covered it previously at the above, so I shan't at this time. Anyway, the dmg can truly add up. Dark Nation has one technique known as Barrier, This is a lot different from Reno's Pyramid. This is mainly because instead of putting it on one of your characters and preventing them from attacking, it places a protective barrier on Rufus and/or itself. This increases his Def and halves all damage from physical attacks. When these occur, you'll want to resort to using magical instead of physical moves. Spells like Fire or Bolt will do quite nicely. About two of those spells are enough to murder Dark Nation. Also, Dark Nation has MBarrier, which halves magically based damage. If both of these are placed unto one of them, then you're pretty much screwed, as not even Braver or Cross Slash can penetrate the regular Barrier. Your only best best at this point is to use your Poison Elemental weapon, although Limits can still do in the 100s of dmg. Rufus has 500 HP, so, attack as much as you need to in order to defeat him. When the fight is over, he submits a Report, and if Dark Nation is not already KO'd, he removes Dark Nation, then flies off.

All right, ok then, after the fight, run back into Shinra's office and run past him sticking the middle finger up at his dead body. If you want, go up and piss and spit on it. But whatever you do, leave through any of the stairs and meet up with Tifa at the bottom. You may want to use the savepoint on this floor, as well. Now, the scene switches on over to Aeris, Barret, and Red who somehow just go off the elevator. Anyways, start heading out and Barret comes out and goes outside, and immediately gunfire is heard. Barret comes running back inside, and says that you're surrounded. He also states that if he was alone, it wouldn't be a thang, but he's got a reputation to protect, however believeable that is... Aeris tells them to get out while they can, as it's her they're after, not them. Barret literally says screw that because he owes her for what she did for Marlene. Ok, as Barret's about to go outside and open a can on 'em, Tifa comes running down the stairs. She then tells them to hurry up and they're all confused at first. Then you see Cloud on a motorcycle riding all around Shinra tower. The rest go out and get in another cheaper vehicle, and they all bust out of the building through a high-story window and land on the road. That is one kick-ass bike! Then, everything's explained.

You get to press Triangle to go to the menu and set up Materia (take heed, there's a mechanical boss coming up, so...). X button is to form your party, and Start is to begin everything (I'll give suggestions for everything during the battle, so when you are ready, press Start. Controls are the D-Pad to move, to attack left, and O to go right. You are being pursuited by Shinra's bike troops (God, they have people for everything, don't they?). You must fend them off from attacking the truck. If any of your characters die (lose all of their health bar, it's Game Over). Cloud also has a health bar, and likewise applies for him, also. Ok, here's how this whole thing plays out: There are soldiers on bikes from Shinra that are in hot pursuit of you, that much is obvious. You're not going to raid their HQ, injure their president, kill a lot of their guards, and ruin experiements in their tower and expect to get away without somebody knowing and wanting revenge. So, there're two different colored bikers chasing after you: Red and Yellow. The yellow ones are so stupid that apparently, to

them, there is indifferentiation between their asses and holes in the ground. They are the suicidal bikers that literally suicidally and insanely attack your truck with no regard for their own lives. Red ones, on the other had, are quite intelligent, and difficult to deal with. They stay away from the truck until you are stupid enough to go and follow them, and then with their immense speed and handling, go get some free hits on the truck, and then back off. The worst case scenario that could possibly happen during this is that you have three red bikers on at once - VERY annoying. You must kill anyones of any color that you see while doing this, and try to keep damage sustained to a minimum.

But, there are more ways that just slashing to kill these guys, and I'm about to mention every single one of them, just in case you want to put a little divertation into your method(s), or if it's just to bothersome to nail them the normal way. Ok, one of them is knocking and turning hard into the side walls on the road with the other bike sandwiched in-between. This sometimes takes a while, though. Another way, and one of my most prefered ways, when a bike is just coming up from behind you, stop and reverse the gas into the very front of their bikes and they'll right away fall down. This is somewhat of a challenge to pull off sometimes, as you need to have semi-decent accuracy (yourself, not the stat). You can also wait until their are bikes aligned with each other (one in front of the other), and then kill the one in front, and this causes somewhat of a chain reaction, or domino effect that knocks them, and everyone behind them down. This isn't always effective, as the smarter red guys sometimes dodge, but not always. The most I ever knocked down with this was four, so ha! The last way (and my least favorite aka not recommended) is to do sort of the same thing with the first method, but against the truck, and that can rarely do it. One last note: when attempting the third suggested method, be careful, as sometimes when it's done in front of the truck, they can sometimes hit the truck itself, and cause damage. At a 3/4 way point, you go around a turn and the camera is reversed. Don't let this fool you, controls are still the same. At the end, the fight starts.

```
================================================================================
-   BOSS: MOTOR BALL                                                           -
================================================================================
```

-> Monster's Name: Motor Ball
-> Monster's Locations:
- Midgar - Highway (forced)
-> Monster's Level: 19
-> EXP for Defeating: 440
-> AP for Defeating: 45
-> Gil for Defeating: 350
-> Item Dropped from Monster: Star Pendant x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2600
-> Monster's MP: 120
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    44, 32, 10, 67, 17, 34, 1
-> Fire (1/2), Ice (normal), Lightning (weak), Earth (normal), Poison (normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Stop, Confusion, Petrification, Paralysis, Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                    MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
--------------------------------------------------------------------------------
```

```
* Twin Burner              16  A    Mag  Fir  Mag  10     255  X  X
* Rolling Fire             24  A*   Mag  Fir  Mag  16     255  X  X
^ Deadly Wheel              0  A    Phys Hit  Phys 16     100  X  X
  Arm Attack                0  1    Phys Hit  Phys 20     110  X  X
  Highway Back Attack       0  A    Phys Hit  Phys 16      95  X  X
```

--> Attack Pattern:

-> Basic Pattern:
Highway Back Attack on all characters at the beginning of battle
100% Back Attack
Is Action Count 0, 1? (first turn)
Yes: Motorball is in first form (hidden flamethrower)
     Arm Attack on character with highest HP
     [Action Count +1]
No: Is Action Count 2?
    Yes: Motorball is in second form (revealed flamethrower)
         Is Motorball's MP greater than or equal to 16?
         Yes: Twin Burner on all characters
         No: Deadly Wheel on all characters
             [Action Count +1]
    No: Is Action Count 3?
        Yes: [Action Count +1]
        No: Is Action Count 4?
            Yes: Deadly Wheel on all characters
                 [Action Count +1]
            No: Is Action Count 5?
                Yes: Motorball is in first form (hidden flamethrower)
                     [Action Count +1]
                No: Is Motorball's MP greater than or equal to 24?
                    Yes: Rolling Fire on all characters
                    No: Deadly Wheel on all characters
                        [Action Count reset to 0]

-> Counterattack Pattern:
Is Motor Ball's HP less than or equal to 1/8 of its MaxHP?
Yes: second form (revealed flamethrower) is no longer available
No: first and second forms are still available

- STRATEGY: Well, right after the way on the highway (couldn't resist), a huge
mech boss enemy confronts your party. He first chases you a bit during the
actual game, and then you break out into a fight. Its name is Motor Ball, and
you will not like it. 100% Back Attack. Anyways, time to make suggestions.
(before you even started the bike chase). I do suggest that Cloud have linked
the following two Materias onto his weapon/armor: Cure and All. This allows you
to automatically cure every character at once, since unmistakably, after such
attacks as Rolling Fire, you'll be feeling pain, believe me. Another given is
to equip your character with highest Str (probably Cloud or Barret) with the
Elemental/Lightning combination on their weapon (well, since Cloud's Hardedge
only has one linked couple, this'll have to go to Barret or Red XIII, unless
Cloud is not given the previous recommended combo and someone else is. This
will enable that character to do two things: 1) begin that they can attack with
Lightning affinity in their attacks, and 2) be allowed to use Bolt seperately.
This is actually more useful, as it does more damage. Normal Lightning attack
in this fight dishes out about 270 damage or so, and the attack with Lightning
on it, a good 150-160 at most. Both very useful, and if you want to conserve MP
there's nothing wrong with doing normal attack as its 2600 HP isn't that much
to deplete altogether. But if you want to, instead of doing Elemental Lightning
(since that can be substituted by just using normal Lightning -> smarter, since
it does almost twice the damage), you can put Elemental + Fire combo on an

armor and completely put damage normally done by Twin Burner and/or Rolling
Fire under complete negation, reducing the need for Cure/All. I definitely
suggest removing that Elemental/Poison off of Cloud from the Rufus/Dark Nation
fight, since it's immune to Poison status/Bio element. Limit Breaks work like a
charm in this fight, so use them at any opportunity, and keep an eye on HP!
Since Motor Ball possesses a susceptibility to Slow, you may wish to exploit
that to your utilizational and advantageous needs, to more easily bring about
a swift derailing of Motor Ball.

Once the heated battle is finally over, they all have a long talk about what
they're going to do, and what's going to happen. Cloud says that Sephiroth is
alive, and that he has to settle the age old score. Barret wants to know if
that'll save the planet from its current course to damnation, and Cloud says
that it looks like it will. Barret then agrees to go under that circumstance.
Aeris decides she's going to go with you all as well, because she has things
she wishes to find out. Not just about the Cetra (although that's partially it)
but also about other things, as well. Tifa's also going, and just says that
it's goodbye Midgar, as there's no Sector 7 or 7th Heaven to return to, so,
she's going to come along on the adventure with you. The scene then switches to
outside where the party is waiting to leave. God, this music is so tear-
enducing, since it's the time when "FF7" truly begins. The great journey. What
a signification. You can now speak with everyone. Red XIII says that he'll
accompany you until he reaches home (hey, how does he know that you will even
be going to his home, anyway, although you are, just for the record...). Tifa
guesses that this is the start our journey, and goddamn is she right. You then
get to choose from two options: "You hate traveling?" or "It's dangerous. You
sure you want to go?"; none of them matter, just pick one. The second answer
she gives for the second choice is cool: it should be all right as long as he
keeps his promise. If you pick first one, she says that she doesn't have
nowhere else to go, so it doesn't matter if she hates traveling or not. Aeris
says this is the first time she's ever actually left Midgar. Two choices are
then presented: "Really?... You worried?" or "It's dangerous. You sure you want
to go?". First choice she says she is but she has her bodyguard for protection.
Second choice leads to her saying that she thought he'd say that.

If you speak to Barret, mentions Marlene, and how you asked of Elmyra to take
her and relocate her someplace safe. So, she should be fine. You can then
choose from "Yeah, she should be" and "Hmm, I don't know". First one has Aeris
turn and start talking a little about her mom wanting to leave Midgar, so she
ought to be safe, anyways. Now, the second one also has Aeris speaking, and
she says to just stop it! She's worried about both of them, too. Well, when you
want to leave, start to head out and choose Let's go! Barret says that ya'll
need a team leader for the quest, and that only he's cut out for the job. Pfft.
Tifa and Aeris immediately suggest otherwise, and think Cloud should be it.
Barret's noticeably mad at this, but surprisingly maintains his composure and
just gives in, and says to depart to the to the Northeast town of Kalm. If
something happens, you will all meet up there. Damnit, of course, the game
just can't ever let you all stay together, since apparently it's too dangerous
to be strolling the fields with five people, which makes little sense, since
you'd have more manpower. God. Anyway, it's now your job to split the party up
into two groups. Make your selection, and then set them up with proper Materia
and weapons (equip that Star Pendant from Motor Ball, too). Anyway, this is
where it all begins, really. You have a long and memorable road ahead of you,
where there will be love, tragedy, happiness, and sorrow, and it all makes this
game amazing. The world is so huge and immersive, so I hope you're prepared to
face it. You'll get to know your characters throughout this game so well that
they'll become like your own friends. Embark now on your epic quest in FFVII.

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World Map/Road to Kalm

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Well, there's no turning back now. You're too far into this thing. So, from
the start when you leave Midgar, you learn that when you're out on the World
Map, you can do it without a savepoint. The Rs and Ls buttons now are of some
use whenever you're on the map; they can move your camera angle forward and up,
and can rotate it as well. The radar you start off with in the bottomright
corner tells you where you are (flashing red dot), the cities/towns/villages,
continents, and all the black around it is oceans and ohtre bodies of water. It
can be enlarged and made invisible by using the Select Button. You still have
an empty spot on the menu, and that's for the PHS later. Music's pretty nice,
too, eh?

As you may have guessed, the World Map will be a great tool, and probably
primary source of lvling up through and throughout the game. The beginning is
no exception. Each area has varying enemies, each for the stage in the game,
and the most recommended lvl you should be at. In this area, there are Devil
Ride enemies, for one. These are the ones that look like super pimped-out
hogs, and they're mainly red and white in color. Their HP isn't very much (only
240, actually). Their attacks aren't anything special, but Drift Turn is the
only one that actually hits everyone, and it's for nearly in the 10-15 area.
Kalm Fang enemies are ones that look like psychotic purple wolves. They have
a regular attack which does about 20-25 damage, and Bodyblow which does about
20-30. Devil Rides are partially weak to Lightning, but not as weak as you
might think. Kalm Fang are pretty easy to kill; only 160 HP. Sometimes these
guys are paired together, and you should combine all of the above information
to your advantage. Around these parts can also be found the Prowler, it has
150 HP and it has a tendency to pilfer items from you. If you wait too long
after it takes them, it can disappear and you lose the item forever, but if you
off it quickly enough, you get your item back. Custom Sweepers are the harder
of the enemies out here. It has the Matra Magic Enemy Skill for you, and you
can get it once it uses it, under two conditions: you have Enemy Skill Materia
on, and you survive the attack (both easy to do). Steal Atomic Scissors from
it, as well, as they're a great weapon for Barret. Note that all of the
commodities of using savepoints also become available, like using Tents.

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                             Area #10 - Kalm
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-> Enemies: None [with the exception of the flashback, but Sephiroth does the
fighting]
-> Items: Ether, Guard Source, Peacemaker
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After you've reached around lvl17 or so, I suggest heading Northeast, and not
prolonging it. There you should reach a town with a humongously evident
disproportionation called Kalm. Anyway, do not disregard in the slightest
talking to the people in this town, as they can divulge some very pertinently
useful information to you. You can also do some exploring after the party
disbands and heads to the inn. There's actually a good amount to do in this
seemingly uneventful town. First off, the house nearest the inn has a staircase
right in the beginning. Open the door on it and grab the Ether inside. The
woman talks about Mako Energy, and gives you two choices. The little girl
upstairs pretty much restates what her mom downstairs just said. In the house
to the right of that you can speak to an old man there. Under the stairs you
can free his dog for no retrobution or compensation. Up the stairs is a locked
treasure chest, so don't even bother going up there. The next house over has a
guy in there that says he saw a man in a black cloak and has a wicked-looking
sword. My God, it's Sephiroth! I'm surprised Cloud doesn't make a bigger
commotion about hit, but he stays nanchalant. Go up the straight stairs to

the top, first. Here, in a cabinet, there's a Guard Source; nab it. The boy running around says he wants to be in SOLDIER later in life, so that's why he's training to vigorously. Sorry, kid, but you're gonna have to do better than that. Up the spiraling staircase is Peacemaker in a treasure chest just so you know.

The house all the way to the right of town, first off, contains an elderly-looking woman who asks if Shinra really made a monster, and you probably have no clue unless you've played the game previously. I'm not going to spoil it now, so choose whatever choice you please. The guy upstairs says that he's content with the world as it is, at peace. Well, man, not for much longer, I can tell you that, and that's what leads to a very rewarding and retrobutional sidequest later on into the game. But for now, all's well. If you head under the bridge, you enter the very secluded bar. The guy on the left talks about terrorist (AVALANCHE) attacks on Midgar. The guy on the left says he left his job in Mythril Mine as enemies have begun to show themselves as of late. This is actually has more significance later than you might think now. The bar is speaking about Shinra and AVALANCHE. Now, why can't I get a hard one! If you even attempt to enter the back kitchen, the woman with an obvious obesity disorder tells you to literally get the hell out. Not much else is going on at the bar. Up the stairs to the top of town (you sometimes have to contend with getting up with some guy who also goes up and down as slow as a snail with its balls chopped off.

Up here, the very first store on the extreme left is the Item Store. Here they sell Potions (50), Phoenix Down (300), Antidote (80), Eye Drop (50), Hyper (100), Tranquilizer (100), Tent (500). Buy and stock up on whatever you need. Now, to the right of the Items Shop is the elaborated Materia Shop-and-Go. It even has a sparkling Materia showcase in some really expensive-looking case. You wouldn't think a town like this would have this much money. Anyway, I hardily recommend acquiring assloads of Gil out on the World Map, since I want you to buy at least one of everything here except for maybe Sense, since chances are you've already made acquisitions of two or so of them. Everything you can purchase here costs as follows: Earth (1500 -> definitely recommended), Poison (1500), Steal (1200), Sense (1000), Heal (1500 -> most recommended thing to get at this store). I know, the prices may seem a little bit ridiculous, but for what they do, it's worth it, believe me. To the right of the Materia Shop is where the Weapons Shop is (you don't even have to leave the store, since it's one big store in one). The proceeding equipment is one sale: Mythril Saber (1000 -> Cloud/Hardedge is better), Cannon Ball (950/Barret -> get!), Mythril Claw (750 -> Tifa/get this, even if she's not in your party), Full Metal Staff (800 -> Aeris/definitely purchase it), and Mythril Armlet (350 -> use on anyone / get it, although it may reduce Barret, but the outcome for Cloud and Aeris is usually better. The others most often stay the same). Now that we have done and covered all of this, make your way towards the inn.

Head up the stairs and meet up with your gang. If you wish to make things take, like, three seconds longer, speak with the clerk and she'll tell you that your party is waiting for you upstairs. You're late. Aeris informs you of this fact. Hey, you know what sucks? There's a big cabinet near the stairs, and if you open it, there's an item inside, but Cloud's too short to reach it. Damn, he can jump 5 feet into the air with Braver, but he can't do this... give me a break. As you join the group, Cloud apologizes for not being on time. Barret then says something to the effect of "let's hear your story..." You know, the one about Cloud explaining Sephiroth, and the "real crisis for the planet". The music then ceases from playing as Cloud states that he once wanted to be like Sephiroth so he joined Sephiroth. We already know this from the flashback a tad earlier about Cloud's promise to Tifa. After working with Sephiroth they became like friends, well more of war buddies, but... He was older then Cloud, and he never talked about himself or anything (that's why in his instruction manual

biography it almost says everything is unknown). Suffice it to they trusted each other. That is, until that one fateful day... He then explains what the duty of SOLDIER was after the war; defeat any of Shinra's resistances 5 years ago, which have long since past when Cloud was 16, thus begins the flashback.

It starts out with Cloud, three random SOLDIERs, and Sephiroth all driving in a truck. Cloud starts out by mentioning the obvious: it's raining hard. I wonder how long it took him to figure that one out? He then goes up to check on one of the blue soldiers; he's all right. He then does the same with the other guy. Sephiroth then, for the first time in the game (and not the last, since this guy likes to talk about himself more than President Shinra ever did), talks. OMG! He tells him to settle down, as he seems very restless. He then starts doing squats and childishly talking about a new Materia he received (man why couldn't he do squats that perfectly in the Wall Market gym =P) Cloud then asks if Sephy's gonna brief you on the mission parameters. After his first statement, Cloud's already pumped, and the conversation drags into Cloud saying how he admires Sephiroth, blah blah). By the time the war was over it was the time he made First Class, haha! Sephiroth then gives him a briefing after Cloud calls him "MISTER" Sephiroth. Blasphemy! He then says everything that's going to happen in the mission (about the investigation of a run-down, hole-in-the-ground Mako Reactor, as, of late, there's been strange sitings of monsters around there). Reason for this is that it has been malfunctioning and producing violent, brutal creatures. The objective is to kill the monsters and then located the problem for neutralization. It's in Nibelheim, Cloud's old, hometown. Something then crashes into the truck, then Cloud and Sephiroth go out to fight it. You won't really get to do any actions, so, don't try, as Sephiroth utterly abolishes it with a really, really, REALLY powerful attack. Holy Heaven, how is this guy that strong? Maybe the lvl50 he's at will do the trick, huh? Yeah... I suppose so. Notice the humongous monster, and how it does 0 dmg to Sephiroth, and notice Cloud's damage done/HP/MP in comparison to Sephiroth's. It takes Sephiroth two hits to kill the cyclopean monster.

Afterwards, the flashback momentarily ends, and Cloud then comments on how the sheer awe-inspiring strength that Sephiroth displayed that day was simply utter insanity. It's unreal. He then states how he's more powerful in real life than he is in any story you could've possibly heard about the badass. Tifa then asks where does Cloud come in, and he replies with he was mesmerized by the way Sephiroth fought. The flashback the continues once they reach the town of Nibelheim. Sephiroth then starts out by asking Cloud what is feels like to be back at his hometown. He asks this mainly because he does not possess any knowledge of the feeling to be home. Cloud asks if he has any parents; Jenova's Sephiroth's mother, and she had died after giving birth to him, and his father (he'd rather not talk about it apparently). You all then make the scene. Now, if you speak with the soldier on the left, he says that he is so bored and frustrated being on watch duty. You can say if he envies you, in a nutshell, or to just sit tight and that it's his job. The first choice leads to you teaching him the "SOLDIER" pose, and him saying that he honestly does not care to be in SOLDIER anymore. The second choice has Cloud saying that you'll talk to him every so often. Plus, the other guy just gives you a warning to something. Talk to Sephiroth and he states that Mako small is quite bad in this parts.

As you move forward into town, Barret first mentions that Jenova was that freakish looking thing in the Shinra HQ. What genius you are, Barret! Here's your reward: ... that's it, that's your reward. Tifa is obviously annoyed that Barret idiodically interrupted Cloud's story for such a trivial matter. Anyway, the flashback then continues on. When in restarts, Sephiroth says that you'll head for the reactor tomorrow morning, so get some sleep soon. He then heads into the inn. Sephiroth also gives Cloud permission to visit his family and friends. Man, this guy's evil? He seems nicer than Aeris... Some random person runs out of the house and then stops of the house next to the inn. He desires a

picture of the legendary Sephiroth. You then get to answer with "Take my picture" or "Better get back in the house, it's dangerous". The first one is funny. He says he doesn't take pictures with nobodys. Haha, sorry Cloud, looks like you're nowhere near like Sephiroth. The second one is strange, and I never could make much sense out of it. Now, exploration time! House next to the inn has somebody in it who comes up and greets you. Cloud then flashes out of it, as it has no bearing or pertinence to the flashback.

The house at the very West of town, across the bridge, has nothing or no one in it, so don't even bother entering. If you go two houses up from it, it's... it's, Cloud's house. Too bad you can't explore it just now, since it has nothing to do at all with the incident 5 years ago. As you "memory-leave" from there, the party stops you and says that they want to hear. Two options are presented forth when asked if he saw his family: "Don't want to talk about it"/ "All right..." I suggest choosing on the second option. If you do, it's kind of elongated and tells a bit about the mysterious Cloud's "family". He doesn't think of it as a family as his father died when he was immensely young, and that is why his mom was living alone as a widow in this house. He saw his mom, and then he goes into talking about how she was a vibrant woman. She died a couple days later. They then have a lenghty conversation about how he's grown, girlfriends, and more. Maybe she died of a broken heart because Cloud's such an inconsiderate, uncaring son of a... Apparently they have an argument at the end, and she ends it with something to the effect of I will always be your mother. He then wants to stop. You're back out on the street again. Ok, next on your list of places to go is the house one down from Cloud's. It's Tifa's! As you enter, Tifa asks if you entered her house. Yeah.. No..? To continue in there you have to press yes. Head upstairs. First off, up here, go into the room to the left and she asks if you went in her room. In her big dresser is her Orthopedic Underwear. Tifa goes ballistic, and you have two options of "It's true!!!" or "Just kidding. Don't get mad". You can examine her Piano and then you get three choices. You can play as much as you want. When you're done, if you want read the letter, and then, head back to the inn.

Inside of the inn, the guy to the left of the counter is Zangan, and he starts talking without previous introduction. He is Tifa's old instructor of martial arts, and he goes around everywhere teaching it to younger children. He jumps over Cloud and states his 128 students worldwide. He thinks Tifa'll be a very powerful fighter (well, we know that now, good job Zangan!). Head upstairs and talk to Sephiroth. He feels like he's been here due to this scenery. If you talk to the soldier, he states that you're short by one bed. Now, talk to Sephiroth once again and he says that you should get some sleep. Once you wake up in the morning, you may be wondering how they came to a solution for the beds shortage. Well, my guess is that the lookout slept on the floor, or even outside. Well, the next morning, it shows Cloud running out of the inn towards the Northern part of town. I guess he overslept. The person in the white shirt wants to get a picture of Sephiroth, who, according to him (and the rest of the world), is a "somebody". Tifa's dad is down at the bottom, obviously worried about something. Now, talk to Sephiroth to begin initiation of everything, and to proceed. Now, the guide comes. It's some girl with a huge head of hair, and then Tifa's dad goes up to Sephiroth and talks. Sephiroth says to trust him. Now, the girl is... is... Tifa. Heh, she looks like a female version of Cloud! Cloud is a little hesitant and relucant to drag Tifa into this mission, but Sephiroth simply says if he protects her well, it should all be fine, right?

The photographer then asks if he could get a picture of the whole group of three, Tifa, Cloud and Sephiroth. Once he gets it developed, he's gonna give 'em each a copy of it. Now, a CG plays where it shows the enormous Mt. Nibel. It explains a little about the mountain, and says that there was the Mako Reactor built on it, since it was an ideal location due to the abundant Mako. Upon your arrival, you first cross the bridge, you probably already know what's

going to happen. Ineliminably, the bridge collapses, sending Cloud, Tifa, Sephiroth, and one soldier down. The other guy apparently is lost... but was expendable anyways. Sephiroth asks if they can keep on moving to where we were. This is a small impedement to the mission, but not huge, as the caves are intertwined. By the way, now, if you go to the menu, Cloud has a different picture from when he was younger, and you can see Sephiroth's. You can check out weapons, stats, Materia, etc. of both characters, but it shall not allow you to change any of it. Well, how on Earth did they survive such a far fall? I guess now we know how Cloud survived the drop from the Sector 5 Reactor, he's used to it. All right, the enemies around here are all creamated by Sephiroth, so you truly do not have to worry too much.

Ok, so keep on heading up the path. Enter the first door you get a chance to here, and then inside, it's a strangely colored cavern. From the start, head forward slightly and Tifa explains to the group what this is. Sephiroth has an idea as to why the cave is colored as such, and it's probably the Mako energy that's copiously abundant here, as I stated before. Once the party's gotten back together, know that there's nothing going for you through the first mini-cave path to the left of the beginning. So, head around the right side to the other side of the cave. At the next area, there's a beautiful sight. It's a Mako Fountain, a miracle of nature. It is rare to find Mako in its purest form. You then learn from Sephiroth that Materia is simply a condensed version of Mako. Cloud asks why when Materia is equipped, and Sephiroth answers him, but is surprised that he didn't know that from being in SOLDIER. The wisdom of the Ancients is inside Materia, and this wisdom can allow us to freely use powers of the planet, and it interacts between both the user and planet. They talk a little bit more about Hojo and Mako, and then continue along the mountain trail. You all then reach the big Reactor that you've been wandering for (hey, if it took this little of time to do it after the fall, I bet it was just across the bridge before, unless that fall actually helped you. So, upon reaching the Mako Reactor, start to go on up the steps. Cloud orders Tifa to wait here and she complies, since only authorized people are allowed to enter the inside of the Reactor. It contains Shinra's big industrial secrets. Sephiroth then orders the soldier to contain Tifa and take care of her here. She is noticeably aggravated as Cloud and Sephiroth, and has it known by her stomping her foot on the ground and exclaiming her frustration. She then says the he better take really good care of her, and from that you can imply whatever you want...

Ok, so inside, walk across the wires as Sephiroth is way ahead of you. Now, to the left until you can get off on a metal platform, and from there, climb down the chains. Once the bottom is reached, run across the giant pipe to the other side to head through the open door there. This is the place. Make your way up the stairs to meet up with Sephiroth. He's staring at the name at the top of the door, "Jenova", in absolute horror. They then walk down the stairs, and Sephiroth checks one of the containment chambers. There's the reason for the major malfunction. He then orders you to close the valve as he checks another one of them. He does so, then go talk to Sephiroth. He then takes a peek inside one, and says that he now understands, Hojo. But then, Sephiroth explains, he will never be on the same level as Professor Gast. You may've heard of him while reading his notes at the HQ in Midgar. Sephiroth then explains to Cloud that this is a system that condenses and freezes the Mako energy when it's functioning correctly. You now get to see what's inside, and it's a hideous monstrosity, but it used to be a human. Hojo has been condensing and freezing Mako energy, but with those humans inside, and the product is a mass-produced super SOLDIER. Cloud falls off the window in shock and disbelief. These people have been exposed to a far further degree of Mako than Cloud was. The twisted "monsters" here are simply mutated, mutilated living organisms produced by the Mako energy. Sephiroth then goes all Cloud -ish and starts freaking out.

He starts asking himself if he was created like this too, and pulls out his Masamune and starts slashing away at the containment machines. Cloud jumps back to watch his own ass. He asks if he's the same as all of these monsters, and continues slicing another one. Durable sword, huh? Cloud fails and refuses to believe that those monsters were human beings. Sephiroth then goes into talking about how ever since he was small he felt somehow different, or in some way special. A monster at the top then breaks out, and apparently Cloud would be flipping out right about now.

Afterwards, the flashback again takes a break and you hear Barret saying something about the more he hears about the Shinra, the more he despises them. Tifa never would have believed that the Mako Reactor held such a brutal secret. Red XIII then makes the suggestion that we should listen very carefully to Cloud. After Barret asks why is he talking to him, you can save and then keep talking, or just choose to pass up saving for now and keep on telling the story, which I bet most of you find to be quite interesting. After doing whatever you wish here, the flashback then continues on. Back at Nibelheim, Sephiroth had confined himself at the inn, and did not try to talk to anybody there, not even Cloud. He then disappeared into the huge Shinra Mansion near the North side of Nibelheim. Everyone congregates near the Shinra Mansion: Tifa, Tifa's Father, Photographer, SOLDIER member, Zangan, and Cloud. And after that, Cloud bravely enters the mansion. Holy crap, there's a lot of rooms here. I'm going to detail them all for exploratory purposes. The first room on the left contains two windows, and a few tables. The piano on the right has the keys for all the notes on this piano and the one in Tifa's house, and this has some significance for later on. The room directly across the main hall has nothing in it of any benefit to you. The room under the stairs in the middle leads to a new room with nothingness on the right, and the piano room on the left side of the hallway. Up the stairs and to the left has a safe, and that's the only thing of importance, but not to now, for later on. Up the stairs and then to the right is where you need to go. The soldier there says there is no sign of Sephiroth, but he saw come here to this room. Head into the room in front of him, and then into the corner wall which should have a red arrow on it. Take the spiraling, wooden walkway down to the bottom and into the below part of the mansion, the basement.

Take note that there is no enemies here now, but there will be later on in the game, so that's when you have to walk around with cognizance, not now. At the bottom, run forward in the evily colored corridor, and into the next area. Keep on running to the other side, the basement. In there you find Sephiroth reading about his mother Jenova in a book. It says that an apparently dead organism was discovered in a geological stratum of 2000 years of age. Professor Gast had named this organism Jenova. X Year, X Month, X Day, and the book also says that Jenova was dubbed and confirmed to be an Ancient. The "Jenova Project" was approved, and the 1st Reactor (which we blew up in a catastrophic bang!), was also approved for usage. He turns the page and continues reading into the back section of the library. He then asks himself, could it just be a coincidence that Jenova's his mother's name, and then there's the Jenova Project. He also wishes that Gast would have told him something, revealed some information to him before he died. Go and talk to Sephiroth now, but he wants to be alone. As you start to leave, you see Sephiroth going through numerous books, and Cloud is talking about he didn't come out ever, and he was reading as if he were possessed by something. Not once did the light go out in the library. Later, you wake up in a bed in the mansion, and some eerie music is playing. Uh-oh... Go back to the basement. If you talk to the soldier first, he says that Sephiroth seems different. No, what was his first clue?

Anyhow, back at the library, you hear Sephiroth malignantly laughing. Make your way to the back portion of the library. This is when the story really starts shaping up. Upon your arrival, Sephiroth calls you a traitor. Cloud is quite

confused, then Sephiroth intensifies it by calling you an ignorant traitor. But then he explains everything. He starts by talking about the Cetra who were an intinerant race. They'd migrate in to settle the planet, and then continue on. After their difficult journey had came to an end, they found the Promised Land, and land of supreme happiness and prosperity. However, there were those who disliked that harsh journey full of labor and hardships, so the opted to build homes and shelters and lead a simpler, easier life, but obviously sans the serenity of the Promised Land. Those people had taken what the Cetra and the planet had made without giving one whit in return for it. Those are Cloud's ancesters, which I guess is what Sephiroth means by calling Cloud a traitor. His story continues. Disaster struck this planet a long time ago, and Cloud's ancesters survived because they fled and hid, whilst the Cetra made the huge sacrifice to save the planet. So, I guess they're the creators and saviors of this planet. I guess it's "humans" that're Cloud's predecessors, since that sounds just like our pitiful human race. But, the Cetra were galant. But as of then, Sephiroth continues, all that's left of the Cetra is in those notes, reports, and scientific research. Obviously, he's not aware of Aeris. Cloud then asks what does all of this have to do with Sephiroth himself? He then goes on a says that Jenova, a Cetra, was found in that geological stratum, and his mother is Jenova, so, he's an Ancient. The Jenova Project was aimed to produce people with the Cetra's magnificent powers and abilities (I guess this answers a lot about Sephiroth's incredible strength). Sephiroth was a production of the Jenova Project. Cloud is in awe over this astounding fact.

It was Professor Gast, genius scientist and head of the Jenova Project pretty much manufactured, produced, and bioengineered Sephiroth from Jenova's cells. He then marches to the other side of the library, and Cloud still wants to know how Gast did it all. Sephiroth says that he's going to see his mother, and Cloud tries to stop him by knocking some sense into him. Good luck with that. The devilish theme of Sephiroth begins to play. Something abhorrent has just happened. So, exit the mansion through the front entrance. When you arrive outside, you see the town up in an inferno of the raging and burning flames of hell. Almost everyone in Nibelheim has been massacred in the carnage. Cloud is jubilant... not! In fact, he's recognizably pissed off beyond belief. Sephiroth was so unostentatious before coming here, but now look what happened. A little knowledge about his mother has proven to be extremely deadly. All right, out here, amongst the ravaging flames which makes you feel like you're in the pit of hell, go on a talk to Zangan. Cloud surveys the destruction, and then Zangan asks you to help him after asking you if you're still sane. He checks on house and you check yours. You come out empty-handed, and then think to yourself that this is despisably terrible... no, too terrible. Cloud then turns around and sees Sephiroth slaughter two more people. Then, my favorite mini-scene in the game, where Sephiroth is standing in the flames, and then walks through them as the biggest badass on earth. Now you KNOW he isn't human. Back at the Mt. Nibel Mako Reactor, make it back to the room with Jenova in it.

But first, as you're entering the room, you see Tifa laying over her dead father who just died fighting valiantly versus Sephiroth. This is the real part of that scene where Cloud weired out at the Sector 5 Reactor. She then picks up a sword and charges in the room like a bat out of hell. Sephiroth is here to see his mother, and Tifa charges Sephiroth. He then takes the sword from her, and cuts her pretty badly, and she slowly falls down the stairs, the bastard. Talk to the wounded Tifa, and she says that you promised you'd come whenever she was in trouble or in danger. Cloud carries her off to the side without saying anything, then you run up to the Jenova room, with a purpose, too! As you enter, you see Jenova, and Sephiroth is talking about taking back the planet with his mother. He has thought of a great idea of going to the Promised Land. Cloud now makes his appearance. He then is asking why he did all of those horrendous things out there to his home and his family (I thought he said he didn't really have a "family" - ???). Sephiroth then begins to chuckle very

sinisterly, saying they've come again. Jenova with her superior knowledge, magic, and power, was destined to rule this planet by fate. So, he's the seed of the most powerful Ancient... figures... Then a CG plays with Sephiroth talking about the worthless creatures taking the planet from his mother. He then rips off the statue and sees the real Jenova behind it. But Cloud says what about his sadness, his family and friends, the sadness of having his own hometown destroyed and taken from him!? He draws his Buster Sword.

He then says it's the same as Sephiroth's sadness, but Sephiroth replies with his Masamune out, "Hahaha...my sadness? What do I have to be sad about?". He is the chosen one, and he has been chosen (by his mother, apparently), to be the supreme, ultimate ruler of this planet. He has orders to retrieve the planet from the current, stupid, mindless inhabitants of the planet for the Cetra. Cloud trusted Sephiroth, and now look what he gets for it. He's not the Sephiroth he used to know and admire. It starts flashing back and forth between them, and they fought, and the outcome is explained later in the game, and I don't want to spoil it now. But, Cloud's not dead and Sephiroth's alive now, so what happened? It all makes sense (very little) later. Well, that's the end of Cloud's story. Barret asks if there's more, but that's all that Cloud can recall and remember. Aeris asks what happened to Sephiroth, and in terms of skill, there was not a snowball's chance in hell that Cloud could've won, and official records Tifa read in a newspaper state that Sephiroth is dead. But then Aeris replies that Shinra owns the newspaper, so, that goes to the questioning of its believeability. Cloud is now traveling with another purpose: to find out the truth of what happened...then. Tifa's even still alive after her short-lived confrontation with Sephiroth. None of this is making any sense to them (and probably you, too). Jenova was in the Shinra HQ when they were there, but that's because it/she was transported from Nibelheim to Midgar. But, how'd they seize it from Sephiroth? But of course, it was later found missing, so, it must've been Sephiroth who took it out. Barret's confused also (doesn't take much), then Barret starts to go down the stairs. He says let's go.

You get the choice of waiting for a bit, or going now. After a notion from Barret, you get the chance to say "Beautiful, just beautiful" (if that's in a serious or facetiously sarcasting manner, I don't know), or "Is that all?" Whatever choice(s) are chosen, Barret still runs downstairs. Tifa then goes up to Cloud and asks just how badly she was cut (well, for one, I'm surprised that she can walk after landing on the steel steps like that). He thought she was a goner for sure, and he was actually...sad. Aeris then mentions that the Cetra, Jenova, and Sephiroth, are all the same. Cloud, Tifa and Aeris head on down the stairs, and Red XIII stays for a second to say that that was a truly fascinating story. At the bottom, Tifa gives you the PHS. This enables you to change your party members by way of phone. But, it only works when at a save-point or you're out on the World Map. The girls go on ahead. The guy right in front of the inn says that he saw Sephiroth walking to the East to that grassy field. Finish up any last things you may want to do in Kalm, but after it, just leave out to the World Map.

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                         World Map/Road to Chocobo Ranch
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All right, so, look at the radar at the bottomright corner of your screen (or at whatever display you have it on). Our next destination is the white dot to the East of Kalm. That is the Chocobo Ranch, where you need to go. On the way there, you'll undoubtedly encounter some new enemies. One enemy that you'll definitely be seeing a lot of is the Levrikon. You shall be able to distinguish them from the other enemies by them looking like huge birds on land (they don't fly). It is lacking high HP, so, you'll be able to slay it in a matter of no

time. Its Flaming Peck can do Fury on you, and it's normal Bird Kick does some good damage, as well. Mu is an enemy that can prove to be very useful. They look like some strange creatures in the ground. One of their attacks, Sewer, is immensely powerful. Average damage is 200 from it and it's a great way to build up Limit Breaks. Its regular attack launches a rock at you for some small ptd. Hot Springs is a very useful attack. It actually goes up and heals your HP, but its animation looks like that of Sewers, but don't freak out. You can also, if you have Enemy Skill Materia equipped, learn L4 Suicide from it, but that is a rarity when it uses it, but, it does administer substancial damage. Sinking does Earth elemental damage on one character.

Next on our list of enemies is the Mandragora. This guy is like a downscale, plant-like version of the Mus. It's a plant coming out of the ground, and it has quite a few attacks. Its HP is very low for this stage, and you should be able to cut it down to size in one hit, but at most two. Also, against it, magic is absolutely not the way to go, although at first glance you might believe that it'd be especially pregnable to Fire based attacks. This, however, is not the case, just like with any other magic you can through its way. To make up for this restriction to mainly physical attacks, Square decided to give it really little, low HP, as to not piss you off to badly with as many of you know their unruly parsimoniousness (they're Gods like that). It only does its moves as counter attacks to your attacks, as well, so... The absolute last newly seen enemy on this trail is the Elfadunk. It has higher Hit Points than any other enemy in this area, but not by much. It possesses two attacks, one of them being Shower. This shoots bubbles at the target, and then ends looking a small bit like Mu's Sewer, yet it does a lot less damage to said character. Also, they can do a normal physical attack on you. They have no weaknesses or preferences to elements just like every other enemy here in the "outback". One last thing is that Elfadunk can Sadden your characters with its attacks.

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                 Area #11 - Chocobo Ranch (Howdy, Partner!)
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
-> Enemies: None
-> Items/Weapons/Armor: Choco/Mog Materia
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I really don't think you should train or lvl up too much outside the Chocobo Ranch, because as it is, you're already one or two lvls ahead of what you normally should be for easy passage if you've listened to me. Around 15-17 will do fine. Ok, you'll know that you're nearing the Chocobo Ranch because you will begin to see these footsteps that look as though they were created by huge birds, and that's exactly what Chocobos are, and you should know that if you have played any Final Fantasies previous to this one. They're giant yellow birds that are mainly for serving you and transporting you more safely from place to place. But, they've really made Chocobos a humongous aspect and facet of this game, as described in the Chocobo Breeding section of the FAQ. But, that's further into the game, and you shouldn't be concerned about doing any of that stuff now, as it's virtually impossible.

Well from the beginning, you'll definitely see some four Chocobos fenced in the front of the farm. Speak with the one that's looking at you from the start. You then receive two choices. If you say "Warrrk" they get pissed and nothing happens. But, if you choose "Wark" they become jubilant, do a little cute dance for you, and then you receive your first red, summon Materia, the Choco/Mog. I suggest putting this on someone. What are you supposed to do now? Well, head over to the house and talk to the man inside. This is Choco Bill. He asks you if you're thinking of crossing the marshes. Your choice has to be "yeah" to continue. He then says that it will probably be safer if you get yourself a Chocobo. And with such, you can expedite getting across the marshes, and avoid

any unneeded confrontations with the humongous serpent-like monster there which
I cover in a little while.

He explains that it's the only way to avoid being attacked and ambushed by the
Midgar Zolom. That is not so, as there is a way to get across without getting a
Chocobo, and probably a better way, as it'll save you a lot of money, but, I
shall explain both ways in-depth. He then tells you exactly what the Midgar
Zolom is, and it's pretty much what I already said, but he also adds in that
it's over 30 feet tall! The creature detects footsteps that enter the marshes
and rushes towards them for an attack. Then, he suggests that you go to the
back stables to the rear of the ranch to talk to his grandson, Choco Billy.

All right, run past everything, and don't try to climb that one ladder, and
just enter the stables in the back.

Ok, inside of the stables with the weird picture of a Chocobo on the front
(God, you'd think this was a ranch for artificial insemination) you find Bill's
grandson, Choco Billy. He's not the guy in brown walking around, as that's
Chole, probably one of the caretakers and all he says is welcome. Billy is the
small 'lil guy. He's either really young, or a midgit, as he's like, half the
size of Cloud! But, we all know this isn't the most accurately proportionated
game in the world. He asks if you want a Chocobo. Too bad, though, they're all
out of them. The ones out front are being watched for someone else, so, what
are you possibly going to do to solve this problem? Well, you're going to catch
one out of the wild yourself, that's what. Aww, get your asses off your easy
chairs, put down your Buds, turn off sports and stop being lazy and go out and
do it. Well, you can now inquire about some information about Chocobos, such as
what they are (I've already said that), how to catch them (I'll get to that in
just a quick jiffy), and what else? What else explains a little more about a
thing in capturing them. Then, after you click on that, a new option arises
that says where are they.

I suggest simply skipping all of that and saying nothing. He then says you
should get down to business. He shall sell you a Chocobo Lure Materia for 2000
Gil. Hmm, this is really yout choice, whether you want to dump all of that Gil
out for something you don't need, or, you want to expedite doing it. I suggest
not buying it, but whatever. But, if you do buy this, you can buy greens for
catching Chocobos. Here's how to do that if you'd like. First off, you must
have Chocobo Lure on someone's weapon or armor. Anybody's. Now, you must also
have greens to keep Chocobos distracted as you relentlessly destroy the enemies
they come paired with (only if Lure is in place). In lamen's terms, the more
expensive the green, there longer it keeps the Chocobo happy and content. Now,
where do you find these guys? It's obvious. They're located in the places where
you see Chocobo foot tracks on the ground on the World Map. There's some right
outside the ranch. Yee-haw!

Well, if you're going to follow the method of capturing the Chocobos, read the
next paragraph, and if you're not, skip over to the paragraph proceeding that
one, but they both, of course, lead to the same place: Mythril Mines.

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          World Map/Catching Temporary Chocobo/Road to Mythril Mines
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All right, it's time to do some scouring for a Chocobo. I suggest you've bought
two of the most expensive green at least, and five of the cheapest one. Don't
buy any of the other ones, as they're complete wastes of time and money. Well,
as you're searching for a Chocobo, with Chocobo Lure on, mind you, you should
be able to find it in no time at all. You'll know even before the battle starts
if you have a Chocobo in there or not, as the battle music changes to something

a bit more catchy. Anyway, once the battle starts, waste no time in immediately tossing a green to the Chocobo. If you decide to throw the cheap one, you might have to rethrow 3+ times during the match, so that is why I recommended buying around five, just in case you miss your first opportunity in a fight. And, if you make the choice to use the more pricey ones, you *might* (meaning there's a slim chance) have to throw one more, so that's wht I had you by 2-3. Note that you've already probably wasted 3000+ valuable Gil buying and preparing for this, when you could've used it on some items, Materia, or equipment. Another note is that if you enter Choco Bill's room, you can pay him to stay there and sleep to pervade and revitalize any lost HP and MP. In battle, do not attack enemies when Chocobo is not eating, and try to move quickly to prevent the monsters from attacking you too often. Chocobo's are highly sensitive, and scare quite easily. Anyway, this isn't hard to capture a Chocobo, so after you get one, DON'T GET OFF! That would revoke all your efforts and Gil to capture one and you'd have to do it again. This is a negligibility, don't even toy around with it, as you'll get very ticked off. After you defeat all enemies, a Chocobo belongs to you, by the way. Also know that you can learn an attack from them with Enemy Skill called Chocobuckle, but it's rather difficult to do so.

This next method of getting across the marshes doesn't even require you to go to the Chocobo Ranch, but, you'll still want to, if only to obtain the Choco/Mog summon. Anyway, this one may be dismissed by some people as "cheating", but if you have the balls to do it, I wouldn't call it that. Anyway, when you're ready, head out for the marshes. First things first, don't head out into the marshes until I advise you to. So, once you're at its edge, change camera views so that your vision can span the marsh, so that you can see the Zolom's current location in accordance to what we need to do. Now, once it's far away from the middle or so, change camera back to normal quickly, and then run as far as you can into the marshes. The Midgar Zolom will, of course, pick up on your movement and come after you, and like this, you stand no chance in hell of out-running it. So, when it's as close as possible to you without initiating battle, go to the menu. Here, save your game, then turn your console off. Now, reload your game again, and the Zolom will be located in another spot of the marshes, allowing you more time for easy passage across. Also note that you can get across without using this method or Chocobos, and do it purely, and straightforward on foot, but it's insanely improbable. Of course, there's yet another method of doing this, and that's killing the Midgar Zolom. Of course, to do this, you're going to need some hardcore tips, as it's a crazily challenging fight for this time of the game. First of all, I think you should know a little about its HP, and how it attacks first. It possesses a high 4000 HP count, which is more than double any single boss you've battled thus yet, making it a formidable battallion. Not only that, but it has some ungodly powerful attacks. One of them, where I really wish to stress, is Beta. Beta is a magic attack that is used once it's at 500 HP or lower. It does over 1000+ damage to all characters, but is used after a character is ejected from battle. You can also learn this as an awesome Enemy Skill, but I suggest doing that later in the game once your HP is at 1500+, which won't be too long.

It has other attacks, as well. Well, two of them, to be exact. One of them is its normal attack, where it goes up and bites a character. This usually does 275+ damage to one character, so have them Hi-Potions and Cure Magics ready. It also has an attack where it attacks you and sends you permanently out of the fight. Also, if you had Morph at this time, you could potentially get an X-Potion out of it. All right, well, here's the recommended party, and what Materia to have them equipped with. Cloud, first of all, since you have no choice. Put Choco/Mog on him definitely. He also should be equipped with Restore (Cure) + All combination. Some lvl2 black magic will also do nicely here, as they're your best bet for actually damaging Midgar Zolom. Next, I'd like to recommend Aeris. She should also have some lvl2 black magic in her Materia set-up. I don't suggest giving her Cure, as she has Healing Wind, and

that will be coming up quite frequently due to intense damage dished out by
Zolom, although you might have to use some Phoenix Downs, so buy some from
Kalm. Also stock up on Potions, since, if you sustain some smaller amounts of
damage, you might want to heal up slightly. But, Cure is always the best way
to go when you don't have Healing Wind up. If Aeris has Seal Evil, that's an
insane advantage you have, but it's not as needed if you have Barret, but still
have her in with it, and if Barret doesn't have a turn or isn't around due to
its "knock out" attack, she comes in quite handy, or vice versa. Next character
as you've probably inplied from my above rambling, is Barret. His Mindblow
Limit, for the first time, comes in real useful. Also, give him your other
Restore Materia that you should've bought from Kalm. And also link it with All.
So, if you need to heal on either Cloud or Barret's turns, you can heal every
one instead of just one person at a time. If you wish to give him some lvl2
magic, do so, and give anyone else any other Materia that you'll find useful,
but try to keep HP high before battle, as its attacks are hard-hitters. Bio,
for one, is very good here - does dmg, plus, occasionally Poisons Midgar Zolom.

Another very useful item for your inventory is Hi-Potions. Hopefully you have
five or more, and you didn't use them up and dissipate them, as it's really
incomprehensible as to why you'd even need to. It's a very predominant boss, so
you'll need them here more than back then... Your first step to propitously
winning this fight is to either have Barret or Aeris with their Limit Breaks at
full maximum. Now, whoever receives their turn first, use either Seal Evil with
Aeris or Mindblow with Barret. This minuses one major factor later on in the
fight, and that's the usage and execution of Beta. It's a magically inclined
offensive manuever, so, if you use Seal Evil to Silence it it's without
required MP to carry out desired attack. And with Mindblow, it depletes all MP
from Zolom, so, it's yet again disabled. If you use Seal Evil, don't you dare
use Mindblow, instead, use Big Shot for actual damage. If you use Mindblow
first, save Aeris' Healing Wind for later when it's really needed. Cloud's
Cross Slash can also be used quite advantageously. Cross Slash does about 350+
damage in one hit to the Zolom, and if you pair that with Big Gun, that's
about 700-800 damage in just two quick moves. Now, soon enough, Zolom should
be receiving its turn, in which it'll only be using its bite for the first
chunk of the fight, and you should use Cure or Hi-Potion after each one (Hi-
Potion is more recommended if you have Cure-All, unless all characters are
damage). By the way, I suggest using a Tent beforehand just in case you have
some wounded people. Also, in conjunction with healing and Limit Breaks, you
should use those lvl2 magic attacks I so explicitly mentioned. They can do
from 150-250 damage per hit, whichever one, too. Another way of dispensing a
quick 300+ damage upon Zolom is using that Choco/Mog summom Materia, but, it
can only be used once in this fight, so choose your time carefully.

Now, at some point during this showdown, when it's HP gets under 1000 or so,
it stretches up so you can see its true height. This also is a signification
that it can now start executing a new attack. No, it's not Beta, it's the
ejection attack. In this, it chooses just one character and then knocks them
completely out of the battle for the rest of it. This is useful and annoying at
the same time. Useful in the sense that when Beta is used and cataclysmically
obliterates your party, the end result will not be a Game Over, but rather,
just a wipe out, and you start again with everyone at the beginning of the
marshes again. If you skip this stage and go straight to the Beta stage (which
is under 500 HP, you can be quite screwed with a Game Over). But, during the
"knock out stage", after it knocks one of you out of battle, it simply resorts
to biting again until its HP has hit or gone under 500. Now's when Beta will
start occuring. Of course, you have nothing to worry about if you've used the
Mindblow or Seal Evil previously, and you can continue pummeling him until his
death. Also, if you have Enemy Skill on now, and Beta does go through, it'll
say Enemy Skill "Beta" Acquired, but since you're dead, you will not have it
afterwards. I suggest coming back later when your HP/Stats are higher, and as

suggested by my friend, Chdnz0r, Laser has been acquired. Another thing, if
you use Cross Slash when its HP is on 501 at most (whatever the chances of
that are), and it does extra damage, and it kills the Zolom, the Beta part of
the fight is over, but your Str does have to be quite higher for that. Remember
to keep your HPs high, and that Healing Wind is your friend. If all this is
followed correctly, you should emerge from the fight fortuitous, but, with some
250 Exp, 25 AP, and 400 Gil. Also note that once you kill the Zolom, another
one simply appears, just in a different location of the marshes.

At the other side of the marshes, there's a cave; enter it. Here, you you'll
see a dead Midgar Zolom transfixed over a tree. Right through its body, and
this is obviously the doing of Sephiroth. I swear, if I hadn't seen that
flashback in Kalm, I never would've believed that he was capable of somthing
like this. You can talk to your group and they're just in utter amazement. Now,
leave here, and then enter the cave again. Now you're in the Mythril Mines,
which, unlike seeing that Zolom transpierced, is actually condusive to your
progression in Final Fantasy VII.

=-=
                       Area #12 - Mythril Mines
=-=
-> Enemies: Ark Dragon, Castanets, Crawler, Madouge
-> Items/Weapons/Armor: Ether, Long Range Materia, Tent
=-=

Interesting looking place, no? All right, first, this place is crawling with
enemies. The most dangerous of the bunch is the Ark Dragon. Its HP is higher
than the HP of any normal enemy you could've fought yet. But, even with this,
it has its weakness, but more strengths, though. Its one weakness is the
element of Wind. Now, we've recently ascertained a new summon that is of the
Wind persuasion, and that's the Choco/Mog. You can summon this for some major
damage onto it. Its weakness to Wind comes from the fact that it's a flying
type enemy, thus, stimulusly and susceptibly opening itself to Wind attacks,
but, also immunizing itself from Earth attacks. Its attacks consist of Flame
Thrower (learnable Enemy Skill), and its normal attack. You can steal an Ether
from it, as well. Castanets is the next enemy I'd like to discuss and cover
here. One of its attacks, the 2-stage Attack, does minimal physical damage to
one character. Scissor Spark causes a minor explosion which does around 30 dmg.
It's weak to Fire, so use it. Fire-Elemental on your weapon is a very effective
means of killing off these pests. Their HP isn't high at all (~190 I believe),
so fighting them should not consume too much of your time. You can win some Hi-
Potions from them too. Crawlers, on the other hand, are even easier than the
Castanets. Their HP is substancially lower (140), and their physcial attack
does only from 15-30 damage. The only threat they could possibly pose is by
utilizing their attack, Cold Breath. Earth is their major vulnerability, so,
exploit it. Lastly is the Madouge enemy. These are the second most powerful of
the enemies here. Their attacks with their ball and chains do from 40-60 dmg
to one character. Also, they have the Swamp Shoot attack which does about 30
damage, and is slightly like the Castanets Scissor Spark. You can Steal Grand
Glove from them if you wish. Too bad you don't have Morph yet, as if you did,
you could get a Hi-Potion out of these psycho looking fiends.

If you have Tifa in your group, go on and equip Tifa with the Grand Glove. Well
from the starting entrance to the Mythril Mines head to the right and into that
first room. Be mindful of your HP as well. Here, go ahead and climb up the
plant vine on the left-most wall to this area. Up here you will find the Long
Range Materia. This should only be placed on Cloud or anyone else besides
Barret. Cloud is the most recommended, however. This allows that character to
attack at normal capacity even front far distances. Boy, this would've been
useful during that HO512 fight, eh? Climb back down and run up the stairs to

the highest peak in this place. Here is a treasure chest and the contents of it is a Tent. At around this point Red XIII should know Lunatic High, by the way. As you're coming down the stairs grab the Ether off to the right. You can now leave this room and head in the left direction of the entrance. Once you reach the junction at the bottom, go right first to get a Mind Source from the chest down in the corner. Then take the left fork road up to the next area. When you first arrive here, you see Rude there. Red XIII starts it out by saying that he'd hoped that he'd never see Rude again, and then he actually asks you if you know who he is. Holy mother of god, what does he takes us for, a stupider than usual dresser? You can say you don't know and make yourself seem as such, or you could say that you know he's from the Turks. He then explains what the Turks do, and as you try to stay awake, out comes a new Turks member, Elena. She, in all honesty, is an idiot. The only reason they have her around is because earlier on we messed Reno up pretty bad. She's really just a lackey to Tseng, in the big picture.

He then dismisses Rude and Elena and tells them to remember to file their reports. She just slips up again with such idiocy and divulges where Sephiroth is headed to. Tseng then gets pissed and finally dismisses her completely, and they both leave. Reno now wants to show you his "affection" with a new weapon after the injuries he sustained at your hands heal. Tseng then comes up and if Aeris's with you or not affects this scene. After he leaves, go up through the North room and get the Elixir in the chest. Then head up the ramp there to the top and pick up that Hi-Potion. Man, this is a super-item-filled area, huh? Some very useful stuff you've picked up here. Note that this is the place that the one guy in the Kalm bar resigned from his job at because of these monsters showing up. Now climb the vine to where Tseng just was and exit the Mythril Mines completely. Now you're back at the World Map.

```
=============================================================================
                         World Map/Road to Junon
=============================================================================
```

From here, don't go straight to the first land structure you see, since that's Fort Condor. We shall visit there later in the game. I shall tell you the location you need to go to now, though. You see that one dot right on the west coast of the Eastern Continent? That's the city of Junon, and if you paid any attention to Elena, that's where Sephiroth is going, thus, your destination. On the way over there however, since it's a long hike, there's quite a few enemies wandering around these new parts. Note: you can of course go to Fort Condor now and get some stuff, and learn a few things for later on, but, you can do just whatever you want, as it's not currently a big aspect of the story, but will be later, as I said before. I cover it all more in-depth in the Fort C. section of this guide. The first enemy I wish to talk about is the Zemzelett. It's a giant and strange bird like creature. It looks more like a fusion of a bird and a bear, if you ask me. It has an attack where it conjures up this black mist to do damage on you, but not much. Thunderbolt is its next attack of mention. Obviously, it does Lightning (Bolt) damage, so, if you want, to avoid the usual 235 damage that occurs on one character, have the Elemental-Lightning on one character, and hope that it usually does it against them with more frequency. If you opt not to take that risk, just use Cure on attacked character there afterwards. Once it has 100 or less HP, it flies into the air. You can also learn White Wind Enemy Skill, but only later on after Manipulate has been acquired (I'll que you when you can later in the game). This monster is totally weak to Wind, and Wind elemental attacks do radical amounts of damage. So, if you put Choco/Mog-Elemental linked pair on a weapon to do crazy damage, or you can do it singly. 285 HP isn't a lot any more.

In the forests you'll find a very annoying and troublesome enemy that likes to appear in large numbers known as the Capparwire. They look like grown up they

could be grown up versions of the Mandragoras from earlier on the Road to the Chocobo Ranch. Their most favorable attack (to them, not you) is the Grand Spark. This causes what looks like an explosion of friction in front of one character and the end result is usually 100-130 damage done to them. They also have a regular attack which does 50-60 damage, give or take a few. They are admittedly not weak to Fire, which may come as a surprise to some, just like with the Mandragoras. They have substancially lower HP than any other enemy in this area so that's their only downfall, really. Hell Rider VR2 is the next topic of discussion. This guy is a rare find around here, but is mainly in the open plains. It has no weaknesses whatsoever, so, nothing will do any extra damage to it. On the other hand, it also has no strengths, thus, all attacks are pretty much equal, unless you upgrade to magics like Fire2 or any other lv2 spell. Now, Formula is the most power enemy around these parts, although it does not have the highest amount of HP to complete, as that title is awarded to the Zemzelett, and is a 45 HP deficit, as well. It looks like a baby, always-flying version of the Zemzelett, and if that was somehow the case, then I'm glad it evolved, as they can had you your ass, and the other is just weaker, plus Zemmy is a much more common fight in this neck of the woods. This guy possesses two attacks, both of which are quite powerful, indeed. One, of course is more powerful, though. Its regular attack does powerful damage against one character, and it's more than what you've come to expect from a regular enemy's normal attack (and even some previous bosses), but, get used to it, as that's how it gets from now on. Blue Impulse is its best attack, and does about 200 damage to the entire group of party members. Cure-All is in order definitely. Being a flying enemy, it's invulnerable to Earth and weak to Wind, so, Choco/ Mog will work nicely in that aspect, and that it can be Stopped. Steal a Boomerang from it for Yuffie who's in forests around these parts.

Lastly, is Yuffie, a secret character you can get at this time in the game in forests. She is the female ninja. You can get her to join your party eventually in the game. She's the first secret, unlockable character in the game, and arguably the easiest of the two to unlock. The first time you can enlist her is when you have left the Mythril Mines, and she'll be found in any forest (big areas of green plants and marsh on the World Map) throughout the game. How to get her to appear is to continue to fight random battles in these forests, and a thieving ninja girl will eventually pop up. This is Yuffie. First, you must beat her in the battle (it's ridiculously simple, by the way, so don't fret). Just be totally adequetely prepared and completely ready for tons of Fire based attacks. She may have the name "Mystery Ninja" in this battle, but her name will change to Yuffie Kisaragi once you get her. Once the fight is over, you're automatically taken to a small area with a save point, your three battling characters, and Yuffie lying on the ground. If you try to use the save point, Yuffie steals 200 Gil from you and runs away. So, while here, talk to Yuffie on the ground. She then issues a challenge to fight you once again, so that she can prove herself. Here's how the conversation has to go to get her: Yuffie- "You spikey-haireded jerk! One more time, let's go one more time!"; Response- "Not interested."; Yuffie- "You're pretty scared of me, huh?"; Response- "...petrified."; Yuffie- "I'm really gonna leave. REALLY!"; Response- "Wait a second!"; Yuffie- "You want me to go with you?"; Response- "...That's right."; Yuffie- "All right! I'll go with you!"; Response- "...Let's hurry on." Now congratulations, Yuffie's now one of your playable characters from here on out. Use her ninja skills wisely and she'll be a great asset to you, and the game. Now, when you're totally ready, you can proceed to Junon exactly where I told you it was located.

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===============================================================================
                          Area #13 - Junon Harbor
===============================================================================
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-> Enemies: Bottomswell(B)
-> Items/Weapons/Armor: Shiva Materia

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=============================================================================
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As the party enters the Junon Harbor area, Cloud first mentions how run-down
the town is. Talk to the lady at the bottom of the screen from the start, and
she mentions how it's a rare occurrence to see anybody from the outside of town
(besides the Shinra), as it's such a beaten-up old place. Inside of the house
that she was in front of is nothing of use right now, but you're able to rest
there later. The house on the ground to the East of town is the Weapon/Item
Shop (God, they're so poor they can't even make two seperate stores with decent
items, sheesh). Here they sell one piece of equipment, and with redundancy to
a previous shop in Kalm. It's the Mythril Armlet which is selling for 350 Gil,
but, it can still be useful. The rest there is items, and they include the
following: Potion (50), Phoenix Down (300), Grenade (80), Tent (500)--all like
past stores. Nothing new is going on in this bottom portion of the city, so
don't expect it to. But, I stil suggest purchasing some Tents while you're
there, since there's no inn to rejuvenate your HP and MP at, you can at least
exit to the World Map and use Tents. But, this will change soon enough. Across
from that shop to the left is a guy next to giant hanging dead fish bones. In
a very polluted-sounding voice he talks about how ever since the war when the
Shinra had built that city up above, there has been no fish (like that whopper)
in the water due to the obvious and increasingly high level of pollution here.
This is like a *majorly* downscale, degraded version of Midgar. But, there were
some places in Midgar that made this place look like heaven. Don't follow the
path under him just yet, as that leads to something you don't want to do yet
until I advise you of stuff in the next paragraph. The guy walking around near
the top of town (not the Shinra dude), says that he's never seen a feller with
a black cape before when Cloud asks him if he has. The high house which he
generally walks under or near has nothing of value, but you can climb the bed
just for a quick relaxation period in which you can go take a shower, get a
snack, or just change the channel as you play, I guess... The Shinra guard to
the North basically tells you to **** off when you talk to him.

So, now, there's going to be a boss fight soon with an enemy called Bottomswell
at the shore. I suggest Barret being in your party and in the front row with a
Long Range weapon such as Assault Gun. You ought to give Cloud the Long Range
Materia on his weapon. I suggest having your other character be Red XIII, since
his Str at this point is generally stronger than that of Tifa or Aeris, and
that's really what you need in this fight. Also, of course, if you're going to
be needing some Long Range weapons and attacks, that obviously hints at the
fact that you'll be needing some lvl2 magic attacks such as Fire2/Bolt2/Ice2/
but Earth2 won't work. Also, don't refrain from using Choco/Mog Summon, as
Bottomswell is weak to Wind attacks. So when you're duly prepared to fight it,
go down to the beach. Here you shall meet a small girl by the name of Priscilla
and she'll be found playing with a dolphin, which she's named Mr. Dolphin. She
has a tendency to be good with animals, and, she absolutely loathes Shinra,
Inc. She makes this fact known by thinking that you're members of Shinra, Inc.,
and she tells you to get out of there. Well, in a second, the who place is
rocked and boss music starts rollin'! This is when Bottomswell, an apparent
production of all the bad pollution, comes to fight. This guy looks insane, but
trust me, he's not as difficult as he may seem.

```
===============================================================================
-   BOSS: BOTTOMSWELL                                                         -
===============================================================================
```

-> Monster's Name: Bottomswell
-> Monster's Locations:
- Junon - Mr. Dolphin Area (disk 1) (forced)
-> Monster's Level: 23
-> EXP for Defeating: 550

```
-> AP for Defeating: 52
-> Gil for Defeating: 1000
-> Item Dropped from Monster: Power Wrist x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2500
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   42,  36,  1,   69,  30,  96,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (1/2), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Confusion, Petrification, Paralysis, Berserk, Frog, Small,
Slow-Numb, Manipulation, Death Sentence, Death

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Big Wave                 0   A    Phys  Wat   Phys  30      100  X  X
* Moonstrike               0   1    Phys  Hit   Phys  20      90   X  X
* Tail Attack              0   1    Phys  Hit   Phys  20      90   X  X
^ Bodyblow [1]             0   1    Phys  Hit   Phys  40      90   X  X
^ Bodyblow [2]             0   1    Phys  Hit   Phys  40      95   X  X
^ Waterball                0   1    Mag   -     -     -       I    X  X  (1)(2)
  Transform [1]            0   S    -     -     -     -       I    X  X  (3)(4)
  Transform [2]            0   S    -     -     -     -       I    X  X  (5)(6)

(1) Imprison [100%]
(2) animate Waterpolo around character
(3) transform from first form to second form or second form into third
(4) Miscellaenous/Animation
(5) transform back into first form
(6) Miscellaenous/Animation

--> Attack Pattern:

-> Basic Pattern:
Bottomswell's range is far
Is Bottomswell in first form?
Yes: Is Action Count 0, 1, 2?
     Yes: Tail Attack on random character
          [Action Count +1]
     No: 2/3 - Bodyblow [1] on character with highest HP
         1/3 - Pre-Select is Tail Attack
(if Bottomswell takes more than 6 turns in first form, Transform [1] on self -
 Bottomswell is in second form)
(if Bottomswell's HP is less than or equal to 1/2 of its MaxHP, Transform [1]
 on self - Bottomswell is in third form)
No: Is Bottomswell in second form?
    Yes: Is Action Count 0?
        Yes: Is second character in party formation not under KO?
             Yes: Moonstrike on second character in party formation
             No: Is first character in party formation not under KO?
                 Yes: Moonstrike on first character in party formation
                 No: Is third character in party formation not under KO?
                     Yes: Moonstrike on third character in party formation
                     No: Action Count +1
                         [Action Count +1]
        No: Is Action Count 1?
            Yes: Bodyblow [2] on character with highest HP
```

```
                    No: Is Action Count 2?
                        Yes: Moonstrike on random character
                             [Action Count +1]
                        No: Is Bottomswell's HP greater than 3/4 of its MaxHP?
                            Yes: Transform [1] on self
                                 Bottomswell is in second form
                            No: Moonstrike on random character
                                [1/2 - Action Count is 1]
                                [1/2 - Action Count is 0]
     (if Bottomswell takes more than 6 turns in second form, Transform [1] on
      self - Bottomswell is in third form)
     No: Is Action Count 0?
         Is there at least 2 characters without Imprison and not under KO?
         Yes: Waterpolo on random character without Imprison and not under KO
              [Action Count +1]
         No: Is Action Count 1, 2?
             Yes: Action Count +1
             No: Is Action Count 3?
                 Yes: Is Bottomswell's HP greater than 1/2 of its MaxHP?
                     Yes: Transform [2] on self
                          Bottomswell is in first form
                     No: Big Wave on all characters
                         [Action Count +1]
                 No: Does at least one character have Waterpolo?
                     Yes: Action Count is 1
                     No: Action Count is 0


-> Special KO Pattern:
Is Bottomswell's HP 0?
Yes: Big Wave on all characters as final attack
     Does at least one character have Waterpolo?
     Yes: remove Waterpolo from all characters with Waterpolo
     No: do nothing
No: follow Basic Pattern


--------------------------------------------------------------------------------
-    WATERPOLO                                                                  -
--------------------------------------------------------------------------------

-> Monster's Name: Waterpolo
-> Monster's Locations:
- Junon - Mr. Dolphin Area (disk 1) (Bottomswell battle - only when Waterball
is used)
-> Monster's Level: 4
-> EXP for Defeating: 10 (only if not KO'd)
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 40
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   1,   100, 1,   1,   1,   254, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Silence, Sleep, Stop, Confusion, Petrification,
Paralysis, Berserk, Frog, Small, Slow-Numb, Regen, Peerless, Manipulation,
Death Sentence, Death
- Immune to physical damage
```

```
-> Attacks:

* Name                    MP  Tar Type Elem Form PwrCst  %   M  R  +Added
--------------------------------------------------------------------------
  Remove                  0   S   -    -    -    -       I   X  X  (1)


(1) gets removed from battle

--> Attack Pattern:

-> Basic Pattern:
do nothing

-> Special KO Pattern:
Is Waterpolo's HP 0?
Yes: Remove on self
No: do nothing

-> Special Character KO Pattern:
Has character with Waterpolo been KO'd?
Yes: Remove on Waterpolo
No: follow Special KO Pattern
```

- STRATEGY: Well, after Priscilla chases it and then falls down in the water in
clear and present danger, the party then decides to go to her rescue (I do
suggest that the party be Cloud, Barret, and Red XIII, for reasons stated to
the above). All right, first of all, this enemy, Bottomswell, has four attacks,
and all of them compliment each other quite nicely, also. It also has somewhat
of a predictable attack pattern from beginning to end. It starts out the whole
battle doing Tail Attacks, which damage can really start to gather up from,
until HP is taken to a certain point. At this point, Bottomswell starts moving
faster and more aggressively. This signals that on its next turn, it shall
enclose you in a bubble. This attack places a character inside a not-so-
protective enclosement and prevents said character from attacking, and disables
all actions from them. If character in question has an attack in progress, it's
rainchecked until the bubble is removed. While the character is inside of the
bubble, trapped, it slowly eats away at your HP, and you'll slowly die a very
prolonged agonizing death. There is only one possible way to remove this bubble
once it's been set into action, and that is to use any magic attack on it. Even
its an element linked on your weapon to the Elemental Materia carried out in a
physical attack, that'll work. Be careful, though, and be sure that you're
arrow is pointing to the bubble when the attack/magic is executed, as, unlike
with Pyramid, you can actually do damage to your contained character if you are
not careful and mindful of this fact. Once they're free, the horrible boss
changes his attack pattern to strictly using Moonstrikes, and that damage can
also accumulate badly over time if you do not watch your HP constantly and heal
it up when it's down.

All right, as for attacking, I pretty much stated it all before the strategy in
semi-depth, so now I cover every little facet of it. First of all, this battle
is completely fought in the Long Range perspective, so, make sure Cloud (I
truly recommend it on him other than any other character, as his Str is more
than like the biggest). Along with that, on his weapon, link Elemental-Choco/
Mog so that you can exploit his weakness to Wind. So, when you attack, it feels
Wind's ultimate wrath, and, if you decide to flat-out summon it, it even adds
in an extra 25 damage most of the time. But, that can only be used once in the
battle, that is, unless you're a freak with no life and has trained your summon
and characters for 50+ hours outside of Junon, in which case you can summon it
twice. This is a good way to bust characters out of bubble move, as well, as

it has Wind *magic* on it, so, it works wonders. I recommend putting most of
your lvl2 magics with Red XIII, so that he can do substancial and actually
respectable damage on more occasions than when he gets to use Sled Fang (note:
if you desire more, faster-coming turns, use Lunatic High to Haste the entire
party). Barret's weapon should do some good, 110+ damage on its own as long as
it's a long range one, and Big Gun can do impressive amounts of damage, too.
Any lvl2 magic besides Earth (which I doubt you even have lvl2 of yet, anyways)
can do great damage, as they're Long Range moves, hence, their damage is nice.
This in conjunction with Cloud's Long Range on his weapon + Elemental-Choco/Mog
summon amounts in some serious hurtin' of Bottomswell. Limit Breaks are always
a nice addition here and there. Also, watch your HP, as when Bottomswell's HP
goes under 1000 he starts using Big Wave, which can annihilate an unwatchful
party, and does around 100 damage to all.

After the fight, Priscilla is unconcious and not breathing. A guy the comes
down the steps and checks on Priscilla. The then insists that Cloud does and
performs CPR (Mouth-to-Mouth Rececitation) on her. I mean, this guy doesn't
even give a please. Very demanding SOB, wouldn't you agree? Your party then
urges him to do it. All right, now it's explained to you just how to do this.
You must press the   button once in order to activate the CPR Guage, and it
moves the bar up the lung-shaped sides. You must press   once again in order to
breathe into her. It also must be done at exactly the precise time. That is,
right when it reaches the top. You might want to get your timing down a bit,
and don't let it exceed the limit to where overexert yourself. Anyway, it isn't
too hard. After you've done it correctly 5 times, each with the full 10 total
inhalations, her conciousness is revived. The man then exults his happiness and
joy and then carries her off home without thanking you or anything. All right,
the woman that was wandering around seemingly aimlessly by the front before has
now stopped by the door to her house. She invites you into her humble abode.
She then thanks you so much for what you did for Priscilla, then she offers you
the three beds for the night, meaning you can replenish HP/MP for free. Of
course you're going to say yes, if not you're a moron. During the night it is
not like a normal stay at an inn, though. Cloud talks to that mysterious voice
in his head, with that eerie yet beautiful music playing in the background.
They talk about 5 years ago, Nibelheim, Tifa being your guide, and a little bit
more. Tifa then wakes you up, and some marching band -ish music is playing
outside. Cloud then asks Tifa about his dream, then they rush outside.

What could it possibly be now? The party is together in the middle of town. If
you talk to Yuffie (who you may or may not have, but I won't state this from
now on, as I expect you recruit her), she says the music is giving her a
headache. Aeris mentions something that she heard something about Priscilla
regaining conciousness. Tifa believes that it's strange that it all got so
noisy and loud all of a sudden. Barret, of course, like always, very astute.
Nothing gets past him... Red XIII wonders if this has anything to do with the
Shinra? Well, does anything so grand ever happen in the FF7 world without the
Shinra being a part of it? Not often, let's leave it at that. The local
denizens are talking about how it used to be a busy fishing port, until that
blasted Shinra came in and ruined everything. When you're ready to continue,
start going up the stairs to the highest house. At halfway, Priscilla comes
down and Cloud asks how she's doing. She then shyly exclaims her gratitude and
apologizes for mistaking you for a member of Shinra. She's forgiven. She then
says that she'll make up for it, and reward your enormous favor by giving you
the Shiva Materia. Shiva is a beautiful Ice goddess summon. Barret asks what's
all the music and commotion, and she's heard that they're rehearsing the big,
grand reception for the newly-appointed, and cheatingly-dubbed president of
Shinra, Rufus. Oh dear god...

Barret then says he has to "pay his respects", hehe. Priscilla continues with
some information about her grandparents have told her many a story about how

this whole place use to be a beautiful beach when they were young many moons
ago, but after the Shinra built that huge city of Junon above it (which, in
size, does not pale in comparison to Midgar), which prevents sun from shining
through, and the water to become very polluted. Now it's just some desolate old
town under where everything really happens. Priscy, as I like to call her, was
raised on that story and detests the Shinra so much she could die. I bet that
there would be a humongous extolated eulogization down here if the Shinra were
one day to fall... The whole conversation continues on, and Aeris is wondering
if Rufus is planning on crossing the ocean to the west, too. They then get into
Sephiroth, and Red's puzzled as to why Rufus is still alive. He thought Cloud
had killed him. Barret then suggests going to the tower and climbing to the
top, but Priscy immediately advises against that, since there's a high voltage
current underneath the tower. She then gets the brilliant idea that Mr. Dolphin
could help you out with getting up there. So then, follow her back down to the
beach's shores where you first met her. The party also forces Cloud quite
sarcastically to be the one to do this and then split. Lousy cowards. Anyway,
follow after Priscilla to the beach, now.

Note: now you can go back to the woman's house and use it as a free in all the
time if you'd like. Now, go on over and talk to Priscy. She then whistles and
the dolphin comes. Barret comes out and says that he's never, ever seen a
dolphin jump that high. Well, he's not just a dolphin, he's MR. DOLPHIN! Ok,
whenever Priscy blows that whistle, dolphin jumps for her. She then gives you
control of it. You must stand in a precise location and blow the whistle with
 . Mr. Dolphin then comes and catapults you upwards. Now, you'd think this one
would take you a while to figure out, but, that's not so. After Barret takes
the PHS warning that it'll break if it gets wet, and you getting the whistle,
it's time to start. From the starting place, blow the whistle once to have the
dolphin vault you up. Now, at that precise spot of landing, without moving a
bit, whistle it again. This time, you'll land on top of the contumacious
structure. Or, you could do it the hard way and try to position yourself for
hours in every feasible location. Idiot. From up there, jump across to the
left and climb up.

```
===============================================================================
                           Area #14 - Junon
===============================================================================
```
-> Enemies: None
-> Items: Grenade, 6x Potion, 6x Ether, 5000 Gil, x2 1/35 Soldier, Mind Source,
Luck Source, Power Source, Guard Source, Speed Source, Silver Glasses, HP Plus
Materia, Force Stealer
```
===============================================================================
```

You then see the view of a colossal airship. Ok, so now, make your way forward.
In the next area, board the oversized elevator and then at the other side,
press on the yellow control box. This lowers you down below, then you can run
directly across and enter the main section through the small entrance. As you
walk in, you see three soldiers walking past you marching, and then some guard
comes out and mistakes you for a SOLDIER because of your clothes. God, they
don't pay much attention to who they have appointed around here, do they? Well,
anyhow, he basically tells you to get the hell in the room. Now, go examine
the cracked open locker and you can then change into the Shinra uniform (which
you must do in order to progress). He says it brings back memories as he's
about to change, the guard tells you to hurry up and quit yappin'. He then goes
into the changing room and starts with how he was so proud when he first put it
on many years ago, and it seems he's having a bit of difficulties getting it on
correctly. Hmm. Eventually, he couldn't bear wearing it any longer. Then, you
see him come out as a soldier with his rifle in position. Man, first he dresses
like a woman and now he dresses like the enemy, what's next, a watermelon? The
guard compliments him on his appearance in it, then asks if you remember the

Greeting Procedure. Your eyes show that you're confused and don't recall. He
then instructs you as if you were in military school or something. Two other
guards come in to aid in the demonstration.

Once you've gotten the gist of it, follow everyone. You see everything
happening outside, with a helicopter flying by, people looking out the windows,
and tons of soldiers on the street. You see all these soldiers marching,
Heidegger in the front, and Rufus riding along in a heavily protected car.
When you've relinquished control once again, go and save around the corner.
Now, if you enter the room nearest the savepoint, you can go down an elevator
to Junon Harbor, but, you'll have to go back up, so, go through the other door
up here. You then get an awesome view of Junon and its gigantic cannon. You
then arrive in the streets, and it appears as though you're late, but then
decide to take a shortcut to catch up with everyone. So, at the other side,
you need to sneak into a back row without drawing too much attention to
yourself. You're on TV, and how you perform affects your live TV ratings.
Depending on your ratings, you can receive one of the following items: 29% or
under- Grenade, 30%-39%- x6 Potion, 40%-49%- x6 Ether, 50%+- 5000 Gil. At
the next area you see Rufus and Heidegger talking about stuff, and Rufus tells
him to stop the dumb horse laugh, haha. They then leave on the machine after
Heidegger harassess some soldier. Soldier's then talk about a man in the black
cape and it tweaks Cloud's interest. The guard then comes up and asks you if
you're messing with the army.

You then later appear back in the locker room, and he explains that your orders
for today are to send off Rufus at the docks. His other soldiers come in and
you start a new drill. After you get the hand of using buttons for this and
all, you can do the special pose, which Cloud shows off his battle ending pose.
They like it, so they'll use it. All right, it's time for you to do some
exploring of the town. You see Rude walking, but you can't catch him, so
don't try to. At the first building is a Materia shop. Here's what's up for
sale: Sense (1000), Seal (3000), Restore (750), Heal (1500), Revive (3000).
It's all good stuff, and they new stuff they have is the expensive, 3000 Gil
Materia, so, buy them both. The next building contains the Item Shop with some
good stuff in it: Potion (50), Hi-Potion (300 - get a lot of these), Phoenix
Down (300), Antidote (80), Eye Drop (50), Echo Screen (100), Hyper (100),
Tranquilizer (100), Tent (500). Load yourself with whatever you need as it's
all useful, but especially get some Hi-Potions. Man, I'm surprised being a
soldier you don't get any special discounts. Through the next door is a normal
house. Talk to the guard to go into the basement. People at the other side
ask you about stuff. The guy on the left asks about Materia. Topics covered
are: Growth, Kinds, Combinations, Divisions, Number of Materias. The rest is
a secret if you don't want to. Guy on the right asks about Limits. Coverable
here is: Developing Limits and Extreme Limits. All the people on the right
are ghosts of the people at the Beginner's Hall earlier. They didn't do well
because apparently you didn't explain everything to them. They want revenge...
So, now you explain tons of crap to them now if you'd like. You can also get
the Enemy Skill Materia down here.

Head back up the ladder when you're prepared. Now, go up the stairs in this
house. In the first room on the left is a Mind Source and a 1/35 Soldier.
Next to that room is a Luck Source. Continuing up the stairs there's a Power
Source and Guard Source. The guy in the room says he's not going to the parade,
as becoming SOLDIER First Class is very difficult and strenuous. Leave this
whole building now. Keep heading down the street. Here head straight forward,
as there's nothing to the bottom. Continue, over, and into the next
neighborhood complex. In the first building on the right is a bar with Elena
and two guys who appear to be Tseng and Reno. Elena says some interesting stuff
about the men of the Turks. You can talk to Reno and Elena but not Tseng. You
can save in the next building, and it's an inn on the bottom floor. 30 Gil per

stay. Upstairs talk to the girl, and then it's another Materia shop. The girls
here are apparently to attract customers.:) Here they sell Fire (600), Ice
(600), Lightning (600), Earth (1500), Poison (1500). Buy, if you want. Keep
going on up and there's an ex-SOLDIER running the Accessory Shop which has
Silver Glasses and Headband both going for 3000 Gil. Silver Glasses protect
against Darkness, and Headband protects against Sleep. The next house is a
SOLDIER's house. Here is a Speed Source. There's also a lazy delinquent worker
in there, too. Up the stairs is another 1/35 Soldier off to the side (may be
a little hard to spot, it's to the right of the rubber duck). The Shinra
Manager is sad that he's not in a 5-Star hotel on this trip like they promised.

The next place over is the Weapons Shop. What do they have, you ask? Well,
I I'll tell you: Mythril Saber (1000), Cannon Ball (950), Mythril Claw (750),
Full Metal Staff (800), Mythril Clip (800) -> just like in Kalm's stock. When
you're all done with this part of town, head into the next area. Time for you
to impress Rufus' ass. You must now follow all the commands that you learned in
the locker room last time, and at the end, press any button to pull of your
special finishing move. Your performance affects Rufus' mood, and his mood
affects which item you receive. Hey, by the way, notice Red XIII in the
background? Anyways, here're the prizes rewarded by Heidegger for making Rufus
happy: 50 or lower nets you Silver Glasses (good way to get them for free
instead of for 3000 Gil at the Accessory Shop), 60 through 90 you get an HP
Plus Materia, but, 100+ nabs you a Force Stealer. After the two head honchos
leave, you guys talk for a while, and you can make tons of gestures with your
buttons. All right, as you're leaving, you talk to Red XIII for a while, and
then you're boarded on the Shinra ship. Avast ye matey!

```
=-----------------------------------------------------------------------------=
                       Area #15 - Shinra Cargo Ship
=-----------------------------------------------------------------------------=
-> Enemies: Jenova-BIRTH(B), Marine, Scrutin Eye
-> Items/Weapons/Armor: All Materia, Ether, Wind Slash
=-----------------------------------------------------------------------------=
```

Ahoy lads and lassies, you're now on the Shinra Ship. We be crossin' that thar
body 'o water fer the new continent!

Well, as you're crossing the ocean, you again regain control of Cloud after a
long ways. Ok, so, once you start out, you can pick up an Ether in the chest to
the right. Over to the right is Yuffie in a sailor's suit, and she's impeding
your way to an All Materia. She asks if you have a Tranquilizer, as she's
becoming very seasick. You can get the All a bit later. Near the front of the
cargo holds area in the blue soldier suit is Aeris. This conversation has some
bearing on what happens later on in the game. She asks if you saw that airship
at Junon. She wonders if she could ever get on it. Your answer choices are
"I'll take you someday" and "I dunno..". You know which one to pick if you
want a positive response from her, jackass.

As you go up the stairs, you can talk to a guy that's working out vigorously.
Up here, you can see Tifa atop a platform scanning and patrolling. She's doing
a very good job blending in if I do say so myself, but too bad the same thing
can't be said for Red XIII. This talk also has some impact on further on. She
reiterates that she hates war, soldiers, uniforms, etc., which you learned a
bit earlier on, and she wishes they'd all disappear. This is where you get to
make a choice to agree with her or act like an asshole. The guy on the
starboard of the ship. If you say something's missing he'll sell you a Potion
for 50 Gil and Phoenix Downs for 300. Nothing much, but I guess it's better
than nothing. If you say that you're tired he'll sell you, for 250 Gil, an
Invisile Alpha which is a super drink for seamen. It puts HP and MP under total
revification. Or you can opt to tell him to leave you alone.

Over by the savepoint is Red XIII who's pathetically trying to stand on two legs and blend in. He says that it's harder than it looks to stand on two feet, but he thinks he makes a fine looking human being. He also thinks that he should not get caught or spotted, as humans only look at appearances anyway. But, Red, your tail is sticking out like the sore thumb! All righty then, so, you've found everyone in your party but one: Barret! He's not hard to find, either, although it may seem like you've checked everywhere for characters. So, head back down to the holds down below. Here you should speak to Aeris once again. She hopes Barret isn't doing some stupid (is that even a possibility?), but, like always, he is. So now if you head back up to the top, the guy who was once blocking your way to the next area talking about a vacation to Costa Del Sol is gone, allowing you passage.

And wouldn't you know it, there's Barret in a retarded looking sailor suit spying in on Heidegger and Rufus in the next room. So close, yet so far... Talk to Barret again and he loses his cool, and he starts saying that he's going to settle things here and now. The alarm starts insanely going off, and everyone thinks that they were found. You need to go meet up with your team in the area you just came from. They're all here, so, it must be him... Sephiroth. If you didn't before, save now. Now you must form a party for the upcoming battle. I do recommend that it be Red XIII and whoever else is the strongest in your group, but, it's always a matter of who you like in this game, and party you've grown to like more. Plus, if you're the more honorable type, and don't want women to get involves, that rules out three people, but overall is stupid. You now go look into what's happened. And after the party is chosen, they drop the disguises and go look. But, the unchosen characters stay in the uniforms. The seller guy still sells stuff. If you have second thoughts on your party, go talk to the others and change people out for others.

When you head down, you notice that everyone down there has been brutally killed. You can also go pick up that All Materia that Yuffie was blocking earlier. But, another thing that's new is there is enemies aboard the ship. First is the Scrutin Eye. They have a weakness to Wind, so, that always calls for Choco/Mog summon, or based attack. They are totally immune to Earth, since they hover above the ground. Its normal attack isn't much to worry about, but, its Ice2 and Fire2 can be extremely dangerous. You can steal Ethers from these guys, and their 240 HP isn't much to deal with. Choco/Mog can also Stop them, but, from damage already done, they'll most likely be done with. All in all, even though they're not hard or difficult to beat at all, they are the hardest normal enemy located on this ship, so that should be a little bit of a relief to you. As your consolation enemy, the Marine, is very easy to dispose of. First of all, you can loot the Shinra Beta armor from them. It's quite decent of an armor for this time in the game, too. None of their attacks are really anything bad, but, they have 300 HP, which may be somewhat troublesome.

At this point, it's time for you to put together your Materia before the up and coming fight. Refer to the actual strategy of the boss for some serious recommendations. But for now, after you've taken care of your business in the cargo area, head through the door which the soldier was blocking access to previously. Make sure you're all healed up, too. When you enter here, go up the stairs and around the walkway to pick up the Wind Slash weapon for Yuffie Kisaragi. Ok, when you're totally prepared to engage in combat, go up and examine the guard up front who's near the wall. He then turns and falls dead at your feet. Then, a mysterious voice comes out and starts saying that after a long sleep, the time has come. Sephiroth then appears, and everyone's in shock. Sephiroth, apparently, doesn't remember Cloud. The time is now. He starts bouncing around the room, knocks you down, and leaves you to fight Jenova... Jenova-BIRTH. To fight Jenova, there's not the normal boss music, but instead, it's Jenova's theme.

```
===============================================================================
-    BOSS: JENOVA-BIRTH                                                       -
===============================================================================

-> Monster's Name: Jenova-BIRTH
-> Monster's Locations:
- Shinra Cargo Ship (forced)
-> Monster's Level: 25
-> EXP for Defeating: 680
-> AP for Defeating: 64
-> Gil for Defeating: 800
-> Item Dropped from Monster: White Cape x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 4000
-> Monster's MP: 110
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   38,  56,  1,   60,  30,  180, 10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Petrification, Paralysis,
Berserk, Frog, Small, Slow-Numb, Manipulation, Death Sentence, Death


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
-------------------------------------------------------------------------------
* Tail Laser               0   A    Phys  Sht   Phys  48      90  X  X  (1)
* W-Laser                  0   1/A  Phys  Sht   Phys  48      90  X  X  (2)
^ Laser                    0   1/A  Phys  Sht   Phys  48      90  X  X  (3)
* Stop                     34  A    Mag   -     -     -       I   X  O  (4)
  Gas                      0   1    Phys  -     Phys  48      90  X  X  (5)

(1) cannot Critical Hit
(2) cannot Critical Hit
(3) cannot Critical Hit
(4) Stop [60%]
(5) cannot Critical Hit

--> Attack Pattern:

-> Basic Pattern:
1/2 - Action Count is 0 at beginning of battle
1/2 - Action Count is 3 at beginning of battle
Is Action Count 0?
Yes: Does at least one character have Stop?
     Yes: Gas on random character with Stop
     No: Is Jenova-BIRTH's MP greater than or equal to 34?
         Yes: Stop on random character
         No: Action Count +1
             [Action Count +1]
No: Is Action Count 1, 2?
    Yes: Action Count +1
    No: Is Action Count 3?
        Yes: 2/3 - Does at least on character not have Stop?
                 Yes: Laser on random character without Stop
                 No: Laser on random character
             1/3 - Laser on all characters without Stop and not under KO
                 [Action Count +1]
```

```
        No: Is Action Count 4?
            Yes: Tail Laser on all characters
                 [Action Count +1]
            No: Is Action Count 5?
                Yes: 2/3 - Does at least on character not have Stop?
                           Yes: W-Laser on random character without Stop
                           No: W-Laser on random character
                     1/3 - W-Laser on all characters without Stop and not under
                           KO
                           [Action Count +1]
                No: Does at least one character have Stop?
                    Yes: Gas on random character with Stop
                    No: 2/3 - Action Count reset to 0
                        1/3 - Gas on random character
                              [Action Count reset to 0]
```

- Strategy: Well, there is one major party that I recommend, and can totally
eradicate Jenova-BIRTH if used correctly. This party is Yuffie, Red XIII, and
of course, Cloud. Also, pay heed to the Materia set-ups and commands I suggest,
as well. First of all, we start by examining Cloud. He may've received Force
Stealer for impressing Rufus in Junon, but, I still recommend pertaining to
Hardedge, as even though it has lower stats, it has more Materia slots, and
some are actually linked, unlike Force Stealer with three unlinked ones. Ok,
first thing, I implore you to equip him with Enemy Skill (if you learned Flame
Thrower from Ark Dragon in Mythril Mines) on a potentially unlinked Materia if
at all feasibly possible. Also, placing the Revive/All combo on his weapon/
armor is a definite bonus. As a last offensive procedure, I'll tell you to put
Shiva in any one of his left-over, free Materia slots. Do not be audacious to
any of this even though some may seem like wastes; they're not, and extremely
useful.

Now, Red XIII. First thing, I suggest entrusting him with most of the useful
magic in the group, such as Choco/Mog (summon), the lvl2 spells, and Cure/All
combination. He'll probably be receiving most of the turns due to high Dex, so,
he should have your most usefully oppressive techniques. Note: take off Long
Range Materia from anyone if it's equipped. Make sure that he has Lunatic High
Limit Break also (he should, anyways). Now, last but not least, Yuffie. Her
Throw ability comes in very handy in this fight. I hope that you stole tons of
Boomerangs on the Road to Junon outside of Mythril Mines, as they are quite
considerably useful, and probably the best projectile thus far. Also, if Yuffie
hasn't learned Clear Tranquil yet, train a lot outside in the cargo bay to gain
it. All in all, that should pretty much be all of the preparations that you
need in order to beat Jenova-BIRTH, so now, we move right along, directly into
the strategy on how to pound her into the group. Nyah!

First of all, her Tail Laser is quite the dangerous attack, but it isn't
anything big to worry about compared to one of her other attacks in a second.
If you've linked Restore/All, you can restore any of the HP you may lose from
your party being hit by it. Sometimes Jenova thinks it's funny to do it a full
two times in a row and cause double (about 330) damage. This can still be cured
by Cure/All, it's just annoying. Its W-Laser is stronger than it, but is only
done upon one character. It's not recommended that you waste Cure/All's MP on
just curing one character (unless you need to from other attacks previously),
so, just use a Potion in order to heal about half the HP deducted from it, or,
Hi-Potions, which aren't the most expendable items in the world, to heal it
all. Not only that, but you have its troublesome regular attack, which it uses
on frequent occasions. It does in the same damage radius as Tail Laser, but
only on one opponent. Recommended to heal this one is a simple Potion, which
should be an abundant commodity to you at this point. Procuring a few Ethers is
also mightily recommended if you use a lot of MP using summons and magic.

Note: you can really only use summons once in a fight at this time so choose your time wisely. If you want, equip Shiva/Elemental onto Cloud if an extra link is available, for a respectable amount of damage added onto his normally expected damage. Then, Shiva on regular occasion can do a horribly high damage count of about 300, sometimes higher. Under no circumstances are summons in this fight irrevokable after utilization, unless it's a special case in which you've gone off the perverbial deep end, as touted in the Bottomswell battle. Its other attack is Stop, and that's its most annoying attack. It prevents you from doing any actions, and there's only one way of negating this status, and that is to wait until Tail Laser is done onto them to nullify the effect. This, of course, may take from a very little amount of turns, to a huge number of turns for it to take place.

Now, Jenova has high quickness, so, you'll see it start doing a lot of turns in tandem. Sometimes too quickly, as I already mentioned with her double Tail Laser attack, and damage can start adding up. There is a way you can start to turn the tables and get in more turns yourself. First of all, get to about lvl17 or so, so that you can high HP to survive tons of attacks, and not "turn off" the following effect. You can use Red XIII's Lunatic High Limit Break to Haste your party. Like this, you can usually receive 2 turns in the time it takes BIRTH to get one. More than likely (not always a definitive yes, though), you'll lose a character or two in this fight. This is why I recommend having Revive/All combo present and in full effect. Note that once an All effect has been consumed, however, that's it for the fight, unless it happens to be yet another special case as stated with the summons, and it lvls up. In this fight, lvl2 black magic attacks can do nearly 200 damage (more precisely would be to say 170, but, sometimes it does exceed expectations and limitations like that).

Choco/Mog can do about 235 damage, but only useable once. Again, this should be placed on Red XIII for best results strategically. Same note that I gave for Revive/All goes for Cure/All, for your information. Now, Yuffie's role in this fight is to Throw Boomerangs at the monster. Recommended is that you stole at least 10 from that one area. Her Greased Lightning is good for some damage towards BIRTH. But, the only really required of her Limits is Clear Tranquil, which heals all members. This pretty much replaces Aeris' Healing Wind. Also, Mindblow and Seal Evil do not prevent Stop as some might originally think it would. Bah! Having Cloud with Enemy Skill is a huge advantage to you, as the Flame Thrower move works miracles in this fight, hitting damages of around 250 or more. It's a derivative of an enemy mentioned before in Mythril Mines. If you don't have it, Matra Magic is ok. Also, any of Cloud's Limits'll do 340+ damage, and Blade Beam (if obtained now/Lv2) even more. Barret's Big Gun should hit for around 220, and if he's attained Grenade Bomb, around 270 or more. Note that it uses W-Laser 3 times in a row, once on each character. That should be all you need to know to beat this thing.

The fight ends with you winning (hopefully), and the party will stand victorious against the Jenova that dared to oppose you. What's left of it is its arm that remains there moving as if it still had life. After some small deliberation, they now know it was Sephiroth, and the arm somehow disappears, vanished into thin air. They're also rather baffled as to what the meaning of "the time is now" meant. Barret openly states his confusion, saying he doesn't know what the hell is going on. What else is new? He asks Cloud ro explain it all, and you can choose not to, or try to. If you try to, he first tells Barret not to interrupt. Sephiroth went off searching for the Promised Land, so that he could take back and rule the planet for the Cetra, and it has been 5 years since then. Now he comes back and kills Shinra, and now you just saw him and he was carrying Jenova (how on Earth could some small guy like that carry some 20 foot monster which you just fought?). Sephiroth, of course, wants to go to the Promised Land with his mother, Jenova. That's it. Cloud, what the hell was

there to interrupt? That was one short-as-hell explanation. An announcement
then goes over the intercom that you'll be docking in Costa del Sol in 5 min.
[Spanish-to-English translation of Costa del Sol = Sun Coast] Barret then
suggests that you hurry and hide, and then him and Red XIII walk off. Don't
neglect picking up the Ifrit Summon Materia. Now, follow the rest of them. As
you're leaving the room where you fought Jenova, Cloud talks to himself for a
brief second, and then leaves. You now dock at Costa del Sol.

=-=
                          Area #16 - Costa del Sol
=-=
-> Enemies: None
-> Items/Weapons/Armor: Fire Ring, Motor Drive, Power Source
=-=

When the party arrives, Barret is hot, but glad he can dispose of his sailor
outfit. You now have to mingle like regular folks, according to Barret, so...
whatever. They then talk about how Barret's sailor suit was so cute, and he
gets mad over that. Tifa suggests that he uses them for pajamas, and asks Cloud
his opinions on the trifle matter. You can say yeah, or, to keep their minds on
Sephiroth. Red then politely asks if you could continue on and cut this
pointless talking, as the heat is drying his nose. Yuffie says it's drying her
nose, too??? Ok... Yuffie runs off and says not to bother looking for her. Tifa
and Aeris are gonna go swimming (yeah, sure...;P *thinks perverted thoughs*).
Aeris then asks Cloud if he's thinking of anything in particular, and that his
cool exterior's cracking, hehe. If I were him, I'd now need to resist the
immense urge to join them. You now get to explore the bustling city with your
chosen party from on the Shinra Ship. As you go up the steps, Rufus and
Heidegger as well come out of the ship and meaninglessly chat amongst
themselves for a while. A helicopter also lands on the helipad at the other
side of the bay. All the norms here are all surprised and curious as to what
the hell's going on. Rufus is VERY pissed at Heidegger, and consistently
insults him. Rufus now boards the copter, and Heidegger is real edgy, attacking
the commonfolk. If you haven't noticed, Heidegger is very volatile and has a
major inferiority complex.

You now have control again, and can explore the town. The first door at the
other side of the short bridge leads to some inn which you can't use. And down
the stairs of that place is a Fire Ring in a chest, Power Source, and the
Motor Drive. There's no reason to go into the bar unless you just want to
mingle with the commonpeople. Near the other side of town are two kids playing
soccer, and you can kick the ball around if you'd like. Through the entrance
that says Bar del Sol, there's some delusionary guy, and his girlfriend's
taking a shower. Squeaky, sweaky. Here're a few lists so I can save time of
the prices of stuff sold here.

MATERIA SHOP:
1. Heal - 1500 Gil
2. Revive - 3000 Gil
3. Restore - 750 Gil
4. Seal - 3000 Gil
5. Fire - 600 Gil
6. Ice - 600 Gil
7. Lightning - 600 Gil

* Note: If Yuffie is in your party (which she should be), she'll be in charge
of running the Materia shop. She's trying to make a buck, so, apparently she
still considers herself an independent part of the group. If she's not with you
though, the fat guy who stands next to it when she is running it runs it. His
name is Butch, and he just advertises when she is, though. When she's running

it, he says that they're lucky to have that cutie working for them part-time. But, of course, if Yuffie's not in your party, she won't be there.

ITEM SHOP:
1. Potion - 50 Gil
2. Hi-Potion - 300 Gil
3. Phoenix Down - 300 Gil
4. Soft - 300 Gil (buy some!)
5. Antidote - 80 Gil
6. Eye Drop - 50 Gil
7. Hyper - 100 Gil
8. Tranquilizer - 100 Gil
9. Tent - 500 Gil

Also, there's an inn in town. It's situated right between the Materia Shop and the Item Shop, and it's unmissable, as it says "INN" in huge bold lettering. In order to spend the night, talk to the guy playing pool and he charges 200 Gil a night. You'll definitely need some healing after that bout with Jenova-BIRTH. Excogiate your newly replenished HP/MP, then leave. You can talk to people down by the beach. Note: there's a man in the bar who'll sell you Platinum Bangle (1800), Carbon Bangle (800), Four Slots (1300), and Molotov (400). All very useful except Molotovs. But altogether, this city is pointless, and has no pertinence to the storyline whatsoever. Leave.

```
=============================================================================
                    World Map/Road to Mt. Corel
=============================================================================
```

Once you've departed from Costa del Sol, save on the World Map. You shall only be finding two enemies out here. The first one is the Beachplug. However, you will need to walk along the sandy shores of the beaches in order to encounter it. They're no threat to your party, but can be dangerous if you're that unsuspecting. They can use the Ice spell, but that only hits you for about 35 damage and they scarcely use it. It does have Big Guard, and you can learn that via Enemy Skill Materia (which you now can have on two characters if you like), but, it's not available now. You need to come back at a later date (around the time you need to go back to the Fort Condor area for Zemzelett's White Wind) and use Manipulate on it. It's at that time, and that time only that you can attain the Big Guard spell. God, they can't just make it easy on you and not test your memory. Don't worry, though, I'll remind you later. They only have 200 HP, which is low for the current game's standards. They come in groups of three usually, but still aren't that much of a threat, especially considering they usually only use their normal attacks for about 10-15 damage.

The other enemy around here is the only real threatening one, and that's not even that much of a worry in itself. It's the enemy known as the Grangalan, and it's one interesting specimen at that. You can tell nature (aka Squaresoft) was having a clever day when they designed this bastard. First and foremost, these guys cannot be found in the beach areas, so don't waste your time ever searching there unless you're looking for the Beachplugs. Anyways, their only attack is Silver Wheel, which like from the Wild Wild West movie, shoots a silver bladed wheel at a person to hit them in the head (but in the movie, it actually adhered to the laws of nature which state: "If you're sliced anywhere on your body by a silver wheel, you shall lose that part of your body). The attack usually only does 60 damage, and appearances stay intact. Anyway, once you take its HP to 330 of 550, it creates a Grangalan Jr. This enemy's Silver Wheel does only about 45 damage. Grangalan Jr has as much HP as the Grangalan's HP when it adds a Jr - 330. Once the Grangalan Jr's HP goes to 110, it makes 3 Grangalan Jr Jrs, enemies with 110 HP. This is as far as the chain goes. These guys' Silver Wheels do about 30 damage with frequency. If it goes that far, I

suggest using All lvl2 black magic, or summoning to kill them all out. If the
big one goes, the others go, too. They're all immune to Earth. Also, if you
only kill the big one, you only get Exp for that guy, but if you kill them
all individually or at once (which is where my suggestion for All or summons
came from), you get all the Exp from each one, which amounts to 363 (88+77+66+
66+66 = 363).

Well anyhow, you may be pondering where in the hell you need to go at this
point. First take close heed to your HP before you continue, and if it's low,
heal with a Tent, as enemies in Mt. Corel are some tough cookies. Well, time
to find this Mt. Corel of which I speak. It's actually quite easy to find if
you know what you're looking for, but, spotting it may be quite the hassle.
It's through the mountains trail that you see quite near to here. There'll be
a set path going through the mountains, and you have to cross it. At the other
side when you're back on the grassy area, enter the cave to enter Mt. Corel.

=-=
                        Area #17 - Mt. Corel
=-=
-> Enemies: Bagnarada, Boatfloat, Bomb, Cokatolis, Needle Kiss, Search Clown
-> Items/Weapons/Armor: Mind Source, Phoenix Down, Star Pendant, Tent,
Transform Materia, Turbo Ether, Wizard Staff, W Machine Gun
=-=

This place is just crawling with monsters, and some of them are actually quite
difficult to deal with, surprisingly enough. We've been used to simple monsters
thus far during our adventure (with the exception of a few bosses, of course),
so, it's all about to change. I always thought that might be why it's playing
the same music as when you left Midgar, as it's somewhat of a turning point or
something. Whatever, now, let's start off by mentioning my least favorite enemy
in this whole place, the Bombs. These guys have three attacks, but only two of
them are really worthy of any recognition whatsoever. First of all, its second-
to-biggest attack, Fireball. It simply does Fire elementally based damage to
one character, and is usually for 80+ damage or around that vicinity. The other
one only occurs under certain conditions. Bomb possesses 600 HP, and once you
have dealt 450 damage to it (leaving it, of course, at 150), it will explode on
your last attacking character for 500dmg. God almighty. I told you enemies here
aren't pushovers. Then it has its physical attack, which hits for about 22 dmg
only. Big break from the normal damage it does, huh? Also, they're immune to
Earth and Fire. Next enemy in this place is the Bagnarada. The thing looks like
a huge mutated turtle with majorly serious growth hormones. Poison Breath
attack done by them causes the Poison status to be inflicted, and of course,
afflicted character gradually loses HP over time. It also does some atrocious
damage. Star Pendants on two characters is useful, and you're going to get your
third one soon. Its other two physical attacks do about 50-60 damage. The Def
and durability level of this monster is phenomenal, and it also has 450 HP, so
be prepared for quite the fight. You can steal a Diamond Pin from them, and
later on when you get the Morph ability, you can use that you turn them into
Guard Sources for you.

Now is the Search Clown bastard, or more appropriately, bastards. They have
very low HP counts, but conversely they come in large groups. Four Laser is a
move that can get on your nerves quite quickly, and does some considerable
damage, and when you have 4 or 5 enemies doing it at once, it can enfuriate
you rather quickly. Seed shooting is very little when it comes to damage, but,
again, with tons of them doing it to you at one time, the damage can start to
add up. They absorb and regain health from Fire inclined attacks, so, just
refrain from using them. No other magic really has an above average effect, but
any of them will have enough power behind them to kill it completely, since its
150 HP isn't much, right? Boatfloat is a rather easy enemy. It has 240 HP (and

that can be disposed of in 2 hits, or about there. If not, lvl up you lazy
bum). It has a weakness to Wind *cough Choco/Mog cough*, but an immunity to
Earth attacks. Its normal attack does laughable damage, but Spiky Hell is a
different story--it's actually quite powerful. And their Vacuum can also be
considered, as well. Needle Kiss is a flyer, meaning it's immune to Earth, but
also it's immune to Lightning. Thunder Kiss does Lightning damage, while Chute
Attack is quite nothing. The enemy is weak to Wind, and also have 180 HP, so
with that information combined, they're rather simple to beat. Note that you
can Chocobo/Mog/Elemental your weapon to kill them off very quickly with one
physical attack, especially Cloud's. The final enemy on the list is Cokatolis,
a weird bird. If you bought tons of Soft from Costa del Sol (which is the
reason it's the first place in the game to get them, and they were mooching off
you for them, but it was worth it). They have Petrify Smog, and that's what
Softs are for. Bird Kick is its second best attack which does physical damage,
and its beak striking attack is even weaker. It has 420 HP in all, so, it may
be a slightly lenghty battle, but nothing you're not set to handle.

Well, back on track, when you've first entered the Mt. Corel area, start making
your way up, jump the rocks, etc. Now, there's a guy there who's obviously very
exhausted. Talk to him for some valuable information about Sephiroth. He says
he just passed him there, and he tried to warn Sephiroth of the dangers up
ahead (LOL) and Sephiroth just blew him off. Your party then bands together
again, and you start moving up the path into the next area. Note: at this point
you have a summon for everyone: Choco/Mog (sometimes Fat Chocobo which I failed
to mention, but detail it in the Materia section), Shiva and Ifrit. And, Shiva
could do 800+ damage to the local Bagnaradas!!! Keep on going up and you're
right in the area of a Mako Reactor. Huh, here!? All right, so proceed around
the catwalk fighting any enemies that show themselves, and then run down the
train tracks. Here, continue down the tracks until you are in the next area.
There is a savepoint for your usage here, so, don't be shy. This place is
rather interesting. In three parts of the tracks, you'll start falling. Don't
prevent this the first two times. You'll fall, and you have to mash eiter right
or left + O to go to a direction. This dictates which item you get. To the
right, as you climb back up, you receive a Star Pendant, so now your whole
fighting party can be protected from Poison. And to the left you get a Wizard
Staff. In addition to this, on the tracks, you can get a Turbo Ether, Transform
Materia, and W Machine Gun in the treasure chest. If you take the bottom path
into the next area, the rest of the party says you need to put the bridge down
and that the switch is in the shack ("over there (^^);"). You can also use PHS
here if you wish to switch people out. If you wish to maintain any PHSed
character's Materia before exchanging, remove them at the Materia screen with
Triangle. So go back and take the upper path to the new area. Run over to the
shack and put the bridge down for the other characters.

As they're running across, you'll here some birds. Now, climb up the back wall
here and you'll see some birds in their nest. This is a beautifully animated
scene. But, you see it on top of a treasure chest. You then have a choice to
take the treasure or leave it where it is. If you take the treasure, you get
a whopping 10 Phoenix Downs. But, at that expense, your friends are a bit
disappointed in you, but, this has no bearing later on. Also, at the expense of
you gaining the 10 Phoenix Downs, you are to fight the mother Cokatolis. Note
that Yuffie will be extremely happy if you take it, though, damn thief... I
love her >;) As you jump way far down afterwards, continue to move across the
tracks to the previous area, then go across the bridge like the others did,
along all the tracks into the next mini-area. Now, run to the other side of the
HUGE bridge and into the next area, Corel Village.

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                          Area #18 - Corel Village
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-> Enemies: None
-> Items/Weapons/Armor: None
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Well, as you enter this destroyed rubble city (my god, my toilet after I've
eaten beans looks better than this). As you enter the town, Barret's greeted
by some not-so-friendly people. These guys heavily bash Barret into the ground
ruthlessly, and don't stop for a while. I mean these are some horrible
arraignments, and they continue embittering him abhorrently about how it's his
fault North Corel was turned into this hellhole, etc. Barret doesn't even have
the aptness to argue, as it's all truthfully said. I've never seen Barret be
abased left and right like this! Barret apologizes, and that's all he says.
They then walk away saying that Techno-freak isn't worth it. Barret confronts
the party and says that it's all true. Once control is abdicated to Cloud, you
can go around town. At the Weapons Shop you can buy a Carbon Bangle (800),
Force Stealer (2200), as well as Molotovs (400). All stuff you have. Man, this
place really is some disconsolate, uncouth heap of garbage. But don't get me
wrong, this place was once very prosperous. If you talk to one of the guys
walking around here, he says the only way to make ends meet in this acheronian,
barren wasteland is to collect junk. At the Item Shop they have: Transform
(5000 - ludicrously priced), Maiden's Kiss (150), Cornucopia (150), Soft (150),
Hyper (100), and Tranquilizer (100). The Item Shop here is superlatively
pathetic; Potion (50), Phoenix Down (300), and Tent (500). That's it. What
redundancy... so boring. Anyways, you can talk to a lot of people with their
cruel demeanors, and the inn is the top house, going for 50 Gil. Not the bext
accomodations, but whatever. When you're ready, go up to where it says Gold
Saucer on the sign, go talk to the party, and after the whole scene, get on
the Ropeway to Gold Saucer.

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                        Area #19 - Gold Saucer
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-> Enemies: N/A [with exception of Battle Arena enemies - note that their stats
are increased from normal map enemies]
-> Items/Weapons/Armor: Sprint Shoes
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As you arrive, you see the awesome CG as you enter the Gold Saucer. My god,
this place kicks ass. This is the best theme park known to mankind. I mean,
just look at the place. This, along with Midgar and Junon, is just one way you
can tell how advanced technology is in this game. Anyway, as the train makes
a stop at the front entrance of the Gold Saucer, you exit it. Now, the first
noticeable feature is the "happy" guy in the Chocobo suit walking and jumping
around. Next is the savepoint back in the back. You cannot use this yet, as
they feel like screwing you can charging 5 GP to use it. This, in other words,
is Gold Saucer money. You can go back and save here later if you'd like. So,
to actually proceed you must go up and speak to the woman near where it says
"welcome" under a pair of eyes. You *must* pay to get in, but, you can regulate
how much Gil you fork over in one sitting. If you want a single pass, you have
to pay 3000 Gil. However, a lifetime pass costs you 30000 Gil. If you're very
loaded (either because you trained insanely and gained unfathomable amounts of
Gil by this point, or you've just neglected buying anything at shops), I now
recommend buying a lifetime pass, but, if you aren't necessarily rich and are
going to wait until later on, get the single time pass. Note that if you leave
Gold Saucer with just single pass, of course, your tickets are invalidated. She
then explains what GP is and then you can finally enter the fabled Gold Saucer.

When you enter the party splits up, and at first Aeris wants to just go off and
have fun! Then she goes up and tells Barret to cheer up, and she keeps urging
him to as he's resisting. Aeris totally blows him off and goes to Cloud. Tifa

thinks that was a little harsh and callous of Aeris to do that, but she then says that it's best to act in a nanchalant manner when this happens. She then goes back to Barret and states that they're all going to go play, and he literally goes Berserk and runs off by himself. Aeris gets all facetiously sarcastic and says that she thinks he's mad. Now, you can choose a party to join up with for the Gold Saucer expedition, but it can only be a party of two (Cloud and somebody else). Note to choose wisely, as your seemingly small decision has a big impact on some later scenes. And now...you're off to have fun in the Gold Saucer! Note that you can go to info and check out what each section has in store for you. If you want to have fun for the moment and relax from the crazy story for a while, DON'T go to the Battle Square after you've gone to the Wonder Square!

First off, you should head into the Wonder Square (where Barret supposedly went, but he's nowhere to be found in here). Right as you come up, you meet some strange character named Cait Sith. He's a cat riding on top of a giant stuffed Mog. He then tries to tell you your fortunes numerous times, but fails miserably. All ansers are non-sequitor. This is not the case, however, for the last one he gets, and it reads "What you pursue will be yours. But you will lose something dear". Maybe it isn't such a horrible fortune teller after all. Now, I'm not going to spoil what this means, but after playing the game once, I knew *exactly* what it meant, and it leads to one of the biggest and most infamous scenes in the game... if not ever. But, you'll find out later for your own damn self. This fortune even baffles Cait Sith himself. So, he wants to go with you, even if you have any objections, as he desperately wants to find out what this means, also. So, he joins your party. This is obviously why the game didn't allow you to choose more than two characters a second ago. Apparently Cloud's foretelling abilities far superceed that of Cait Sith, and exceed any one's expectations. Impressive. Anyway, Cait Sith brings what you've been needing for a long time now, and that's the Manipulate Materia, too bad you can't go back to Zemzelett or Beachplug until later. He also has Transform Materia with him, as well. Seems as though you've lucked out with this guy.

If you head up the stairs, you're entering and area with a crapload of games for you to play. But, one of them is out of order for the time being, and the other is being occupied by someone else. But, if you wish to know more about the games available, as well as the two other games for later on in the game, refer to the Gold Saucer section of the FAQ (#SL2G). Next is the Ghost Square. This is a hotel/inn with quite creepy and spooky decor. You can get Turtle's Paradise flyer from here, and the Item Shop for Gold Saucer is here, too; Potion (50), Phoenix Down (300), Ether (1500), Antidote (80), Maiden's Kiss (150), Cornucopia (150), Soft (150), Echo Screen (100), Hyper (100), and the Tranquilizer (100). What, no Tent? Anyway, if you're so rich that you smell like money, buy a few Ethers, although more than 5'll cost you a mini-fortune. This place also serves as inn, so you can rest here, but it's slightly different than normal inns, as you pay with GP here instead of the well known Gil. The Wonder Square is nothing now, but quite a cute area at a particular scene a bit on in the game. There are two ways to gain GP here, as some of Gold Saucer's attractions require Gil and some GP, and both of the ways are by way of the Chocobo Square, and winning a lot of games in the Wonder Square. You do, however, have to pay Gil for games at the Wonder Square. Also take note that you can win a Speed Source for getting over 10000 points in the G-Bike the first time in the Wonder Square, as well. At the Round Square you can take a ride around the whole park seeing all the sites with one person of your choice.

Next, there's the Speed Square. Before coming here, I recommend that you spend some time at both the Chocobo and Wonder Squares, so that you've accumulated much GP. This ride costs a decent amount of GP. I suggest that you do this now and follow all my tips, as it's the earliest time you could obtain Aeris' most ultimate weapon, Parasol. The requirement is 5000 points or more in this

extraordinary rollercoaster, so, now, time for you to follow some of my tips.
This is a such an awesome game. It's perhaps the best thing to do here at Gold
Saucer (besides G-Bike, which may be my absolute favorite), and aside from
that, it's also quite rewarding. The basics of it are that you have a laser
firing weapon on your rollercoaster, which you can fire at anytime to the
location indicated by the current position of your crosshairs. There are tons
of enemies and obstacles the pop up during the course of this game. Shoot them
all for points. Here's how points (meaning prizes perhaps at the end, but only
if you get high enough are the rewards truly significant): If you get 3000
points, you receive some useless item that I hope you feel like a pathetic
human being and a waste of flesh about if you get it. Or, if you manage to net
in 5000+ points, you can get Aeris' Parasol (her ultimate weapon) only during
disk one, and Cid's Flayer at anytime proceeding that. Now, back to just a few
more basics.. You can charge up your laser beam as well, and this is by not
firing, it charges up. If you are firing it goes down. Simple enough, correct?
This is more prolific than you may think, since some things require more
sustained shot power to destroy.

Ok, no more suspense BS (although it was a horrible attempt in the first place.
In fact, probably such little suspense there that you most likely didn't even
know I tried to build it up :|). Anyway, I'll list all of the obstacles and/or
things you can shoot. That's it. If you believed that, slap yourself 50 times
in the face... I'll do you one better; I'll list everything to shoot in this
ride, *and* how many points they give you. In order of appearance (when they
show up during the ride, in other words), since they don't have any designated
specific names to call them by. Ghouls (40); Cactus Plant (may offer from 30
points to 50 points); Blue Plane (50 at least and 60 at most); Fast Plane (50
or 60 points); Golden Boulder In Desert (200); Ship (60); Shining Star (40);
Icicle (40 to 50 points--not totally sure; will get back on this); Ball (70);
Small Balloon (30); Large Balloon (70); Small UFO (60); Missile-type thing
(50); Burning Boulder (70); Chopper (it gives from 40 to 50 points); Large
UFO (1000 - you must be extremely quick to catch this one, sorta like in Kirby
series); Wheel (1[!!!]). Well, there you have it. I've listed the prizes you
may get to the above. Be sure to build up your skills and reactions to succeed
in this game.

Lastly, you can visit the Battle Square (if you wish to pay a visit to this
area without proceeding into the story, do so before you go to the Wonder
Square). As you go up the stairs, you can sign up one person to fight through a
series of 8 fights. Refer to the Battle Square area of the Gold Saucer area of
the FAQ for rules and regulations of this arena. If you win 8 fights in a row,
you can go exchange BP for current, available items. Also, if you do them all,
you can re-exit the Battle Square, head down the long steps, and talk to the
person right by them. You get the Sprint Shoes for this, which is an immensely
useful accessory for any character bearing it. This is, obviously, when you
revisit just a little later, as when you first enter, there's a woman there who
says they're currently renovating. Oh, how convenient, they're renovating just
when we don't yet have Cait Sith. Wow.

Well anyway, when you're ready (after getting Cait Sith), head on over to the
Battle Square. When you arrive here, you see a soldier there who makes like a
guard on the Shinra boat and collapses. You then go to investigate the man, and
of course, the bastard's dead. Now, you think Sephiroth HAD to have been here.
Wrong! It wasn't Sephiroth. Apparently Cloud can sense that, and without going
saying anything, runs up the stairs to investigate matters futher. Your rest of
your party chases after him, too. Up here, you see 6 people slaughtered. Cloud
then goes and examines one, and he realizes that they haven't been sliced by a
sword, but rather, gunshots, and Sephiroth would never use a gun. The one woman
at the desk isn't dead, it seems, and says that it was a man with a gun on his
arm that executed this, and Cloud is like, WTF!? Dio, who is the owner of this

establishment, then appears, and blames you for all of this. You deny it, and
Cait Sith with his dumbass self says to make a run for it. They chase you down
as you go into the fighting area, and you are beaten and restrained by robots
and are taken into another room. You're dropped through a floor in the ground
that says "Gateway to Heaven" around it. Heh, more like "Gateway to the Center
of a Constipated Elephant's Ass" 'cause it's bad down there. Damn those sons of
bitches. Now, welcome to the next area, the huge trash heap, Corel Prison. Dio,
that bastard... Well, I guess it's time to start getting around this hell hole.

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                        Area #20 - Corel Prison
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-> Enemies: 2-Faced, Bandit, Dyne(B) Land Worm
-> Items/Weapons/Armor: Ramuh Materia
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After a little talking, and some varification and examination of the area, and
hearing of rumors and speculation of the place, your party notices Barret over
there and runs to him. Cloud questions him as to whether he really did commit
that homicidally deplorable act. Barret starts backing up, saying it's
something that he alone has to deal with. Well, what does that mean?
He then runs on off. Cait Sith is shocked that he's one of your allies, and
that he sure looks dangerous and unstable. Heh, we learned that lesson quite
a while ago. But what Cait Sith failed to descry is that he is unbelievably
stupid, and elephantinely below the IQ of the average turnip. Note: don't go
down the ladder to the bottom level near this first portion of the prison, as
all that's down there is a noisome small area, and an empty treasure chest. I'm
not sure if there's a way to ever make this chest contain something, but, I've
never uncovered how, so, oh well. Oh well, it's nebulously apparent, anyway. As
you may have surmised, there are enemies in this parts. Not many, and none of
them are really dangerous. Let's start off by covering them before pursuiting
Barret.

First of all, the first enemy in question is the Bandits. A lot like the
Prowler which you've probably encountered earlier on your first visit to Kalm.
These guys, like Prowlers, are very annoying, if not more. It's first move,
Hold-Up, allows it to steal all your Gil. You must exterminate it before it
vanishes it, along with its disheveled clothes and all. This sucks. A feature
Prowler didn't have. Yet another move these contemptible creatures possess is
the Mug ability. It can steal any of your items (except for currently equipped
weapons or Key Items), and the same incapacitationally and brutally intended
razing of said enemy orthodoxly ensues, or, from the battle it pulls its hasty
exodus, leaving you without your precious item, and it one vehement little
bastard. It can also do a physical attack on you for about 20-25 damage at the
very highest. Next is the 2-Faced. It has 330 HP and 80 MP. The thing is, it
shall never attack you unless provoked, meaning you attacking it first. But,
there is an exception to the rule. Sometimes, when you attack it, it just stays
there with its stolid grimace and doesn't do anything in sinister compensation
for your move. They may also react in a very negative way, which sucks mind
you, and that's by using Self-Destruct. This diminishes about 400 HP from
any random character it chooses. Then, there's the best thing that could
possibly happen, and that's it using Cure3 on your entire party, and that truly
exemplifies just how generous an enemy can be. Death Claw is an easy enemy,
with no major attacks, but you can learn the Enemy Skill Laser from it.

In the next area, it looks like you have a stalker, and it's some fat sweaty
man who looks like some biker who's recently had his brain transplanted with a
potato after it was placed in a blender and set to "liquify". If you talk to
him, all he says is "Ha ha ha", which makes me question whether or not the
creators of this game were sober during this game's creation. And after seeing

Mukki and his "friends", I would not be surprised at whatever the sedativity figure of Square was, after a few months of heavy barbiturates. What's next, is some man going to run around in the nude screaming "Viva la Resistance!"? Note that if you do not appreciate this portly tub of lard following you around with the lucid desire to rape you, feel free to be obdurate and save then reset then restart the game again. Note, the three retarded looking men lined up in a row as if to try to count backwards from four, all they tell is lies, so, if they tell you something, convert it to the opposite of the information, and you've actually received correct clues from liars...indirectly. They're like echoes of each other also, as after one says something, they all emulate it, which gets rather tediously annoying. Down near the bottom, there's a chubby guy who asks if you want to enter a Chocobo Race. Choose whatever choice you'd like, then continue into the house to his right. In the house, Barret shows up, and after some yelling and screaming, he starts firing, and when you think he's shooting at you, some guy falls dead from behind the couch. I like the way Barret goes about solving his problems and his disputes. If only that were legal in the real world... Wait, it is, it's called television. Barret then reiterates that he didn't want none of them to get involved, and at that moment, the rest of your party storms in, and of course this scene is mainly dictated by the choice of party you made. They all comfort Barret and say that they're already involved in it, and they simply wish for him to enunciate what in the hell is going on.

Red XIII then asks if the man at the Battle Arena with the gun on his arm who was responsible for the mass murders of those innocent people was Barret, and he truthfully denies it. There was another man who had a gun grafted into his arm, and it was four years ago. Flashback time! It starts out with an old man coming and warning at Barret and Dyne (who was in the last of Barret's flash-back memories) that their village was under bombardment by the Shinra soldiers. They're unmistakably pissed off and astonished by this, and race to the cliff overlooking Corel. They see it burning down in a ravaging inferno, that is just extinguishing the population there dramatically. Barret yells out and is in serious agony. Dyne then attempts to solacely assuage Barret, and then they start going back to the village. They killed the old "messanger" man, and then open fire on Dyne as well as Barret. Then you start running, and Scarlet the bitch comes. She then kicks one guy's ass and starts opening fire with her own gun. She knocks Dyne off the ledge (impecable aim she's got there), and Barret is holding his arm as not to let him fall. The soldiers keep on firing along the mountain ridge, and incapacitate both of their arms. Dyne falls into the abysmal infinitude below. The flashback then abruptly ends, and he explains how and why he got his right arm removed and replaced with a gun (which somehow he can detatch and resinate it with a new one from time to time). Dyne also had undergone a similar surgery, however, his was on his left arm instead. Cloud then lightens the mood with some sarcastic comedic relief. Your party can then be chosen, but, it has to be Cloud, Barret, and someone else. I suggest Yuffie, actually. Afterwards, you can still switch by talking, but when you're really finally prepared to leave, do so through the entrance you came in from.

If you want, though, you can leave through the other exit and then head down. Here is the Item Shop of this unostentatious town. It has the following for sale: Potion (50), Phoenix Down (300), and the usual Tent (500). Note: if you lost a lot of money possibly gambling at the Chocobo Square at Gold Saucer, I recommend fighting a lot around here to regain some money if you want items. Of course, the items here aren't the best in the world, so you might want to wait until later, since you won't really be missing anything special. Now, by the truck down at the bottom, you can talk to the boss inside who talks about the Chocobo Races and getting out, but that's kind of circumbendibusly palaverous. But, a useful aspect of that truck is that you can sleep in the front seat, so, regain your HP and MP there if need be. Anyways, head back to the first area you started from in this prison, and head over to where the was once guarding

the gate; he's been shot as well. Note, if you go through that way, it's the way to proceed in the story, but, the other way leads to an endless desert. If you wander far enough into it, you can be brought back by a Chocobo carridge. There is also the Land Worm enemy. It's rather powerful, but quite manageable to beat out. But beware, it has 1500 HP. However, when you are ready, go through the one gate where the guy once was, and into the next area. Here, head through the open gate to the right and all the way across. You're in the most ostracizing area in the Prison. Make your way to the back and there's Dyne. After the long conversation between him and Barret, Barret fights him alone, without the rest of the group, so that he can settle this once and for all. Note: in this area you can fight Bull Motors, as well, and they posses Matra Magic Enemy Skill for the second character who now has the Materia on.

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===============================================================================
-   BOSS: DYNE                                                                 -
===============================================================================
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-> Monster's Name: Dyne
-> Monster's Locations:
- Corel Desert (forced)
-> Monster's Level: 23
-> EXP for Defeating: 600
-> AP for Defeating: 55
-> Gil for Defeating: 750
-> Item Dropped from Monster: Silver Armlet x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1200
-> Monster's MP: 20
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   32, 64, 1,   55, 25, 250, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison (normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                 MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Molotov Cocktail     0   A    Phys  Hit   Phys  52      90   X  X  (1)
* Needle Gun           0   1    Phys  Hit   Phys  48      90   X  X
* S-Mine               0   1    Phys  Hit   Phys  50      90   X  X
* Fire                 4   1    Mag   Fir   Mag   8       100  X  O  (2)
```

(1) has capacity to hit all characters, but since you fight Dyne with 1 character, it will only target 1 character
(2) dummy attack

--> Attack Pattern:

-> Basic Pattern:
Is Dyne's HP less than or equal to 1/4 of his MaxHP?
Yes: Needle Gun on Barret
     Molotov Cocktail on Barret
No: Is Dyne's HP less than or equal to 1/2 of his MaxHP but greater than 1/4 of his MaxHP?
    Yes: Needle Gun on Barret
         S-Mine on Barret
    No: Is Dyne's HP less than or equal to 3/4 of his MaxHP but greater than

```
        1/2 of ihis MaxHP?
        Yes: 3/4 - Needle Gun on Barret
             1/4 - S-Mine on Barret
        No: Needle Gun on Barret

-> Special KO Pattern:
Is Dyne's HP 0?
Yes: 1/2 - Molotov Cocktail on Barret as final attack
            removes any status effects from Dyne
            Dyne: "Urgh!" appears on screen
     1/2 - remove any status effects from Dyne
            Dyne: "Urgh!" appears on screen
No: follow Basic Pattern
```

- Strategy: Sure, go ahead Barret, fight him all alone, and if you die we for some reason can't butt in and prevent a damn Game Over. Sheesh. There is not much worry of this happening, however, as it's an admittedly easy bout. He has three attacks, and they're nothing to special, really. S-Mine does a good amount of damage and so does Needle Gun, but all you need is the Restore Materia in place and you're pretty much set already to kick his ass. His Molotov Cocktail is only used in later parts of the battle, and can have you sustain a large amount of damage, so always be mindful of your HP after each and every one of his attacks. This is one of those tedious fights where you constantly have to keep a watchful eye on your HP, as there's only one person doing the fighting and Dyne's attacks aren't the friendliest ones in the world, I'll tell you that much. His 1200 HP isn't really that much, considering at what level your Limit Break Big Shot can do one its own (usually around 300 to 350). This depletes almost 25% of his HP in just one hit, meaning about four more hits to finish this puny fight. You'll be receiving many opportunities to utilize that Limit Break, as well, as his attacks carry out some much raw dmg that your Limit Break Guage skyrockets through the roof at times. Summons such as Ifrit or Shiva will make him suffer, and put him to his death quickly, but your MP shall nosedive if you do so. Choco/Mog is your best bet, as it can Stop him, and allow more attack(s) afterwards. It even does considerable dmg on him. He sometimes does Needle Gun back-to-back with S-Mine, so be careful with that. Really, all in all, it's not a difficult battle for Barret to triumph over.

After the battle's conclusion, there's a long scene. Dyne starts it off by saying that he didn't just lose his arm way back when, but he also lost something that's irreplaceable. Barret asks if there is possibly another way to settle this dispute, but, Dyne still wishes only calamity and adversity onto everything, and he wants to destroy everything. He even wants to destroy himself, that lunatic. Dyne realizes that even if he were to go see Marlene, she wouldn't remember him at all, as she was just too young back at the time when the incident occured and disaster struck. Dyne also thinks that his hands are a bit too stained to carry Marlene anymore. He tosses him a pendant, which he wants Barret to hand over to Marlene. It was Eleanor, his wife's, memento. Barret complies. Dyne starts walking to the ledge, reminiscing and recollecting Marlene, how old she now is, and leaves Barret with his final wishes. He falls backwards off the cliff and commits suicide. He's not coming back from that one. Barret cries out in anguish, and says that his hands aren't any cleaner, and that he shouldn't be allowed to hold Marlene, either. Poor guy. After this scene is done, your team is back in the boss' place at the prison, Mr. Coates. Ya'll wanna go up, but he reiterates that you have to get his permission and then win in a Chocobo Race, but then Barret abruptly interrupts him. He reveals Dyne's pendant, and is in disconcertment. Astonished, he asks if you'd killed Dyne. He's ebulliently and vivaciously buoyant with learning this fact, and thinks that now the place can get some peace and quiet. Barret is exceptionally pissed off, and gets in the more-than-likely malodorous man's face. He almost wets himself trying to apologize for his notably harsh words.

Cloud asks if you can get out of here, and he pretty much says no. You already
have Coates' authorization, but, there's still the matter of winning the
Chocobo Race held in the Gold Saucer. Only one can go at a time, and the whole
problem lies therein. Barret threatens him again, but he still says no, as that
would ruin the whole system down here, and not even he could possibly dream of
doing such a thing. The party then agrees to have Cloud be the one to go (of
course). It's at this time, after Coates mentions you need a manager, that a
woman named Ester comes in. Impecable timing on her part, eh? She's gonna be
your manager, and then Coates says that although she may look funny, there is
absolutely no better manager. It was a putdown, in conjunction with a adulation
which is beguiling. They introduce themselves further, and then you're heading
up the elevator with Ester. You can learn a bit about the Chocobo Races, and
just how to race. You can opt not to, though, if you have already played the
game, or simply wish to save a tad bit of time. Later, after some introductions
with Joe, Ester goes to sign you up. It's at this time you should go pick up
the Ramuh summon Materia in the corner over there. After the announcement, and
Ester comes back out, talk with her to commence in the race after any final
preparations you may need.

All right, as you begin with the race, you start off on a way of control called
Automatic Sequence. I suggest changing this over to Manual Sequence with the
Select button. From here, you can race as you please, with you controlling the
Chocobo by yourself, rather than by the computer. Basically, just let the game
control your movements, but when you see Chocobos gaining on you, boost forward
with the Circle button to break away from them, as the races soon get close if
you don't. There's a bar over to the left-hand side of the screen, and that is
simply your Stamina Bar. The bar shows just how much Stamina you have, which
dictates how long your Chocobo can fair. Boosting quickly depletes this. You
can, however, bring this bar back up by pressing and holding the following
buttons at one time: R1+R2+L1+L2. This will gradually bring it up through and
throughout the race. If you're holding them along with the Circle button, the
guage usually stays about the same, give or take a little lowering. There's
usually a fast Chocobo that gets ahead straight from the beginning. It doesn't
have a lot of Stamina, just Speed, and it shall die out and lose its apparent
glory quickly, with you passing it, as you can manage your guage well. Yours is
a good all around Chocobo for this race (in later races in the game, it'd be
cremated), and it won't lose easily in this race. If once you take the lead,
you see Chocobos catching up to you, boost forward slightly to gain the upper
advantage once again. Once you get to the real outer space -ish area, crank up
your boost, as the end's right around the corner, and all the other Chocobos
will be fighting for the first spot.

Afterwards, you're back talking to Ester. She duly congratulates you on your
victory and then gives you a letter from Dio. It gives you more congratulations
and also says that he's sorry for what he did and gives you his fullest pardon.
You shall now be set free, and he even gives some information on Sephiroth. He
also gives you the buggy so that you can cross deserts and shallow areas of
rivers. You can't enter the prison again, though. You get to choose your party,
and then you're out on the World Map, and you get a small tutorial on Buggy
usage. I already explained the basics of it, but, you can get on with O and out
of it with X. You can even enter Costa del Sol and Junon by Buggy, by hitching
a ride on the Cargo Ship. Note you're not impervious from running into monsters
in this thing. Next stop, Gongaga Village, to the Southwest!

===
                   World Map/Road to Gongaga -> (On Buggy!)
===

Note: at this point, before heading to Gongaga Village, you might want to head

back to Costa del Sol. First off, you can learn Big Guard from the Beachplugs around the beach areas. If you ride the Buggy into Costa del Sol, you can go to the Cargo Ship and pay 100 Gil to become stowaways to Junon. Here, you can fight the Zemzeletts and Manipulate them, as well, for the White Wind Enemy Skill. Too bad you don't get to "enjoy" the ride over there this time :P Note: while in Junon, you can go down that one tunnel where the sailor was blocking, and you can inquire a little about the Underwater Reactor. Also, as you move along, you can take a ride on that machine that says "New Age Rufus", but that ultimately leads to nothing, as well. The way to get across Junon to the World Map is by way of the elevator near the dressing room. If you want to visit Priscilla, note that she's sleeping, and dreaming about Mr. Dolphin. One the World Map, you'll even have your Buggy, as you brought it with you. Anyway, go off and Manipulate Zemzelett and get White Wind. If you want, cross through the Mythril Mines again (if you have 1000+ HP), and fight Midgar Zolom for Beta. If you don't have that HP, I'll tell you in a little while just when again you can come to get it safely. When you need to get back, go to the man right next to the steps before the beach. Now use Mr. Dolphin again to get back up to the higher level of Junon. All you have to do is call him this time, and he takes you directly to the Cargo Ship, back to Costa del Sol. All right, back on your Buggy, we go to Gongaga Village. But, along your way, we encounter plethora of enemies, and they're all new and more powerful ones, too.

First off, in the desert area surrounding the prison, we find the Harpy enemy. This can also be called a Chimera, I suppose. It has three heads (Bull, Dragon, and Sabertooth Tiger), and it also has a Snake for a tail. This thing is very powerful, and quite dangerous. Its 800 HP can be an extreme pain in the next to deal with, but, with four summons in a row, it'll probably be dead quite soon. Its first attack of mentioning, Poison Storm, does exactly what the name implies, and that's to Poison a character. Star Pendant deals with this easily. Its normal attack is nothing to fool around with, either, as it does just about 100 damage each time. None of this is what makes Harpy so damn dangerous, though, and it's really the fact that it possesses an attack that's called Aqualung. This attack is powerful as holy hell. It usually does from 500-600 damage to all characters, which screw you badly. Be sure to save before looking for fights in the desert. But, if at least one character (that has Enemy Skill Materia equipped) survives the Aqualung attack, you can learn the attack. This is beyond helpful, as you can see. Using Limit Breaks and summons is the best way to go against Harpy. In the desert you can also find Flapbeats, and they're really easy to beat. Sure, their Flying Sickle attack can do about 100-200 damage, and their normal attack does nearly 50, but, its 330 HP is easy to take down, especially when the fact that it's weak to Wind is taken into further consideration. Immune to Earth, though. Arguably the easiest enemy in these parts is Spencer. It has no striking features, and all of its attacks are very bland, and nothing special about them. Upper Cutter attack does about 45 dmg to one character, and Swordblade does minor physical damage. It has 250 HP and no MP, so, nothing to worry about in terms of attacks or time to beat the thing. You can also win Saraha Nuts from it, too.

Next and final enemy is the Joker, and it's more dangerous than you might think from the beginning. It uses playing cards to attack you, and there's quite a few of them. One being Club, in which it does Earth damage to one character for about 160 damage. If it draws a Heart, be thankful, as it uses the Cure effect on one character. Even if you don't need healing, like it, as it's a wasted turn which it could've attacked you onerously. Getting a Spade does about 80 points of physical type damage, and only to one character, however. Next, if it does a Diamond, it's a physcially based attack, but does only 1/4 to 1/2 of the damage that can be done by way of Spade. Of course, there's always the Joker card. The Joker means spontaneous Death, but it's only used on rare occasions, so don't worry too much, although it's still a possible threat. Earth magic does not harm this monster, as it flies a bit up off the ground, but, along

with that, it has its natural weakness to the Wind element, meaning Choco/Mog
will make quick work of it. So with any other summon for that matter (feel free
to try out your new Ramuh summon, by the way) as the 370 HP it's packin' ain't
that much. I also suggest training a little bit out here, and possibly building
up high on Gil, as chances are, at this point, you've probably spent all, if
not a lot of it at Gold Saucer (although, of course, you've gained some since
then due to fights with enemies and Dyne). I suggest going back to the Battle
Square now and getting that accessory, Sprint Shoes which I mentioned in the
Gold Saucer area of the walkthrough.

Anwyay, when you're ready and you've gotten all of that stuff out of the way,
head to the river to the South, cross it, and then head West. You'll know that
you're in the correct area since there's gonna be lots of marshy areas and
jungles and woods, plus tons of river. In this area, there are 3 new enemies to
be found and fought (and for me to cover). First is the Gagighandi, which
looks like a cross between a dragon and an Elfadunk. Their Stone Stare attack
puts Slow Numb status on, meaning that in 30 counts of the ticker, your
character with the affliction will experience Petrification status effect. Also
it has a physical attack, but that's nothing too much. We now shall cover the
Grand Horn. These guys are semi-strong, but, you can dispose of them quickly
with just normal attacks. If they use their regular attacks, prepare yourself
for 60 or more dmg points done to one character. This is nothing compared to
its Grand Punch, however. The Grand Punch, what it does, is to use Quake (aka
Earth elemental) on one character. They can start doing tons of damage when in
their groups of two, but, when they attack you as singles, they're actually
rather pathetic. Touch Me is the final enemy, and it merits a good amount of
attention for two reasons. One being that it can turn you into a Frog two ways,
and one being its Frog Song (it's also attainable if at least one character
possesses the Enemy Skill on them) and Frog Jab. Frog Jab is just a stupid
move that turns you into a Frog, and if you're already a Frog and it's used
versus that same character, they're un-Frogged. Lastly, you can find Beachplugs
around the beaches shores here, but I already covered them, so look at the
appropriate place to the above in the walkthrough for detailed information.

Anyway, around here, there will be a humongous object in the middle of one of
the forests in this area, and this is where you must go. It's called Gongaga
Village, although it may not look like much of a village at the present time.
So, enter, and you're there.

```
===============================================================================
                      Area #21 - Gongaga Village
===============================================================================
-> Enemies: Flower Prong, Heavy Tank, Kimara Bug, Reno/Rude(B)
-> Items/Weapons/Armor: Deathblow Materia, Titan Materia, White M-phone
===============================================================================
```

As you start to enter, move forward a bit and you see Reno and Rude there
talking. What do two male members of the Turks talk about in their leisure
time? Well, girls. Reno asks Rude who he likes, and he says that he likes Tifa.
Well, who the hell doesn't? Reno thinks that a better couple would be Rude and
Elena. And in that relationship, I doubt it'd be Rude being the drunk ->IDIOT<-
who watches TV all day. But apparently Elena has a thing for Tseng. However,
there's still a problem there, too; Tseng likes Aeris! Cloud is puzzled as to
what on Earth they're talking about, and it's at that time that Elena casually
shows up and says that it's just stupid. She, like an idiot, started talking to
them as if they were members of the Turks, and not the enemy. What an imbecile.
She then goes running to Reno and Rude screaming that they're (meaning you) are
really here! Note: who you have in your party now has some bearing on the
current cutscene, and, dating later on in the game. Once Elena runs off, Reno
starts talking about it being payback time for what you did to him in Sector 7.

```
Two choices present themselves: "Sector 7?" (making you sound like a complete
and utter fool) or "Out of our way". Whatever you choose starts the fight.


===============================================================================
-    BOSS: TURKS:RENO, BOSS: TURKS:RUDE                                        -
===============================================================================


-------------------------------------------------------------------------------
-    BOSS: TURKS:RENO                                                          -
-------------------------------------------------------------------------------

-> Monster's Name: Turks:Reno
-> Monster's Locations:
- Gongaga - Jungle (forced)
-> Monster's Level: 22
-> EXP for Defeating: 660 (only if KO'd)
-> AP for Defeating: 60 (only if KO'd)
-> Gil for Defeating: 1500 (only if KO'd)
-> Item Dropped from Monster: Fairy Tale x1 (100%) (only if KO'd)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2000
-> Monster's MP: 80
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   35,  66,  1,   69,  35,  164, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Electropod            0   1    Phys  Lit   Phys  48      90   X  X
* Turk Light            0   1    Mag   -     Mag   12      90   X  X
^ Short Staff           0   1    Phys  Hit   Phys  20      110  X  X
  Escape                0   S    -     -     -     -       I    X  X  (1)(2)

(1) escape from battle - remove self with no reward (unless KO'd)
(2) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
On Reno's first turn,
Has Reno been attacked with Lightning magic? (this includes Bolt Plume, Swift
Bolt, and Ice Crystal)
Yes: Electropod on last character to attack Reno with Lightning magic
No: 1/2 - Turk Light on random character
    1/2 - Short Staff on random character
For all subsequent turns,
1/2 - Turk Light on random character
1/2 - Short Staff on random character

-> Special KO Pattern:
Is Reno's HP 0?
Yes: remove any status effects from Reno
     Reno: "We may be retreating, but..."
           "we're still victorious." appears on screen
```

```
             Escape on self
             follow Rude's Special Ally KO Pattern
No: follow Basic Pattern (unless Rude's HP is 0)


-> Special Ally KO Pattern:
Is Rude's HP 0?
Yes: Escape on self
No: follow Basic Pattern


--------------------------------------------------------------------------------
-   BOSS: TURKS:RUDE                                                            -
--------------------------------------------------------------------------------

-> Monster's Name: Turks:Rude
-> Monster's Locations:
- Gongaga - Jungle (forced)
-> Monster's Level: 22
-> EXP for Defeating: 720 (only if KO'd)
-> AP for Defeating: 70 (only if KO'd)
-> Gil for Defeating: 2000 (only if KO'd)
-> Item Dropped from Monster: X-Potion x1 (100%) (only if KO'd)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2000
-> Monster's MP: 135
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   40,  100, 1,   65,  35,  200, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Grand Spark             0   1    Mag   Hit   Mag   24      100  X  X  (1)
* Fire                    4   1    Mag   Fir   Mag   8       100  X  O
* Cure                    5   1A   Mag   Res   Cure  126     255  X  O
^ Shoulder Attack         0   1    Phys  Hit   Phys  48      90   X  X
  Sentinel                0   1A   -     -     -     -       I    X  X  (2)
  Escape                  0   S    -     -     -     -       I    X  X  (3)(4)

(1) dummy attack
(2) Rude will randomly get in the way and take damage for attacks targetted at
    Reno
(3) escape from battle - remove self with no reward (unless KO'd)
(4) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Is Reno's HP less than 1/2 of his MaxHP?
Yes: Is Rude's MP greater than or equal to 5?
     Yes: Cure on Reno
     No: Is Rude's MP greater than or equal to 4?
         Yes: Fire on random character that is not Tifa
         No: Is any character besides Tifa available?
             Yes: Shoulder on random character that is not Tifa
             No: 2/3 - Shoulder Attack on Tifa
```

-> Special KO Pattern:
Is Rude's HP 0?
Yes: remove any status effects from Rude
     Rude: "..." appears on screen
     Escape on self
     follow Reno's Special Ally KO Pattern
No: follow Basic Pattern (unless Reno's HP is 0)

-> Special Ally KO Pattern:
Is Reno's HP 0?
Yes: Escape on self
No: follow Basic Pattern

- STRATEGY: Well, this fight can be a little tricky if you don't come into it
prepared. There are, as you can see, two bosses in this, and both of them are
members of the Turks. They're usually not pushovers, but you probably have some
attacks that can make them look awfully pitiful. All right, since there are, in
fact, two bosses you must fight here, any oppressive lvl2 black magic should be
paired with an All Materia in order to achieve the best possible results. Of
course, damage is cut down slightly when this is done, but it's much more
useful than doing it in single moves, and really expedites beating up on the
bosses. Any summon Materia is useful here, especially Choco/Mog, as it can Stop
any one of the bosses (sometimes even both), plus it does some nice damage.
Shiva and Ifrit are mainly there for some high damage (around 300 per hit). But
you do have a summon which can cause an ungodly amount of damage, and that one
being Ramuh, the Lightning summon. It'll usually do 450+ damage to both Reno
and Rude, quickly minusing a lot of their health. Most Limit Breaks will really
help here (yes, even Mindblow).

A lot of times they don't attack one after the other, as one's Spd is a little
faster than the other, that one being Reno. Reno is the more annoying of the
two, mainly due to his Turk Light attack, which does around 200 damage to one
character, and he uses it fairly often. His other attacks aren't really bothers
except for Electropod. Rude, on the other hand, has Cure, so work on killing
him mostly. Fire attack from him does about 140 damage, and sometimes more than
even that. His "punch" isn't very detrimental, and only does around the damage
family of 30-40, unlike Reno's which does 60-75. In conjunction to All magics
and summons, a few attacks that can simply eradicate the two are the following:
Aqualung, as well as Beta. They can probably drop off half of both their HPs in
just one hit, but they do cost quite a large amount of MP. Once they're done,
you may be phlegmatic as to why you didn't kill them. Well, no matter what they
run off with their tails between their legs, as it's part of the story.

You're now all skeptical as to how everywhere you go, the Turks are always
there, seemingly waiting for you. Well, if Elena keeps screwing up like that,
it won't matter to their enemies where in the hell they are. Cloud thinks that
there has to be a spy, but both Barret and Cloud refuse to believe that big
possibility, as Cloud trusts everyone in the party. Anyway, from the point you
are at after the fight, head North. Here, continue forward. Note that there are
new enemies in this spots. First of all, the most dangerous one out here is
the Heavy Tank. This is like a cross between a tank and Triceratops in
appearance. It has Big Spiral, which does about 150+ damage to your entire
party. Wheelie Attack also does good damage. Charge just targets one character
for some medium damage points. It has 1600 HP (wow!) and is invulnerable to
Gravity. Flower Prong is the next active enemy on the list, and it can be
annoying, given the right circumstances, but otherwise it should be no problem.
Its one attack, Bio2, is very annoying, as you should know, due to the fact
that you've probably used it on an occasion or two. The thing has 3 different,

divergent forms. You can disembellish this guy simply if you use Fire and Earth attacks, as it's weak to them, however, Poison attacks are absorbed by it and it replenishes HP. For this point, they have more or less a diminutively small HP count, so it shouldn't take up too much of your time trying to dispose of this frivolously insignificant creature. In its last form, it has the Pollen attack, which can Sleep your whole party. Lastly, we have the Kimara Bug. First of all, it has an immunity to Gravity, so Laser won't work here, obviously. Now, it has 700 HP, and that, while not really that high, may cause problems. Eruditely, you could use Aqualung or Beta to annihilate it immediately, but it only comes with one, so, it'd pretty much be a waste of MP to get rid of it. Stop Web attack puts Stop effect on one character (and if you're not quick, it can get on all of your characters, but fast). Butterfly Attack and Spider Web aren't much to be concerned over, though. It has no weaknesses, so just summon or use lvl2 magic spells to kill the Kimara Bug.

All right, from where you are after the fight with Reno and Rude, keep going straight into the path on the left. In this next area, keep going straight to the next path on the left at this "y" junction, not totally out of there, as that would lead out to the World Map. Instead, just pick up the Deathblow Materia that's just laying there on the ground for the pickin's'. Now head through to the other path. Now, as you walk into the town, Cloud notices the ruined Mako Reactor in the distance. The first house in this village is the Accessory Shop. You can buy accessories or listen to his story. He tells you about the destroying of that Mako Reactor, and how the town was condemned thereafter (in a very brief fashion of: "People can live without Mako Reactors) And, the accessories/Materia they supply here are the following: Headband (3000), Silver Glasses (3000), Star Pendant (4000), Talisman (4000), White Cape (5000), Fury Ring (5000), Mystify (6000), Time (6000), Heal (1500), Transform (5000). So from this we can conclude that although this town is very seemingly rundown and out of it, they sure sell some awesome stuff. Buy away. I suggest that you go out on the World Map and gain some heavy coinage so that you can buy such items as Mystify and Time, and some of those awesome-ass accessories. The house over a tad bit to the right of that one is the Item Shop where some nice items are being sold: Potion (50), Hi-Potion (300), Phoenix Down (300), Tent (500), Maiden's Kiss (150), Cornucopia (150), Soft (150), Hyper (100), Tranquilizer (100).

Or, his story consists of Shinra coming in, building the Reactor with no regards or remorse, and what you now see is the result of their carelessness. My God, this is getting tiresome hearing the same damn thing over and over again. The house at the Northwest of town has a treasure chest that contains an X-Potion. It also serves as an inn for 80 Gil per night, and you can also listen to the guy's story in which he says that one day there was a giant explosion, and a lot of townspeople died from it. The house up to the Northeast has a weapon for Cait Sith called the White M-phone. The man in there simply, pretty much recapitulates what everyone else has been saying, and how it's the Shinra's fault this is such an unpageant town, due to that Mako Reactor mostly. Now, to proceed in the story, head to the house down at the Southwest extremity of town. The party splits, and the man inside could tell from the glare in your eyes that you are, or formerly were in SOLDIER. His wife asks you if you would happen to know anything about there son (note: this is immensely shaping up what the story is of this game for later, heh)? The boy's name is Zack, and apparently, it has been nearly 10 years since he left for Midgar, and saying that he did not want to dwell in the country. He wanted to be in SOLDIER, and is curious as to whether Cloud has heard of him. He doesn't know, actually. As you're walking, Cloud voices that he never heard anything of a man named Zack, however, the name sounds familiar, and he's baffled as to why. The one character that can be in your party that has a huge impact on this scene is Aeris. Zack had a girlfriend once, and Aeris was her. This probably makes you think back to that scene in the park in Midgar when she was talking about it.

The conversation will continue; Zack, being in SOLDIER, was also in First Class just like Cloud, and there's not really that many people in First Class, so it comes as a surprise that they'd never heard of or seen one another. Aeris learned that Zack once, five years past, had gone off on a SOLDIER mission and never returned, leading her to inquire that he had met a new girlfriend, as he was a real stud. Also, having Tifa in your party now can really get her pissed as hell, as there are so many similar elements with Zack's story as there is with Cloud's, like when he left Nibelheim for SOLDIER, and both of them had then become First Class in SOLDIER...??? And how Cloud sort of had a childhood girlfriend, Tifa, like Aeris has Zack, which makes things even stranger and more puzzlingly confusing on you. Well, after all this is done, head back to the very first "y" junction you encountered, and this time, head upwards into the next area. Note: you'll know that you're in the right area when you start to encounter the Heavy Tank enemies (look for their appearance two paragraphs above this one if you wish to use them as a marker for location). Ok, so once you're here, head straight for the decimated Mako Reactor in the far distance. Continue forward to the small junction in the reactor, and he says exactly what he said when he first noticed it in the village; "A ruined reactor". You then see a helicopter land, and see Scarlet, who's the Head of Shinra Weapon Development, and Tseng. You run off to hide in a corner and spy on them.

She starts off by saying that the reactor is no good whatsoever, and you only receive junky Materia from junky reactors. What are they planning? And what could the Head of Weapon Development want with such Materia? The Reactor's a total failure. She's searching for capaciously sized Materia, not this crap. Hmm? Tseng says that he'll get to looking for some on the double. Then she states a startling fact: they could make the ultimate weapon if they only had some. Oh dear God. Also, with Hojo gone, Weapon Development's budget is really increasing, and Tseng envies them. Scarlet then makes a crack on Heidegger, and Tseng blankly goes silent. Scarlet then remembers that Heidegger is actually Tseng's boss. Sucks for him. After that, they take their leave, and Cloud is completely confused as to what she meant by "huge Materia", and the "ultimate, perfect weapon". He wonders what the Shinra are up to, but that's apparently nondescript right now. And then you see Tseng and Scarlet fly away. Now, examine one of the sides where the junction is and you can get Titan summon Materia which is indistinguishable from the surrounding environment. Now, as you leave Gongaga Village completely, I suggest recovering any lost HP, then riding your Buggy through the red mountains to the West.

```
===============================================================================
                        World Map/Road to Cosmo Canyon
===============================================================================
```

As you head to the West, you'll eventually find yourself on a huge range of mountains, and they have a red -ish sunset upon them always. First, though, you of course have to cross that one river, and you're pretty much homefree to the mountains, but there are a new set of four enemies that roam and wander the mountains. First and foremost, we look into the Golem. First of all, they're made out of rock, so obviously, as we've discovered in the past, they shall have higher than average Def. For amplification of this, it also possesses a decent amount of HP, but nothing we can't handle, especially since we've fought enemies with less HP than it before, one of them being the Heavy Tank. Its HP, if you were wondering, is an even 1000. There are two attacks that it uses, one of them being the Megaton Punch. This causes about 150 damage on average, but, like most other attacks, it has its variances, and does more damage or less damage on occasion (always note that these calculations are done with the average stats you're expected to be at by any particular stage in the game). Also, there's its Finger Shot, which also can do some damage. You can steal a Turbo Ether from this guy, too. Next enemy to mention is the Desert Sahagin.

These, in my opinion, are the most annoying enemies in all of the mountain
range. First of all, they have two attacks; Harpoon and Sandgun. Sandgun causes
a nasty status on one character, and Harpoon does some significantly noteworthy
damage, of around 140+ per hit. Not bad for being such small, infantile beings.
Note: Their element info goes as such: Fire (1/2 Dmg), Ice (2x Dmg), and Water
(Absorb). The rest are normal effect on it. They can also reduce physcial
damage done to them to 1, but only after a few attacks, which can kill them.

Next enemy on our list is the Skeeskee enemy, which, in my humble opinion, is a
horribly named enemy. I mean... Skeeskee? What the hell? Whatever...
At any rate, these little bastards aren't much of a threat. Rage Bomber on one
character, though, can cause the Fury status. If you want to remove it, you
need to have some Hypers at your disposal. Beak, its physical attack, does from
70-100 damage, and can be taken lightly if you wish, as that's now nothing in
this point in time. You can steal a Tranquilizer from Skeeskee now, also. Last
but certainly not least is the Griffin. They have tons of HP in their favor,
plus two powerful attacks, called Slash and Peacock. Slash does 120+ points of
damage, and is its physical attack. This can be dangerous, especially when
paired with the Peacock attack. What Peacock does is drain large chunks of MP
from a character, disabling a lot of your more powerful magic attacks such as
Beta or lvl2 spells sometimes. They possess a good amount of HP (760), as well.
So all in all, they are pretty formidable adversaries, with some acerbit moves.
Bagrisk is another enemy you'll encounter.. beware it's Stone Strike which will
has a 100% chance of inflicting Petrification status on on of your characters.
All right, as you approach Cosmo Canyon (you know, the only structure that
actually resembles a town in this barren desert mountain range), the Buggy
experiences terminal failure, and it meltsdown. Cloud, noticeably annoyed, is
wondering, like any other sane individual, why on earth did the breakdown have
to happen now. The good news is that, you're about five steps from Cosmo Canyon
at this point.

```
==============================================================================
                          Area #22 - Cosmo Canyon
==============================================================================
-> Enemies: Gi Nattak/Soul Fires(B), Gi Spector, Heg, Sneaky Step
-> Items/Weapons/Armor: Added Effect Materia, Black M-phone, Elixir, Ether,
Fairy Ring, Gravity Materia, Turbo Ether, X-Potion
==============================================================================
```

Once you enter this village, you first get a far away view of it, so you can
see the whole place. Now, this place may not look like much, but, luckily it is
the only village in all of FF7 that has not been taken over by the Shinra. It's
Cosmo Canyon, the head of the study of life and the mysteries of the planet.
Beat that, Shinra! This area has some awesome music, in my opinion, and if your
memories are decent, you should remember that this was the same music that
played with Red XIII's appearance after beating HO512 in the Shinra HQ. Now,
what does this mean, you ask? Well, it's simple, this is Red XIII's home
village. You know, the one that he said he'd follow you up to, and then quit
journeying? Crap. Well, anyway, as you run up the steps from the beginning to
the guy at the entrance under the "Cosmo Canyon" sign, Red comes if he's not in
your party, and if he is, it really does not matter. He says "It is I, Nanaki!"
Apparently that's his real name, and it's not Red XIII. Remember, Hojo just
gave him that name for scientific research. There is much exuberance between
the gatekeeper and Re...Nanaki. After he welcomes Nanaki in, Cloud's puzzled as
to his name. What's funny to do on your second try is to name him Nanaki from
the start, and it still makes no difference whatsoever on this scene. Now, head
up to the man at the gate. When he asks if you're familiar with this land, you
get "yes" or "no" options. Yes leads him to knowing that you're a liar, because
some how he has telepathic powers, and "no" leads him to explain. I suggest
picking the "no" so you can get a brief explanation. Although you're there, it

is at its full capacity at present, so he cannot let you in. Red XIII then comes and convinces him to let you in. It's time to explore this cool town now.

Ok, start off by going to the East side of town. There is a kid standing next to a "magical" bonfire. He thanks it for bringing Nanaki back, and then tells you a little bit about it. Now, from there, you can enter the only hut on the ground. This is a bar/inn. The bar is on the ground while the inn is at the top and should be the only one of any use to you. It'll cost you 100 Gil to stay there, too. Now, you see the poster on the wall to the left of the inn's cashier? Well, that's a Turtles Paradise flyer, and it's covered in appropriate section of the FAQ. Ok, downstairs in the bar, you can head through a door which practically leads to nothing but peace and solitude. Note: there's a guy right outside the bar that fixes your Buggy for free if you say "no" to his question, as you explore Cosmo Canyon. Climbing that ladder to the extreme East side of the village will take you to the Item Shop; Potion (50), Hi-Potion (300), Phoenix Down (300), Tent (500), Maiden's Kiss (150), Cornucopia (150), Soft (150), Hyper (100), Tranquilizer (100). Anyways, follow where Red XIII went and you'll see him on the corner of the ledge. He then says that this was his hometown, and his tribe were the protectors of those who appreciate the canyon and the planet. He then says how his mother stood and fought valiantly, whilst his father fled like a coward, and now Red's the last of their race. Now after being called in by his grandpa, Red XIII comes. The party disbands for this, and go to explore every little idiosyncrasy of the Cosmo Canyon. First off, savepoint here; use it. Materia Shop has MP Plus (8000), HP Plus (8000), Mystify (6000), Transform (5000). Note: the owner is sleeping, so you have to talk to him twice to get him to sell you anything.

In the same exact room as the savepoint, you have the Weapons Shop. There is tons of good stuff here, and they are: Butterfly Edge (2800 - Cloud), Tiger Fang (2500 - Tifa), Heavy Vulcan (2700 - Barret), Prism Staff (2600 - Aeris), Silver Barrette (2500), Pinwheel (2600 - Yuffie), Green M-phone (2400 - Cait Sith), Silver Armlet (1300). If you now go up the short set of steps, you can enter the room straight ahead of you where Barret talks about how the group AVALANCHE was born. Throughout the conversation, you can choose to discontinue his banter, or for him to continue. He is also sad that now, AVALANCHE is no more. Theoretically, that's true, but, he still has his group and friends that still're fighting against the Shinra. Ok, now leave the room that Barret is in and head through the room at the right side of here. Now you are back on the outside, overlooking the denizens down below. Proceed on up the stairs, and in the next area, you shall first see a child in front of a giant metal door. This is significant for later. Well first of all, the only thing progressive to the game here is to climb the ladder, and this takes you to a huge research observatory/laboratory. As you emerge from below, enter the first room into the research facility. My lord, is that not the most tremendous telescope you ever did see? Go up and speak with Red XIII. He introduces you to his "grandfather", Bugenhagen. He is a very intelligent and knowledgeable man. Now, he's not Red XIII's true grandfather, per se, but, it's honorary.

He thanks you much for taking care of Red XIII, and for helping him out while he was away from the safe confines of Cosmo Canyon. Apparently, Red XIII is not an adult, but is still a child. Sure, he may be 48 years old, but due to his tribe's incredible longevity, he can only be considered a 15-16 year old teenager in human reckoning. Cloud is blown away by this, since he is very quiet, deep, and of course, intelligent. Bugenhagen thinks that's kind of funny, actually. Red XIII then says that he wants to be an adult so that he can protect and defend any protuberent enemies. Bugenhagen doesn't think that he's ready, however. He says that if Red XIII were to do that now at this time, it would just destroy him in the long run. He then talks a little about the stars of the great city of Midgar, but then says that that is a bad example, as looking up too much causes you to lose perspective. He then starts floating

over the table and says that when it is time for the planet to die, you shall understand that you asolutely know nothing. Huh? Cloud asks how Bugenhagen knows that the planet'll die tomorrow or perhaps 100 years in the future (and that isn't long off). He replies that he hears the cries and the anguish of the planet itself. Then an eerie noise is suddenly heard throughout the observatory and the camera starts changing. Cloud asks what the sound is, and Bugenhagen says that it's the sound of the stars in the heavens. While this goes on, planets are born, and die. Then another sound happens, and that's a scream from the planet.

Red XIII then says that your party has come on a quest to save the planet from complete destruction and damnation, and suggests that Bugenhagen show them his apparatus. Apparently he finds it ridiculous that they've come to "save the planet", but it wouldn't hurt to show them anyway. Some random villager enters and says that several odd looking people have arrived (???) Red XIII goes off to look for characters, and then says to pick people to be in your party, as only three people can fit in Bugenhagen's Planetarium. Now how many of you knew that one was coming? I mean, could it be any more obvious. I'm surprised they didn't have some huge flashing light above his Planetarium that said "Only 3 People Allowed At Once!". So, don't go to the savepoint yet for PHS, but go to the room to the left down the stairs and that'll be a shop later, remember that. Or, you could just talk to one of your scattered party members to put together a party. Once your party is chosen and gathered together, head back to Bugenhagen. Enter the first door on the right and you're in what looks to be a rather little room, but you'll soon see it transmogrify into the most awesome and realistic Planetarium you've ever seen. Now, speak with Bugenhagen and he activates the machine, and everything around them goes dark besides what's above them. You are then elevated to it, and it's like you're really in outer space. Who you have in your party now does affect the scene itself, but nothing later on as with emotions or anything of the sort. What an awesome laboratory ya got there, Bugen. It is the most technologically advanced thing in all of Final Fantasy VII.

All the workings and miracles of space are transfered and relegated into this 3D Holographic System, where it transmits pretty much the exact image of whatever is going on, give or take colossal disproportinations in size. You then see a shooting star fly across, a planet with its orbiting moons, and then some asteroids being drawn in a blackhole off in the distance. Bugenhagen, of course, proud to boast this accomplishment of a research lab (who wouldn't?), brags slightly about it. Then, the information and knowledge-giving starts. He begins by pointing out the obvious, that all humans eventually die, and are then decomposed and returned to the planet whence they came. But, what happens to their hearts and their souls once they die? This is answered in the same way: it is also returned to the planet. Not only humans' are, but anything's. The spirits that are then returned to the planet merge and fuse with each other and roam the planet, thus the the Lifestream is born. A new child is blessed with "Spirit Energy" from the Lifestream and are born into this world. Then, years later, they die, and the Spirit Energy that they "borrowed" for their lifetime is given back. Bugenhagen's digressed, so he shows you something that makes you understand better. It depicts a person on Earth dying, along with trees, and them returning to the planet, and shows the Lifestream and Spirit Energy. He then shows what would happen if it were to disappear by taking it away manually, and the planet dissintegrates. Damn, Shinra'll do that to the planet if they don't f'ing stop! All that he just recently explained are the basics of the Study of Planet Life. Spirit Energy is possible because it exists within Nature, and if it's forcefull extracted and manufactured like Shinra's doing, it can't accomplish its true purpose. The conversation continues into the subject of Mako Energy, and how all it'll ultimately do is destroy the planet. Your party then gathers again, and returned back to the ground.

After a few more statements from Bugenhagen, you're then free again to roam about as you please. Note: if you back to the room where Barret was a bit earlier, and you can learn about the Promised Land from the guy who'd lost something previously, but had located it now. Also, at the end of his lesson, he says that your friends are all at Cosmo Candle (aka huge bonfire on the West side of town). Now, before joining up with them, I suggest going to the Inn, entering the bedroom (without paying unless you want to rest, too), and search under the sofa there for an Elixir. Now, leave and meet your party by the Cosmo Candle. Talk to everyone. Yuffie thinks this place is very boring, and wants to go find some Materia. Cait Sith is remembering being here once before, and wonders just how many years it's been. Barret talks about how Cosmo Canyon was where AVALANCHE started. He has once promised Wedge, Biggs and Jessie that after they beat Shinra they'd go to Cosmo Canyon and celebrate, but now they're gone, and they died for the planet. Everyone here hates Shinra, and he wonders if his partners will ever forgive him. He then goes on to state that if there is anything he could do to help, he's going to do it, nor does he care the reason. AVALANCHE is reborn, and so he voices that fact. Aeris talks about how the elders taught her many things, and now she knows...she's alone... Cloud shows some human compassion, but to no avail, really. Tifa starts talking to you about how bonfires can make you remember all sorts of things and memories. Then she speaks about that incident five years ago, but she's too afraid to ask, but Cloud insists that she tells him. It feels to her like Cloud is going far away, and out of her reach. Forget this, this isn't FF7, this is Inuyasha! Afterwards, go to talk to Red XIII. He's recollecting memories about how when he was young, they were once around Cosmo Candle like this. He then says how whenever he talks about his mother, he's prideful, but when of his father, his heart is consumed by anger.

It's at that time that Bugenhagen comes out of nowhere and wonders if Red XIII honestly can't forgive his father for what he allegedly did. He can't, of course, because he supposedly left his mother for dead, and when the Gi tribe attacked, he left with such cowardice, and it was up to his mother and the people of the canyon to fight. Bugenhagen then asks Red XIII to follow him, as there is something that he must see. He then suggests that, since the place they will be going to is dangerous, Cloud and one other person come along with them, so choose your character wisely. Afterwards, if you want, if you think you made possibly the wrong choice, talk to any one of the other group members to switch them in instead. Now, follow Bugenhagen up the Western side of the mountain to where that big steel door is. Now, talk to Bugenhagen. He then asks if you're ready to enter, and if you wish to proceed, choose the first choice, but if not and you wish to make more preparations, press "just a minute". Note: you may want to skip down a few paragraphs to the boss strategy to know how to prepare adequately. At any rate, once you're ready, tell him, and he opens up the door and after some pointless banter, they all enter in.

First, climb down the ladder, and then the small rope that is on the platform below (Note: you'll notice the Cosmo Canyon music begin to fade as you climb down further and further and further). From that point, make it down the even smaller ladder, and then the next rope downwards. Next, down the next ladder, then two more ropes. At the very bottom, head through the door into the next area.

This is a tough area, and has a lot of new and challenging enemies. The first of them being the Sneaky Step. They only have one attack and it's called Triple Attack, and it only does from 50-60 damage. The other thing they possess is Death Sentence (I don't really consider this a move, but more like a status effect). It puts Death Sentence on one character, and then it counts down 60. This is also a learnable Enemy Skill, so...yeah... They only have 600 HP, so one summon should do it. Hegs are the next enemies that are on the list. This monster's activities are quite frequent (meaning in battle appearances).

They show up in large groups usually, and sometimes even with Sneaky Steps.
Poison Fang does about 50 damage + Poison effect unto one character. Then
there's its Halt Whip attack, as well. It has 400 simple Hit Points, and a
weakness to Ice magic. Poison, as you may have guessed, is absored by Heg.
Lastly, we have the Gi Spector, who is the most powerful enemy in these parts.
They have three attacks: Skewer, Hell Spear, and Death Sentence. 450 is the
HP that they're packing. They also are undead creatures, meaning that using
curative magic/items will inflict damage upon it. They also have a weakness to
Fire, so using lvl2 of that will ruin its life quite nicely. Here you can
examine in tons of caves for enemies and items. There is the Added Effect
Materia in this section, so take note of that. In the next area, after you've
pretty simply made it through this one, there is an Ether and Black M-phone.
Note: do not step on that goowy looking stuff on the ground, as it runs you
into a wall of spikes for some hard damage. At the next area there is a few
Stinger enemies to fight (spider-looking creatures that are really powerful and
annoying). There's also the Fairy Ring, X-Potion, and Turbo Ether in this area,
as well. In the next area, we engage in a boss fight with the Gi Nattak and its
little Soul Fire henchmen.

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===============================================================================
-   BOSS: GI NATTAK, SUB-BOSS: SOUL FIRE (X2)                                 -
===============================================================================


-------------------------------------------------------------------------------
-   BOSS: GI NATTAK                                                           -
-------------------------------------------------------------------------------
```

-> Monster's Name: Gi Nattak
-> Monster's Locations:
- Cosmo Canyon - Cave of the Gi (forced)
-> Monster's Level: 29
-> EXP for Defeating: 1400
-> AP for Defeating: 150
-> Gil for Defeating: 3000
-> Item Dropped from Monster: Wizer Staff x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 5500
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70, 70, 1,   75, 25, 140, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (immune), Wind (normal), Holy (weak)
-> Immune: Silence, Sleep, Poison, Confusion, Petrification, Paralysis,
Berserk, Frog, Small, Slow-Numb, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                   MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Aspil                  1   1    MMAb  -     Mag   2       255   X  X
* DeBarrier              12  1/A  Mag   -     -     -       255   X  X  (1)(2)
                                                                       (3)(4)
* Drain                  1   1    MgAb  -     Mag   6       255   X  X
^ Spear Attack           0   1    Phys  Pnch  Phys  35      100   X  X
* Take Over              0   1A   -     -     -     -       I     X  X  (5)
```

(1) remove Reflect [100%]
(2) remove Shield [100%]
(3) remove Barrer [100%]

```
    (4) remove Magic Barrier [100%]
    (5) controls 1 Soul Fire ally to possess 1 character


--> Attack Pattern:

-> Basic Pattern:
Action Count increases by 1 every turn Gi Nattak takes
Gi Nattak Pre-Selects a character at the beginning of battle
Is Action Count 0, 2?
Yes: Does Pre-Select character have Barrier or Magic Barrier?
     Yes: 2/3 - do nothing
          1/3 - DeBarrier on Pre-Select character
     No: 3/5 - Drain on Pre-Select character
         1/5 - Spear Attack on Pre-Select character
         1/5 - Aspil and Spear Attack on Pre-Select character
No: Is Action Count 1?
    Yes: Has left Soul Fire not been used to Take Over Pre-Select character and
         has Pre-Select character not been possessed?
         Yes: Take Over on Pre-Select character
              Pre-Select character is possessed
              Left Soul Fire is untargettable
         No: Spear Attack on Pre-Select character
    No: Has right Soul Fire not been used to Take Over Pre-Select character and
        has Pre-Select character not been possessed?
        Yes: Take Over on Pre-Select character
             Pre-Select character is possessed
             Right Soul Fire is untargettable
        No: Spear Attack on Pre-Select character
             [Action Count -1]

-> Special KO Pattern:
Is Gi Nattak's HP 0?
Yes: Are any Soul Fire not under KO?
     Yes: remove any Soul Fire not under KO
     No: KO immediately
No: follow Basic Pattern


--------------------------------------------------------------------------------
-   SUB-BOSS: SOUL FIRE                                                         -
--------------------------------------------------------------------------------

-> Monster's Name: Soul Fire
-> Monster's Locations:
- Cosmo Canyon - Cave of the Gi (Gi Nattak battle) (forced)
-> Monster's Level: 21
-> EXP for Defeating: 200 (only if KO'd)
-> AP for Defeating: 10 (only if KO'd)
-> Gil for Defeating: 100 (only if KO'd)
-> Item Dropped from Monster: Phoenix Down x1 (8) (only if KO'd)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1300
-> Monster's MP: 220
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   16, 130, 1,  60,  16,  10,  0
-> Fire (absorb), Ice (normal), Lightning (normal), Earth (immune), Poison
(immune), Gravity (immune), Water (immune), Wind (weak), Holy (weak)
-> Immune: Silence, Sleep, Poison, Confusion, Petrification, Paralysis,
Berserk, Frog, Small, Slow-Numb, Manipulation, Death Sentence, Death
```

```
-> Attacks:

* Name                   MP  Tar  Type Elem Form PwrCst %    M  R  +Added
--------------------------------------------------------------------------
* Fire2                  22 S/1/A Mag  Fir  Mag  20     100  X  O
  Relinquish             0   S    -    -    -    -      I    X  X  (1)(2)

(1) relinquish possession over character - return to Gi Nattak side
(2) Miscellaenous/Animation


--> Attack Pattern:

-> Basic Pattern:
Have left or right Soul Fire possessed a character?
Yes: Is possessed character under KO or has possessed character been possessed
     for 4 turns?
     Yes: Relinquish on self
          Left or right Soul Fire is back on Gi Nattak's side
     No: Is Soul Fire's MP greater than or equal to 22?
          Yes: Fire2 on possessed character
          No: do nothing
No: Is Soul Fire's MP greater than or equal to 22?
     Yes: Fire2 on self
     No: do nothing
```

- STRATEGY: Any summon works well against the Gi Nattak itself, as they all do
significant damage. There is no one most useful, but any one past Choco/Mog
(meaning Shiva, Ifrit, Ramuh, and Titan), can do some amazing damage to it.
That is why I suggest having them all equipped, and one person will of course
have two (may two people will have two if you also wish to equip Choco/Mog).
It sometimes uses Take Over attack to send a Soul Fire to possess you. At this
time, it occasionally does Fire2, which does from ~250+ damage. If it's not in
your body, and its HP is sometimes down, it uses Fire2 on itself to recover
some of its own HP. I suggest killing these guys off first. If a Soul Fire does
possess you, if you have Reflect on the character that is Reflected, Fire2 will
still Reflect off of your character, but it will hit the internal Soul Fire
still, thus healing it as it would when you're not possessed. Remember, all of
these (including Nattak) have a weakness to Holy, so curing can actually hurt
the things. Never use Fire spells on the 2 Soul Fires, as they absorb the
effects. You should have a lot of Ethers and Hi-Potions handy to counter Aspil
from Gi Nattak. With all that being said, after Nattak's 5500 HP is gone,
thusly ends the fight with you getting a Wizer Staff and a Phoenix Down.
- Note: of course, Limit Breaks are great here, too.

Get the Gravity Materia after the fight is over with, and the conversation is
completely finished, as well. Then, follow the rest of them and an emotional
scene ensues. Bugenhagen starts it by saying that to the above is the warrior
who fought against the Gi. This warrior prevented them from taking even the
slightest step into Cosmo Canyon. However, he was never, ever able to return
to Cosmo Canyon. That is Nanaki's father, the great warrior of legend, Seto.
The scene switches up to Red XIII's father, Seto, who's cast in stone with many
sharp objects through his body. Red XIII is in awe after finding this out.
Bugenhagen then says that Seto stayed here to fend off the Gi tribe from here,
and it was all to protect Cosmo Canyon. Seto continues to protect them, even
now while his body is nothing but a statue, and the poisonous arrows through
him. Red XIII has made a huge error in his belief about his father, and now he
sees that, because of Seto and Seto alone, that Cosmo Canyon is safe. He wants
to know if his mother knew, and she did, and they were the two that made
Bugenhagen promise to lock the cave shut closed, and completely forget about
it (probably for the good of the canyon). Bugenhagen then asks if Cloud and

Yuffie would please leave them alone for a while. They comply and undersrtand why. He then says that he wants Red XIII to continue on their journey so that they can make a difference, although he doesn't believe it's truly possible. He wants to aid a planet in misery. Heh, and he can't do anything about it directly, as this year he's turning 130 years old! Then, at the end of the cutscene, Red XIII says he's going to come back a true warrior to the noble name of "son of the great warrior Seto". Then, Seto starts crying crystal tears and howling along with Red XIII. Touching. You will receive the Seraph Comb (a Memento of Seto) after the events. Now, you're all back at Cosmo Candle. I suggest buying some stuff before hitting the road with your newly-repaired Buggy. Select your new party. Now, before they leave they have a few words about Red XIII, and you can start to leave through the front gate. Now, Red XIII comes and rejoins you, then you can officially leave from Cosmo Canyon.

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                       World Map/Road to Nibelheim
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All right, first you must ride off the Cosmo Canyon mountains to the North side and then across the river there. From here, start heading in a Northernly direction. You'll need to cross a river a little to East, as well. You see the dot third fartest North on the Western continent? Well, that is where you are having to go for now. Continue to the North past the river and there's a new bunch of enemies that make their debuts. One of them being the Valron. First of all, they boast 950 HP, and that may or may not be something difficult for you to deal with. They sometimes put up M-Barrier, which as you previously discovered with Rufus' Dark Nation, that it halves the regular damage from magical spells. This means that not even Beta stands a chance of killing it if this is on! The Jump Kick attack it does does about 120-150 damage, and sometimes more. It also has Demi3, which does damage proportional to 75% of the one target's HP. Diving Kick does some good amount of damage when used, and it seems as though it has something to do with your current HP, but I have no way of actually proving this theory. Speed Punch of its does a quick attack that does around the vicinity of 100 damage to one character. Nibel Wolves are quite the bothersome little pests, they are. Their Fang attack causes around 100 points of physcially based damage to one character, which isn't too much. Their Bodyblow attack does the same amount, if not a little more (which kind of puzzles me, as a piercing blow should always be more fatal [or in this case, damaging] than a blunt attack). Normally, this wouldn't be any sort of problem, but, they have 700 HP, and sometimes if you kill them and leave another one alive, they use Howling. This reanimates another Nibel Wolf with the full 700 HP maximum. They either come alone in pairs of two, or like that paired up with one Valron.

The last enemy on the agenda to cover for this area is the Crown Lance. No, you cannot find them by roaming the fields and plains scrounging to find them, but, you can locate them successfully if you search on the beach shores. This guy has two dangerous attacks, and one laughable attack. The pathetic attack is its Claw. All it does is a pitiful amount of around 50 dmg. They can use Sleepel to obviously put you to Sleep status. They can use Bolt for Lightning damage (hey, what'd you expect? It's a damn jellyfish, for crying out loud!). Their last attack is only used as a counter-action to any sort of oppressive means against them, and it is called Deadly Needles. It inflicts whoever just acted against it with the Petrification status, so, you'll want to try to kill them all in one sweeping blow. They come singularly, or in pairs, so watch out, and know how to kill them all at once if in grouped situations. You can exploit and expose their weakness to Fire and destroy them like a plague from hell with lvl2 Fire magics. Then again, avoid using any types of Earth magic, as it's completely immune to it. Plus, if that's not enough, it adds the other limit that you can't use Lightning without the monster absorbing it and regaining

some HP. Note: if you get all characters Stoned by Deadly Needles, it's a Game
Over automatically. Anyway, enter on into town when you're ready after enough
training, spraining, and Gil gaining.

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                         Area #23 - Nibelheim
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-> Enemies: Dorky Face, Ghirofelgo, Judge, Lost Number (B - perhaps), Black
Bat, Mirage, Ying/Yang
-> Items/Weapons/Armor: Elixir, 2x Luck Source, Platinum Fist, Turbo Ether,
Mind Source, Silver M-phone, Twin Viper, Enemy Launcher, Magic Source, Destruct
Materia, Odin Materia, Cosmo Memory Manual
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Welcome to Nibelheim, hometown of Cloud, and of course, let's not forget Tifa
and those breasts of hers... Wait, what am I thinking? Those voluptuous things,
them. Anyway, getting back on track, from where you start off in Nibelheim, go
forward until your party comes out. Whoever's in your party from hearing the
flashback story will be confused, because Cloud said that this town was burned
down to the ground by Sephiroth, that benevolent bastard. Cloud remembers the
intense heat of the flames around him, but apparently there's some disbelief
from some of the party members. Of course, Yuffie'd be confused if she's in
your party, though, as she wasn't there for the story of five years ago. This
is all very confusing, but at any rate, start exploring your way around town.
I first suggest going to the place next to the inn, which is the Item Shop.
You can talk to the person in the back, and they say that you've been runnign
business there for a long time, and Cloud accuses them of lying. They ask if
you have anything to do with this town and you get two options. Choose. The
freak to the right side in all black, has a number "12" tatoo. You can steal an
Elixir from the guy, too. Cloud is such the bully. The man is a Sephiroth
worshipper. He follows Sephiroth like a satanistic religion (very much like
the Zio case in Phantasy Star IV, if you've ever played that for the Genesis).
"Can you hear the voice of Se...phi...ro...th..."? Well, the Item Shop owner is
selling Potions (50), Hi-Potion (300), Phoenix Down (300), and Tent (500), and
that's it. Very degraded from some of the more recent other Item Shops. So,
after leaving the Item Shop, you have a new sense of beleaguerment.

If you head into Cloud's house, surprisingly nothing insanely emotion occurs,
however, there is another woman in his house. That wench! If you talk to her,
choose to hear her story out. It's mainly Cloud's story, saying he lived there
until the ripe age of 14, but then she asks if you're sick or something, and
then kicks you out. Don't take any crap from her; don't leave. Be a rebel!
Actually, don't leave, as she, along with everyone else, don't seem to remember
you or Tifa whatsoever. What the hell is going on? In Tifa's house, there's
yet another one of those freaky guys in black cloaks, praising Sephiroth. He
says something about bringing something to Sephiroth and become one with
Sephiroth. What can that mean? The guy there is #5. Upstairs there's another
one of the cult members, and he's number 4. You can pilfer the Platinum Fist
for Tifa from him. He's wondering where his damn "Great Sephiroth" is. If he
was up your God forsaken ass you'd know damn well where he was. Now, go
upstairs in the house next to Tifa's. There's too more of those guys, and they
appear to be strangely whacking off in their gothic, psychopathic sort of way.
You can get a Luck Source from them, as well. Now, to the North of town, the
strange guy to the left gives you a Mind Plus, which is pretty much the not-
completely-translated version of a Mind Source. The one on the right says that
the great, almighty Sephiroth is in the mansion...calling... Ok, so, rest at
the inn if need be, but once you've accomplished all of this, head on into the
Shinra Mansion.

Once inside, you instantly know that they weren't lying, outside the gate,

because the Sephiroth Theme plays. Time to examine every single enemy in this mansion, starting from the basement, and then moving our way up to every other area of this place. First of all, the Black Bat is a common encounter in the basement. These guys are nothing to worry about. All they have in their favor is a good amount of HP to dispose of. But, their attacks really do nothing but make it seem like Squaresoft didn't make an enemy with no attacks (besides Warning Board, but that's a different story), as they're not very strong at all. It's of course weak to Wind and immune to Earth, so take both of those elements into consideration when dueling with Giant Bats. Now, the most troubling enemy in the whole place, Ying/Yang. It's two enemies that coexist with each other. Each of them has their own strengths, weaknesses and strong resistances. Yang, for me, being the more annoying of the bunch, is strong to magic type attacks. And in conjunction with that, Ying is strong against the physically inclined attacks. So, what you are to do is to flip that around on them and use physical attacks on Yang, and also, magical attacks on Ying. They each have 1200 HP, which is still a good amount for a regular enemy even for this stage and time. What's more is that Gravity doesn't work on them (no Laser or Demi this time, bub), so their HP can't be quickly depleted. Of course you have some other powerful magics to fall back on, too. Each of them has one attack. One has Bolt2 and one has Ice2. Both of them, as you know, are definitely not the most pleasant in the world. Now that that is done, we do Judge enemy up above. This is a very interesting enemy, and is somewhat of a semi-prep to a boss that you may be facing soon enough. They have a scale, and it tips regularly. One side is physical, one is magical. Current state is correspondent to their current attacks. A major noteworthy point about the Judge is that it can utilize an attack ????. It's learnable with Enemy Skill Materia, as well. Dorky Face, the very funnily named enemy around here, is a really bad enemy to run into, and that happens VERY often. It has Funny Breath which Confuses your party, and Curses, which Silences a character. It also has a Cutter physical attack, but that's nothing to fret over. While its 520 HP may not be much to handle, its attacks are fatal, and proper preparation is crucial, and you'll soon realize the futility of fighting with them without the right stuff. Last but not least is the Ghirofelgo. Its some insane deranged monster on a guillotine. He has 1600 HP, and his "Slash" attack can do some high damage, but that's pretty much it. But also, Gravity magic does 2x Dmg to it, so, he's easier to kill, although he does have a total immunity to the Earth status.

Now, time to start for real. Anyway, I'm going to first detail how to finish the major sidequest (which I seriously recommend you do now), and how to get the Odin summon Materia, and Cosmo Memory Manual for Red XIII, and also how to get the game's last secret character, Vincent.

Heh, you'll definitely be glad when you get him in your group. He's not really a human, but he's more of a half-man, half-demon. He is not too hard to unlock, but it might be more of a challenge (and lengthy process) than unlocking Yuffie Kisaragi was. He's a powerful character, and he also has a special limit break case. Whenever he uses a limit, he transforms into an uncontrollable demon which does major damage. He's my favorite character in the game (not because of strength or usefulness in battle, because Cloud would win that), but because of his attitude, personality, awesome mysteriousness, and how he's so enigmatic. Now, there are a few requirements you must do in order to even start to get him. The first main one would be to have have opened the safe and received the Key to the Basement item. More on this in just a bit. Ok, so, here's how to get the Key to the Basement and unlocking the safe here in the Nibelheim Shinra Mansion.

Now, I suggest that you are pretty prepared level, stat, item, and Materia wise since you're going to have to put it to some use in just a bit while trying to get the Key to the Basement. First thing: you want to get on over to the

Nibelheim Shinra Mansion that you have unmistakably been there before. Well, first you fly over to Nibelheim, and then you enter the mansion, but you get the picture, right? Anyway, if this is your second time through the mansion, I suggest that your levels be at least near the 30 range before you enter the mansion and even consider trying to get this. Now, you may read the note that some insane and psychotic person left behind, explaining and twisted game that he apparently made with his demented sense of humor. Someone tell the guy that no-one's laughing... Well, in the note, he describes (in a lot of detail, too, the crazy lunatic) how the game plays out, and what you'll need to do to fully succeed. He also describes what they've done to one of the Turks, who's been genetically altered and put in a safe (ah, so this is "the safe") upstairs in this mansion. But, it being a safe, you can't just barge up there and open it and expect to get your reward. Nope, you have to find the code to unlock it, and there's four you must find. Now, just how will you go about doing this? You're going to have to scout the whole mansion for clues and evidence leading to your answers. You get to play detective!... sort of. Anyway, your next stop is Clue Location Nation. Enjoy!

Now, where are earth do we begin to look for clues? Well, that's simple, it tells you in the notes you found to the left side of the entrance to the Shinra Mansion. The clue is simple, yet the answer you might find to be quite complex. Maybe not. It states something about the first clue answer being in an area with much oxygen in it. Hmm... you may be thinking that there's oxygen everywhere, and that there cannot be any specific answer. Well, let me put it simply: you're wrong. All right, we're going to have to think a little about this. What is the natural resource that actually produces oxygen? That's a simple one if you actually passed elementary school. It's produced by something called plants. Now I could get into a huge lesson on this, but this is an FF7 guide, and I despise science class, so, no... We are now required to look all over the Shinra Mansion in order to find a good supply of oxygen-producers (aka plants). Don't worry, the mansion isn't too huge, so you won't be looking for more than five minutes. It's in the area where you can get Enemy Launcher, and it's on the top of the treasure chest where you received that. So, check it with the action button, and that's how you received your very first clue for the secret safe upstairs.

Second clue is *much* more complicated to figure out than the first one. So if you thought that the first clue you had to look for was even remotely difficult or mind-boggling, I suggest you pull yourself together and do this one. You have to already know the mansion like the back of your own hand, or, you can just read this FAQ and make it all extremely easy for you. Well, it says some stuff about ivory's short tea & ray. You may be thinking what the hell? You don't know any relationship between ivory, tea, and rays. Well, if you don't know much about the mansion you may want to run a long and detailed examination of the whole mansion. During this scan over the mansion, you may spot out a piano. There's your first clue right there! Yes. Now, I've studied the piano for a good amount of time at one time, and I know them back and forward. So, it all lies within what pianos are made out of. Or more precisely, what are the keys made out of? The answer is ivory. So there's the very first part of your clue, but what's this shit about tea and ray? Heh, this one actually had me stumped for about twice as long as the ivory part. It was pretty confusing to me. Once you play the piano once, you realize that the "ti" key, and the "re" key are out of function. Well, ti makes the tea sound, so this already makes sense. And re is pronounced like ray, and not like in "real". So, all of your clues lead up to this one piano, but when you examine it, nothing happens, and no number is revealed. The solution to this problem is checking behind the piano itself, and then there's your next number puzzle solution.

This next clue really made me ticked for quite a long time the first time I was attempting this. The clue says that the number will be located five steps

to the left direction, nine steps in the up direction, left twice more, and
then from there (the squeaking floorboard), you go upward for exactly six more
steps. The squeak in the floor will be near a chair. Ok, you may be having a
headache right about now from thinking just where to begin. Don't blame you,
but that's what I'm here for. Well, not only must you take careful steps in
order not to over-walk your steps (after you find beginning point), but you
must also press the action button every step to examine that area of the floor
to see if it's squeaking to find the beginning point. But don't use those
directions from the very beginning. Instead, you must first find the creaky
floorboard. This will be located nearer to the stairs that go on and lead into
the basement. From there, use the directions to find the next number for your
combination (5 left, 9 up, 2 left, and 6 up). Now, the next one is easy, so
don't worry about too much more work (if any at all). Go back to the note, and
there is no "real" fourth clue at all. Just simply move down and click where
the fourth clue supposedly should be and press circle. Now, Cloud then sees
that the last combo number is there already written, invisibly. Now, you have
all of your numbers.

All right, you can now go upstairs to the safe. When you examine the the safe,
it gives you some sort of attempted-scary warning. Ignore this completely, of
course, and proceed to entering your combination. To do this, you have to use
right and left to get to the correct number needed from the combination that
you've one-by-one collected. When you get to the number that you need to enter,
you simply press the circle button. Be careful, though, not to exceed the
number, as that will result in you losing and having to try again. Not only
that, but to make things slightly more difficult on you, you must do this all
in 20 seconds. The combination is the following: 36 right, 10 left, 59 right,
97 right. Now, you must fight a boss--Lost Number--to proceed on.

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===============================================================================
-   BOSS: LOST NUMBER (FIRST FORM)                                            -
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-> Monster's Name: Lost Number
-> Monster's Locations:
- Nibelheim - Shinra Mansion - Second Floor (open the safe)
-> Monster's Level: 35
-> EXP for Defeating: 2000
-> AP for Defeating: 80
-> Gil for Defeating: 2000
-> Item Dropped from Monster: Cosmo Memory x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 7000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80, 120, 1,   82, 35, 280, 1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Manipulation, Death, Death Sentence

-> Attacks:

* Name	MP	Tar	Type	Elem	Form	PwrCst	%	M	R	+Added
* Bolt	4	1/A	Mag	Lit	Mag	8	100	X	O	(1)
* Bolt2	22	1/A	Mag	Lit	Mag	20	100	X	O	
^ Punch	0	1	Phys	Hit	Phys	16	95	X	X	
Transform [1]	0	S	-	-	-	-	I	X	X	(2)

```
   Transform [2]              0  S  -   -   -   -      I   X  X  (3)
```

(1) dummy attack
(2) transform into second form (physical)
(3) transform into second form {magical)

--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2 (chosen randomly)
Is Action Count 0?
Yes: Punch on random character
     [2/3 - Action Count +1]
     [1/3 - Action Count +2]
No: Is Action Count 1?
    Yes: Punch on random character
    No: Is Lost Number's MP greater than or equal to 22?
        Yes: Does at least one character not have Reflect?
             Yes: Bolt2 on random character without Reflect
             No: Punch on random character
        No: Punch on random character
            [1/2 - Action Count is 1]
            [1/2 - Action Count reset to 0]

-> Counterattack Pattern:
Is Lost Number's HP less than or equal to 3/6 of its MaxHP?
Yes: Does Lost Number not have Paralysis, Stop?
     Yes: follow Basic Pattern
     No: Was the attack that made Lost Number's HP 3/6 of its MaxHP physical?
         Yes: Transform [1] on self
         No: Transform [2] on self
No: follow Basic Pattern

- STRATEGY: Damn, the whole surrounding of mysteriousness, and an eerie
tranquility suddenly turns to insanity once you open up the safe. I bet you
didn't think it'd be this enemy would be just so God-awfully deplorable,
disgusting, repulsive, and gruesome. Well, I made just minor preparation
suggestions in the first paragraph of this section. Anyway, as I stated before,
your lvls should be near 20-25 vicinity, and you should have a plethora of
healing items, and a few linked Materias that I'm about to get into. You may
want to have Cure-All on as well, so if you all start getting big damaged, one
Cure will heal you all back up. Another one to have, since it can attack quite
quickly is Haste (Lunatic High by Red XIII), to use, so you can have a lot of
quick and deadly attacks on it. Now, let's talk statuses. It's susceptible to
quite a few, and immune to many. How do we know which ones? Well, just look
upwards and I have them listed right there.

Poison by itself on it could prove to be a bit useful. Poison is best when Bio2
is done, since it also does the 2nd biggest amount of pre-damage when applied.
No magical elements should really be used here, and this is mainly because none
of them do anything special to it (just normal damage), and it's invincible to
Gravity moves. So don't do them. But, there is always some useful magic, like
Beta or Aqualung. When you've taken him down to about half of its health (3498)
you engage in the second halftime of battle. During this, only half of Lost
Number remains (unless one of your attacks completely kills off 7000 HP, in
which case you don't have to worry about this). But, we're speaking hypothical
here. So, half of it will be eliminated, and the remaining portion is
determined by one of two factors. Blue side will remain if red dies, and red
side will remain if blue dies. Blue dies if halftime attack physical (normal),
and red dies if halftime attack is magically inclined. Blue is physical side,

and red is magical side. Both increase in power, however, so be warned. Some summons like Shiva, Ifrit, Titan, and Ramuh come in really handy, too.

Now, once the fight comes to a conclusion, and everything's done and over with, you hit the jackpot. You can pick up the red summon Materia that's dropped out of the safe, which is Odin. There's also the Cosmo Memory Manual that you get once you beat it for Red XIII. Then, examine inside safe to receive the Key to Basement (aka Key to Unlocking Vincent Valentine). Now, we head towards the spiraling wooden staircase leading to the basement (which if you go further than we need to go you'll reach Sephiroth's Library). But, we needn't go that deep, but only about halfway into the purple -ish basement. Then, there's a door (which the first time I played, I found partially hidden, but now I realize that it's quite obvious to spot). So, you use the Key to the Basement on it, and there's tons of coffins in there, you see. There's only one of importance, however, and that is the one in the middle of the room. Open it, and in there is Vincent Valentine. You talk for a little while, and he talks about atonement. If you choose Sephiroth option, he gets pissed and jumps out and lands quite perfectly on the edge of his coffin. You then talk more. Later he goes back in, and then you open it back up. He speaks about Lucrecia (Sephiroth's mother, and apparently Vincen't past love), Sephiroth, The Jenova Project, and Professor Gast. This is one of the reasons he is in this coffin. Also, you learn about his past involvement with Shinra, but now he despises them, and wishes revenge. You speak about your story, and how you're after Shinra and Sephiroth. He then goes back in his coffin, and you attempt to leave but then he stops you. He asks if you'll be meeting Hojo, and you say yes, so he complies and goes with you on your quest.

Anyway, back on the main path, you can head to the room to the right of the mansion's main entrance and pick up the Silver M-phone from the box. In the room under the stairs and to the right you can also pick up another equipment piece called Twin Viper. Enemy Launcher is in a chest to the top right of the Shinra Mansion. Anyways, make your way towards the basement (up the stairs to the right). You can get a Magic Source from a box in here, too. As you make it down the basement, remember to be mindful of the enemies here, as well. There's also another enemy, and it's mainly found on the rickety wooden staircase leading down to the basement. It has only one attack, Slice, and it does around 100+ damage. The only other thing about it is that it has 570 HP, which is quite humorous now. Now, as you head down the basement, in the second area of it, there will be a door along the back wall near the very start. Ok, with the Key to the Basement in your possession, open the door and go in side. Now, read the above paragraph to learn what to do in here. Afterwards, you'll have a new character, Vincent Valentine, a former member of the Turks. Now, head into the library and into the back area.

Sephiroth is here. He says that just being there brings back memories (and for Cloud, probably not the fondest ones, either). He asks if you are going to be participating in the Reunion that all of those psychopaths in a state of mass delirium and dementia outside were talking about. Cloud doesn't even know what the Reunion is, though. Now is when things get confusing. He says that Jenova will be at the Reunion, will join the Reunion, and become a calamity from the skies. Cloud is confused as hell, obviously, as any normal human being would be. This leads Sephiroth to believe that you don't have the right to be in that Reunion. He says now that he's going to the North, past Mt. Nibel, and if you wish to find out what all of this means, then you should follow him. He is still confused. Note: "Calamity from the skies" has some humongous significance in what this story's about. He then throws a Materia at you, and he flies away. It is the Destruct Materia. Now, leave the Shinra Mansion and head out from the North side of town to Mt. Nibel.

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-> Enemies: Sonic Speed, Dragon, Screamer, Kyuvilduns, Twin Brain, Zuu
-> Items/Weapons/Armor: All Materia, Counter Attack Materia, Elemental Materia,
Elixir, Plus Barrette, Powersoul, Rune Blade, Sniper CR
=-=

As you start off at the foot of the mountain, and you see a lot of winding and
intertwining paths, but don't let this scare you, as this place isn't that bad.
Sure, there are a lot of enemies here, and you'll be encountering them rather
frquently, but, at this point in time, you really should be adequately prepared
to take them on, and hopefully, beat them to smitherines. Ok, so run forward
from the start on the only path that you can. This is where you'll start seeing
enemies, and not on the small World Map trail leading to Mt. Nibel. That little
trail outside only has Valrons and Nibel Wolves. On that note, the first
enemy, and is probably the most common around these parts, is the Kyuvilduns.
These little bug-like creatures have only one attack, and it's named Lay Flat.
It does 200+ damage on my average occasions, and when you have tons of them
doing it at once (due to their tendency to travel in packs), it can really
start to piss you off...badly. These guys are not immune to anything, but they
do have one weakness, Fire. A lvl2 Fire attack can incinerate this little
enemy's 800 HP quite nicely.

The next enemy on our que to cover is the most powerful normal enemy thus far
in the game, and can easily wipe the floor with you if you're not cautious.
They possess enormous HP of 3500, and a small repertoire of attacks, but all of
which are erratically powerful. Before I cover them, though, I'd like to say
that you can get a great armor from stealing from them, Gold Armlet. Ok, first
attack is dragon fang attack (otherwise known as its regular physical attack),
does 450+ damage to one character, making it extremely deadly and baleful. You
might want to have a lot of healing items at this point (buy some before you're
leaving Nibelheim, or, fight around outside, and buy some then). It has one
other attack, known as Flamethrower. This, despite what you may think at first,
is not its most lethal attack, while dragon fang is. Note that if you didn't
acquire the Flamethrower Enemy Skill from Ark Dragon earlier (back at Mythril
Mines), you can get it now. To make this task slightly easier, you can up and
Manipulate Dragon. You get huge amounts of Exp, Gil, and AP for winning this
match-up with the Dragon enemy. Also, don't even think about using Fire magic
on this badass, as, with most other Fire-using enemy, it absorbs the effects,
and the end result is it regaining some HP. Also, it's totally immune to Earth
elemental magic, also.

What other enemies are there, you ask? Well, we're not near done with them, and
the next one up to the plate is the Sonic Speed. These are flying enemies, and,
from previous past experience, we know that they're immune to Earth, and weak
to Wind attacks. Choco/Mog is good sometimes, but, I suggest other attacks, as
it's kind of outdated at this point. You can loot Ethers from Sonic Speeds. Its
Harrier attack does about 140 damage to one character. Sonic Speed doesn't have
a lot of HP (750). Swoop does only about 100, and is a physical attack. Note
you can Morph them for Speed Drinks later on in the game, if you'd like. Also,
they drop Hi-Potions, so, fighting them nets you quite a few of those in all.

Twin Brain, arguably the easiest enemy to beat on the mountain, however, they
are also a nuisance. As an opening move, they use an attack called Stare Down,
and it's a pestersome attack, that it is. What it does is puts one character of
yours under the Paralysis status, and you know what means already. They also
have another move called Absorb, and this drains some HP, and can also get on
your nerves in a hurry. As a stolen item from them, you can receive an Ether,
so it is my suggestion that you look around Mt. Nibel vigorously in order to
find some of these Twin Brain enemies. From there, don't worry about fighting

them too much, as their 400 HP is easily disposed of, and worry about doing
some good old fashioned pilfering from it. You'll be needing tons of Ethers for
later, believe me when I tell you that. If you wish also, later on in the game,
come back with the Morph Materia, and you can transform these ugly, creepy-
looking enemies into Turbo Ethers. Just a suggestion.

The last enemy we have up on the list is a semi-tricky one, and it's a huge
bird creature who's out to kick your ass. First of all, it has two attacks, one
of which is its regular attack, and it's long range from the back row. It does
very impressive damage, as well, so be weary of that. Then, it also has an
attack that is called Great Gale. It damages the entire party for around 130
damage. Zuu is immune to Earth and Gravitational attacks. You can steal Bird
Wing from it, too. Watch it, though, you have to be capable of killing an enemy
with 1200 HP to kill the Zuu, and that's not difficult at all... or, at least I
hope not...:P

Well, well, it's time to start venturing the mountain, and scaling the cliffs.
First of all, as you make it around the first bend, you can head up a path
that spirals around to a higher platform. Up here to can obtain the Rune Blade,
but it has no linked slots, so, I recommend staying with Butterfly Edge if
that's what you have. If you're still using Hardedge or Force Stealer, then
definitely switch over to the Rune Blade at this point. Afterwards, head back
down onto the beat path and continue forth, around the next two, short bends.
You then jump down below, and then, you are to continue making your way towards
the next area, where the suppose-to-be collapsed bridge is. What the hell?
But before that, you can take a secret little path (that is heard to see,
actually), and that one leads to the Plus Barrette, and then you head back.
Anyhow, this time you make it all the way across the bridge safely, and at the
top, you enter a small little cavern with tons of machinery inside. There are
five pipes, all numbered on through five (5-1, as five is on the left and one
is on the right). Only two of these pipes lead to any items. Pipe#4 takes you
to an All Materia, and Pipe#2 takes you to Powersoul. I suggest letting down
the ladder here before using any of the pipes. All right, but say you didn't
bring the ladder down, you'd have to use the path at the bottom of the screen
it around again and obtain the second item. From here, jump down to the level
below and enter that room. Familiar cave from the recollection sequence at
Kalm, no? You can get an Elixir inside the cave here by going to the very top
tunnel in this cave, and running back on the left side. Then you exit through
the top exordum.

Here is where the Mako Fountain is that you saw earlier. Laying right next to
it on the floor is the Elemental Materia. Now, once you have collected that,
there's another North exit to go through. In this next area, you can nab the
Sniper CR from the chest, and then you can leave through the Southeast exit of
it. A lot of Screamers in this area. From the beginning of this area, head to
the left and then continue along the very straightforward and distinct path. A
landmark for this area, so that you know where you are distinguishably, you'll
notice the Mako Reactor from earlier. There is nothing inside of it to worry
about right now, so, head around the back of the reactor along the leftward,
small mountain path, and then through that door. You're now back in the pipe
room. Now, set the ladder down if it wasn't done before and go get the second
item you missed, and you wouldn't have had to do that if you put it down in the
first place. Now, you see that huge dragon looking thing guarding the exit to
here? Well, we're going to have to fight that soon, but first, make any
preparations you need (tips in battle strategy), and save at the savepoint.

```
===============================================================================
-   BOSS: MATERIA KEEPER                                                      -
===============================================================================
```

```
-> Monster's Name: Materia Keeper
-> Monster's Locations:
- Mt. Nibel - Caves (forced)
-> Monster's Level: 38
-> EXP for Defeating: 3000
-> AP for Defeating: 200
-> Gil for Defeating: 2400
-> Item Dropped from Monster: Jem Ring x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 8400
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   90,  100, 10,  90,  12,  280, 10
-> Fire (absorb), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Manipulation, Death Sentence, Death


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------
* Hell Combo            0   1    Phys  -     Phys  28      95   X  X
* Big Horn              0   1    Phys  Pnch  Phys  16      95   X  X
* Trine                 20  A*   Mag   Lit   Mag   34      100  X  X  (1)
^ Keyclaw               0   1    Phys  Cut   Phys  16      100  X  X
* Cure2                 24  1A/A MHPr  Res   Cure  786     255  X  O

(1) Enemy Skill

--> Attack Pattern:

-> Basic Pattern:
Materia Keeper's initial IRV is 5
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Is Action Count 0, 1, 2?
Yes: Has 1 been chosen out of Rnd[1..IRV]?
     Yes: Hell Combo on random character
     No: 1/2 - Big Horn on random character
         1/2 - Keyclaw on random character
               [Action Count +1]
No: Is Action Count 3?
    Yes: Is Materia Keeper's HP less than or equal to 1/2 of its MaxHP and is
         Materia Keeper's MP greater than or equal to 24?
         Yes: Cure2 on self
               [Action Count +1]
         No: Has 1 been chosen out of Rnd[1..IRV]?
             Yes: Hell Combo on random character
                   [Action Count reset to 0]
             No: 1/2 - Big Horn on random character
                 1/2 - Keyclaw on random character
                       [Action Count is 0, 1, 2 (chosen randomly)]
    No: Is Materia Keeper's MP greater than or equal to 20?
        Yes: Trine on all characters
        No: Hell Combo on random character
             [Action Count reset to 0]

-> Counterattack Pattern:
Is Materia Keeper's HP less than or equal to 1/4 of its MaxHP?
```

```
    Yes: IRV is 2
No: Is Materia Keeper's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Materia Keeper's HP less than or equal to 3/4 of its MaxHP
        Yes: IRV is 4
        No: IRV does not change
```

- STRATEGY: All right, this guy is easily the hardest and most difficult boss that you've yet to face in your adventure in Final Fantasy VII. It packs quite alignment of attacks, each of which do unfathomable damage. Its normal attack (actually two different animations sometimes), does around 400 damage to one character, and can easily and usually set them into Limit Break status. Now, we deal with Big Horn, and that does from around 450-550 damage on one character, meaning that it's a slightly upgraded version of its physical attack. Hell Combo is an attack that you'll really want to watch out for, as it does a nasty combination of attacks on one character, amounting to nearly 700 damage or more. This, if your HP with targeted character isn't high, can easily wipe them out with no remorse and extreme brutality. None of these are its most dangerous attacks, however. The most powerful and strongest attack it possesses in its repertoire is Trine. This does enormous damage to all characters like Beta did (not quite as powerful, though), and usually equates to 400+ damage to all of them. This usually leads you to start healing like mad in an attempt to revive a bit. You can also learn Trine with the Enemy Skill Materia, if one character with it on survives (since by this point you have two Enemy Skill Materias). After this, you have two powerful attacks that you can use on Materia Keeper; Trine and Aqualung. No Beta, as Materia Keeper absorbs Fire magic and restores HP. Plus, Beta does so much damage that it'd regain nearly 1100+ HP from its usage, which would suck.

All right, since the monster is, in fact, susceptible to Poison, I suggest having a character use Bio2 right off the bat. This keeps on whithering away at its HP whilst you punish it with other attacks. Keep in mind that Materia Keeper is immune to Gravity, so, that being said, the effects of Laser and Demi2 are pretty much void against this boss, like with all other bosses. Some summons can do some tremendous damage against this ugly beast, such as Odin (hopefully you did the sidequest in Shinra Mansion), and its Gunge Lance can to up to 1200 damage on the Materia Keeper. Shiva isn't all that great, and only inflicts around 300-310 damage. Ifrit, on the other hand, is a horse of a totally different color. If you use him, it heals Materia Keeper, so please refrain. Ramuh and Titan both do about 400 damage to the dragon monster, also. Aqualung is definitely the way to go a lot of times on normal turns, as it does 700+ damage. Cloud's Blade Beam (Lv2 Limit Break) right now, can do from 700-900 damage, so it's definitely a necessity. On some occasions, Yuffie's Clear Tranquil Limit Break can become quite useful when HPs are low. Couple that with Cure2-All and Cure-All and that's some massive healing force. A lot of lvl2 black magic spells like Bolt2, or Ice2 can do around 300 damage, and Quake2 can hit even 400. No Fire2! It heals. Once it uses Trine, you can learn it with the Enemy Skill, and start to use it against it for around 500 damage. You can cut out damage when it uses Trine by having Elemental-Lightning on your armor. Have tons of Hi-Potions to heal up after such attacks as Hell Combo and Big Horn. Also, if you're using Vincent, never use Galian Beast, as its Beast Flare is a Fire based attack, and it's uncontrollable, so you could find yourself healing Materia Keeper by nearly 750. Always watch your HP, too!

After the fight is over, pick up the Counter Materia that it left on the floor (I wonder if this is why they call it the "Materia Keeper"). Now, save and maybe use a Tent at the savepoint to heal up if the need has arisen. Then, afterwards, leave using the path that the Materia Keeper was once guarding. From here, you're outside on Mt. Nibel again; run around the first corner. Now, you're back out on the World Map, but no more Buggy. Oh well. Where to now?

Rocket Town!!!

```
=--=-=---=--=----=-=----=-=-----=--=-------=-------=--=-=----=----=-=-=
                    World Map/Road to Rocket Town
=--=-=---=--=----=-=----=-=-----=--=-------=-------=--=-=----=----=-=-=
```

To the North of Mt. Nibel's exit, is Rocket Town. It's a fairly lengthy trip
over there, but nothing that should take all that long, with the exception of
you running into random enemy encounters. Speaking of enemies, there are three
new enemies roaming the fields and forests this side of the Nibel mountains.
First being one that you can find only in forests, Bahba Velamyu. Its HP isn't
horribly high, but it does have quite a numerous amount of attacks at their
disposal. First of them being Bonecutter, which does only around 50-60 points
of physical damage to one character. They have the Slow attack, which, of
course, afflicts one character with the Slow status. They also have Jumping
Cutter which does about twice the amount of damage as Bonecutter. Its Magic
Cutter attack drains MP from you, and adds it to its own. Easily the most
annoying and obnoxious enemy around these parts is the Battery Cap, which looks
like an enemy from Mt. Corel. It has an attack called Four Laser, and it does
usually in the 300-350 damage range. Seed Shot is its other attack, it does
no damage, but inflicts one character with Darkness status effect. You can
steal Dazers from it, as well. They come in large pairs, meaning a lot of pain.
The largest group they come in is 6 of them, and all of them have 640 HP. The
last new enemy for this region's enemies is Velcher Task. It has its physical
attack which does in the mid to high 100s of damage. Poison Blow is the last of
this 900 HPed monster's attacks which does no damage, and causes Poison. You
can steal Remedies from Velcher Task, also. Also, do not think to use any of
your Bio spells against Velcher Task enemies, since when they're utilized, it
only serves to heal the Velcher Task foe through means of absorption, which can
be bad, especially with its 900 HP. Also, as for unoriginal enemies that have
debuted before, Valrons, as well as Nibel Wolf enemies make their unillustrious
reappearance in the parts. Just head into Rocket Town to the North afterwards.

```
=-------------------------------------------------------------------=--
                         Area #25 - Rocket Town
=-------------------------------------------------------------------=--
-> Enemies: Palmer(B)
-> Items/Weapons/Armor: Drill Arm, Power Source, Yoshiyuki
=-------------------------------------------------------------------=--
```

Right as you enter, Cloud looks off into the distance and sees a huge, rusty,
broken-down rocket ship. Hmm.. maybe that explains why this town is thusly
dubbed Rocket Town. He wonders why they would make something so damn huge for?
You'll soon be finding out that reason for yourself, yessiree. Note: you can
get tons of information from people walking around town, and most of it is
pertinently useful, surprisingly enough. Also, if you speak to the man in front
of the Item Shop twice (and choose to look at the rocket with him), he'll hand
over the Yoshiyuki weapon for Cloud. Here's what's inside the Item Shop for you
to buy: Potion (50), Hi-Potion (300), Phoenix Down (300), Ether (1500), Hyper
(100), Tranquilizer (100), Tent (500), Barrier (10000), Exit (10000), Time
(6000). All good stuff here. Notice the Ethers, and the Barrier/Exit Materias
they have for sale, also. There's two people in the house to the West side of
town, who if you talk to them, you discover that they're immensely bored. Who
cares? Leave. The store to the bottom left of the screen in Rocket Town is the
Weapon/Accessory Shop. Some awesome stuff here, too; Shotgun (3100 - Vincent),
Gold Armlet (2000), Power Wrist (7500), Protect Vest (3500), Earring (7500),
Talisman (4000). I suggest getting the Shotgun, along with anything else you
may desire around here. Note: you could steal Gold Armlets from Dragons in Mt.
Nibel, but that's a lot of work, but could save you a lot of Gil here. If you
are currently using Sniper CR weapon for Vincent, you might not want to change

it because of its 255 Acc, but, the Shotgun does have higher Str. Your choice.

The Shanghai Inn goes for 100 Gil per stay a night, and that is right across from the Weapons/Accessory Shop. You can ask the bartender here to hear his story, but he says to meet that "Captain", instead. Note: if you look close enough, in the inn, there seems to be a replica of the Mona Lisa. In the house to the right side of town or so, you can get a Power Source from a treasure chest. Oh, and in the Northern most house, you can first nab the Drill Arm for Barret. Now, inside of this same house where the Drill Arm is, exit through the back door, and what you find is a plane called the Tiny Bronco. You guys think it's really cool. A woman then comes out and asks if you need anything (or, in other words, what the hell are you doing). She says if you'd like to use it for any reason or other, talk to the Captain about it, and that he can be found in the Rocket. Her name is Shera, as she introduces herself, and asks of your party their names. After the momentary introductions, she thought you were originally with Shinra for the approval for reopening the Space Program, but you're as far from that as possible. Seems as though Rufus is coming here, and that it's had the Captain restless all morning. After your little chit-chat is wrapped up, you now have to head off for the rocket at the North end of town.

Run over all the stairs here until you make it to the other side. Climb the steps on the main rocket, and then make your way up the ladder to the left. At the top, run along the rickety catwalk into the inside of the rocket, where there's a man working. This is Cid, aka "Captain". Go up and talk to the guy, and he asks who you guys are. They have business with the Captain, and he's it, and suddenly new music starts playing. He proclaims he's the Captain: Cid. Then he asks what'd you come for, and you get three options. The first one leads to him explaining what this rocket is. He first says how the Shinra developed tons and tons of technological gadgets and advancements during the war; it was a weapons manufacturer in the past, but now it is a company of Mako. One of these afforementioned "technological gadgets" was a rocket engine, and there was so much excitement about going to space, and their dreams escalated further. There was so much money flowing through the project, and they built 25 prototypes, a and finally came up with Shinra No. 26., and they also chose the best pilot in the world for it, Cid. Then, at the day of the launch, but at the fault of Shera (aka the dumbass -> Shera, how's Elena doing? Send her my thanks for all the times she's slipped up and given use classified information). This led to Shinra nixing their space conquests and exploration. Cid became very pissed at this fact. He was scheduled to be the first man in space, but it meant nothing, absolutely nothing to the Shinra. You also learn that everyday, it tilts a little more (like a Leaning Tower of Pisa in FF7).

Since he's so depressed afterwards, leave out, and then come back in and ask him about the second choice, is Rufus really coming? It's true, and it should be some good news, mainly about restarting the Space Program, he hopes. Then, you can ask him if you're allowed to borrow the Tiny Bronco. He then basically asks you if you're out of your *&$^$# mind! It's his most cherished possession. Now that you've spoken to Cid and he's promulgated all he has to tell you, get out of the rocket and make your way back to the house where you first met Shera, the dumbass responsible for ruining the rocket launch into outerspace, shattering Cid's hopes and dreams.

As you casually walk in, you're immediately greeted by Shera, and she asks if Cid said anything. You reply negatively. At that moment, Cid busts in like he owns the damn place (which he does ^_^), and starts cursing left and right. Don't worry, you'll get used to it, as he's worse than a Cuban woman without makeup. He constantly swears for the most minuscule things, but that's actually understandable, considering the fact that his hopes and dreams have been trampled on, and then pissed on by the Shinra, making him a senile and angry, and fairly-aged individual. Hell, this guy makes Barret look innocent. He also

throws orders around like mad. He then makes quite the leave to go tune up the Tiny Bronco in the back. Then there's a small scene between your party and Shera talking, and then the flashback. First Cid is ordering her around, saying she works as slow as a Goddamn snail. Later, at the top of the ship, Cid meets up with his men, and you're ready for lift off. As he's making the final preparations for the launch, you then being countdown to ignition. The the alarm goes ape shit and all goes to hell. There is a mechanic in the engine area of the rocket, and wouldn't you know it, it's the dumb bitch, Shera. She tells you to just launch, as she had to check other things, and it would scorch Shera to hell once you lift off, but she doesn't mind, as she can't bear to have to lose your dream over her perfectionist attitude to every idiosyncrasy. Cid, being a somewhat-caring human being, not wanting to have a woman's life sacrificed for a launch, disengages the launch sequence, and prevents cancellation of Shera's life. He aborted the mission to save her life, despite the resounding reality that it was her fault, but, she cared so much for him and his dreams that she was willing to risk her life for his dreams, and to ensure that all was safe for his lunar departure. A life for a dream, or a dream for a life. Now she feels in debt to him, and will live her life to serve him.

Cid barges back in, barraging Shera with even more insults and bad-mouthing, in typical Cid Highwind fashion. While he is eagerly anticipating Rufus' arrival, Palmer so timingly enters the house. After the introduction of two former acquaintances (said former acquaintances being Cid and Palmer), and Cid right away, immediately asks when the Space Program is beginning yet again, and then Palmer redirects him to Rufus, who's right outside on the streets of Rocket Town. He charges outside like a pissed ant on a motorcycle, whilst Palmer demands some tea from Shera, with tons of sugar and honey, and lard, too. That revolting, fatass, he disgusts me. I do find it interesting, however, as to why, while there's a major executive of Shinra in your presence, your party doesn't just rip the piggish glutton to shreads. But, obviously, you have to go outside and see Cid in shock, as after so many years of despair, his hopes were finally up again, they're jolted downward once again, as Rufus has no intention of revitalizing the Space Program. The sole reason that Rufus and his lackeys even came to such a remote town as Rocket Town is just to borrow the Tiny Bronco. The audacity of these arrogant fools, I swear... This is because they have been tracking Sephiroth (how, I don't know), and they've been searching in the wrong direction. He's crossing over the ocean, and the most effective method of crossing the massive waters is to use the Tiny Bronco. Cid is VERY displeased upon hearing this, as first they took his airship (the Highwind, back at Junon), the rocket, and now they want his plane. These Goddamn Shinras have got some nerve. It now seems as though Palmer is attempting to steal the Tiny Bronco himself (I think more appropriately, the plane should be riding him). So, step outside the back, and after you bust the fat bastard, you engage in a boss bout with him.

```
===============================================================================
-   BOSS: PALMER                                                              -
===============================================================================
```

-> Monster's Name: Palmer
-> Monster's Locations:
- Rocket Town - Near Tiny Bronco (forced)
-> Monster's Level: 38
-> EXP for Defeating: 1800
-> AP for Defeating: 98
-> Gil for Defeating: 5000
-> Item Dropped from Monster: Edincoat x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None

```
-> Monster's HP: 6000
-> Monster's MP: 240
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 100, 50,  60,  25,  200, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Peerless, Manipulation, Death Sentence, Death
- Weak to Sleep


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Mako Gun [Bolt2]        22  1/A  Mag   Lit   Mag   20      100  X  O
* Mako Gun [Fire2]        22  1/A  Mag   Fir   Mag   20      100  X  O
* Mako Gun [Ice2]         22  1/A  Mag   Ice   Mag   20      100  X  O
  Taunt                   0   -    -     -     -     -       I    X  X  (1)

(1) taunts your party - Palmer: "Heh hic heh hic!" appears on screen


--> Attack Pattern:

-> Basic Pattern:
1/4 - Is Palmer's MP greater than or equal to 22?
      Yes: Mako Gun [Bolt2] on random character
      No: do nothing
1/4 - Is Palmer's MP greater than or equal to 22?
      Yes: Mako Gun [Fire2] on random character
      No: do nothing
1/4 - Is Palmer's MP greater than or equal to 22?
      Yes: Mako Gun [Ice2] on random character
      No: do nothing
1/4 - Does at least one character not have Sadness?
      Yes: Taunt
      No: do nothing


-> Special KO Pattern:
Is Palmer's HP 0?
Yes: remove any status effects from Palmer
     Palmer: "Heh heh hic!" appears on screen
     battle ends
No: follow Basic Pattern


-------------------------------------------------------------------------------
-   <SHINRA SEMI>                                                             -
-------------------------------------------------------------------------------

-> Monster's Name: None (battle object - Shinra Semi Truck that runs over
Palmer as he escapes)
-> Monster's Locations:
- Rocket Town - Near Tiny Bronco (Palmer battle - after battle is over)
(forced)
-> Monster's Level: 1
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
```

```
-> Monster's HP: 1
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   0,   0,   0,   1,   0,   0,   0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Normal

-> Attacks:

* Name                          MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
--------------------------------------------------------------------------------
none


--> Attack Pattern:

-> Basic Pattern:
none
<Shinra Semi> is untargettable.


--------------------------------------------------------------------------------
-    <TINY BRONCO>                                                             -
--------------------------------------------------------------------------------

-> Monster's Name: None (battle object - this is the Tiny Bronco behind Palmer)
-> Monster's Locations:
- Rocket Town - Tiny Bronco (Palmer battle) (forced)
-> Monster's Level: 1
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   1,   2,   0,   1,   1,   2,   0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Manipulation

-> Attacks:

* Name                          MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
--------------------------------------------------------------------------------
none


--> Attack Pattern:

-> Basic Pattern:
none
<Tiny Bronco> is untargettable.

- STRATEGY: As the first starts out, you'll probably be disgusted as to how
he's manuevering his body like some  twelve year old schoolgirl on heavy doses
of helium. Before the battle (if you can even call this a "battle") truly
begins he slaps his ass in an attempt to sensually distract you, but ultimately
only serves to piss you off and appall you even further. Now, there is an
unwritten rule in RPGs that later bosses in said game doesn't necessarily have
```

to be harder than any of the last few bosses, but in this scenario, they drive
this point into the ground to the point of ridiculousness. Also, if he had this
6000 HP before in Shinra Tower, and his attack could do around 600+ to you
back then, then why was he scared to the point of nearly pissing himself, and
didn't obliterate you when he had the chance? Perhaps he's been training
somewhere, but that would immensely surprise me beyond fathomability, because
first of all, he's still laughably pathetic and weak, and secondly because
you'd expect him to have trimmed off some of the damn wait in doing so. This
shall remain a mystery throughout the annals of FF7 time. Anyway, as for the
actual strategy, simple. He only has one attack, called Mako Gun, which can
actually serve as three seperate attacks, emulating effects of Fire2, Ice2, or
Bolt2, and this does around 400 damage to one character. There are of course
ways to nullify these, as well, using accessories (at least Fire2's). His
durability definitely is not anything to boast over, and most physical attacks
do quite a bit of damage. If you have some Power Wrist accessories equipped,
it will prove to be quite useful, and serve as a means to strengthen said
physical attacks. Thankfully, the roguish fatass is susceptible and predisposed
to many negative status effects that can actually work advantageously for you.
First of which he's prone to is Poison, which if you inflict with Bio2, can,
first of all, cause the occurrence of a supercilious amount of damage, as well
as the cumulative effect of said augmentation. He is also apt to Paralysis, as
well as Stop, making him a very unprodigious boss encounter. Most summons and
Limit Breaks at this point, along with tons of lvl2 spells will do away with
the fat, chunky tub of lard rather expeditiously. No Gravity, though, as he's
totally and completely immunized himself from its effects, being a boss and
all. Note that some holocaust attacks such as Beta or Aqualung can eradicate
Palmer nicely, too. As the fight ends, the Tiny Bronco starts to fly away, and
he manages to avoid being decapitated by it. But as he chases after it, you
get to relish in him being nailed by a truck. I'd imagine the truck sustained
more damage than Palmer himself. Hilarity ensues.

The Tiny Bronco is about to take off, and you guys get on it and start off. A
kickass CG ensues where you're flying Tiny Bronco, around the rocket and into
the sky. You're being fired at by Shinra soldiers, and Cid manages to run and
catch hold of the plane. Crap, the tail's been shot, sending you down into the
ocean, but the plane floats. Cid voices the obvious with such verbosity in
saying that "she won't fly anymore". Cloud makes the recommendation to use
it as a boat. After some more meaningless banter, you get your newest vehicle,
along with your newest and last party member recruit, Cid. Welcome aboard,
numskulls! Cid actually LIKES you guys. Your next destination, although it says
clearly the Temple of the Ancients (not until later), is actually quite
different. After it explains how to use the Tiny Bronco, control is once again
relinquished to you. All right, it's time to have some more fun!!!

=---=
World Map/Road to East of Gongaga -> (Weapon Seller) // Search For The Keystone
                                   Begins
=---=

First of all, after the cutscene, and controls for the Tiny Bronco are taught
to you, you gain full control of the vehicle. You may now choose to proceed
with the story, or, do a few on-the-side the things, and one in particular can
really be rewarding to you. First of all, since you're now in control of all of
the game's party members, I suggest that you take a breather, and train
everyone in these areas. I suggest to about lvl28+ or so, so that you can keep
up pretty even with future enemies and bosses, without making them too easy,
thus diminishing all of the challenge from the game. You'll be gaining some new
Limit Breaks with everyone, too (I suggest that you at least get to the last of
everyone's Lv2 Limits, but Cait Sith and Vincent are, of course, minor, special
cases to the Limit Break rule. Means that Cait Sith will have mastered all his

Limit Breaks by this point). I also suggest going to Cosmo Canyon now, and then buying some HP and MP Plus Materias. Also, you can go around collecting enemy missed Enemy Skills, or anything else of the sort. At this point, if you didn't do the sidequest in the Shinra Mansion previously, it is advisable that you do so now. Especially since your characters are probably significantly leveled from that time to now. Note: Tiny Bronco can only cross rivers, and shallow parts of oceans, meaning you can't go onto those darker spots until later on in the game, meaning no continent jumping 'til then. The major thing that you should concern yourself with at this point in the game is partaking in the Wutai sidequest, which I strongly advise doing, as it can net you some awesome items and rewards for doing so, plus some lvl-ups in between. I won't be covering it here in the walkthrough, though, but, I shall be going over it in extreme detail in Section 28. (#SB8W), titled "Wutai". It's there that you find all the information and get the skinny on what goes down during the sidequest.

Anyhow, when you're ready, you shall have to head to a small area East of Gongaga Village, which you previously visited. Or, you can think of it as South of the Gold Saucer Prison, but across the river to the left. You'll probably be thinking that you're looking for something huge due to what the title says, but, you're looking for probably the most infantile and unpretentious object on all of the World Map. What it is, in a nutshell, is a small house, a good bit away to the East from Gongaga. This is a weapon seller, but nothing buy-able for now, but, I do detail this further in the Secret Weapons Seller section of this FAQ. So, if this is the information you so desperately seek as to scroll down so long in the walkthrough, I simply have to redirect you in the right direction. Anyway, enter the house, and you're immediately greeted by the Weapon Seller of the establishment. He's one odd looking bloke, that he is. He asks if it's the Keystone you're searching for, but, he has a negatory response to that, as he's already sold it to the very exposed and attempting-to-be-provocative man in speedo, Dio, who for some reason or not, is the owner of Gold Saucer, as apparently it's legal to dress nearly-naked when there are kids running around in a public amusement park in this day and age. But, your party not knowing what in the hell they're doing, whether they have to search for Sephiroth or that pile of dung said to be buried somewhere underground, wasn't here for the Keystone, but instead, just aimlessly visiting.

But, they'll understandably be pissed off and feel very idiotic upon learning that it's the one key to unlocking the Temple of the frickin' Ancients. Well, haha, that sucks for you. Anyway, you can run around and gawk at his magnificent collection of weapons, weaponry, and craftsmenship, but that would serve no higher purpose than meaninglessly meandering around the already-dull weapons seller's place. So, talk to him and you can ask where the temple is, but he says it's just a myth and a legend. However, he did happen upon some intelligence that there's a Materia there called "Ultimate Destruction Magic". Hey, Sephiroth's supposedly traveling towards the Temple. Sephiroth... Ultimate Destruction Magic..!? Oh dear God, save us now. Also inquire about the Keystone and he tells you its whereabouts, and how he didn't necessarily wish to sell it, but it's not really a good choice not to sell it to a greasy man who barges into your store half naked in a speedo halfway up his ass asking for your damn Keystone, know what I mean? He also told said weapon seller that he wanted to put it in his museum display, meaning, that is has to be at Gold Saucer (if all the previous clues weren't enough for you to somewhat divulge that). And, as well should all by now, his museum is located in the Battle Square of the Gold Saucer. So, from that information, we can draw the conclusion that we must cross the river, and head North up to Gold Saucer's location.

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=====================================================================
                    Area #26 - Gold Saucer (again)
=====================================================================
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-> Enemies: None

Well now, as you enter the Gold Saucer, you know now, more than ever, is the
cheapest woman ever. First off, if you didn't pay the 30000 Gil before for a
lifetime pass to the park, you must pay another 3000 now, or pay 30000 now.
And if you did pay it before, you'd realize that it was ludicrously priced,
even if it was for the most awesome damn park in the world. I swear, the woman
at the front has to be Jewish... Pay whatever you wish, and then enter the park
for the love of God. Now, you can go and enjoy yourself moreso than your last
visit here this time, or you can jump right on the bandwagon and continue.
All right, but, when you're done enjoying yourself and selfishly having fun
while the planet is being threatened by some twisted-ass company run by a
pansy, a fatass, a guy who randomly strikes innocents when he's minisculy
treated by his boss, and a maniacal bitch, and a genetically enhanced super-
SOLDIER with a ten foot sword seeking to rule the planet with his dead mother,
who, apparently is the most powerful Cetra that ever lived on this planet,
proceed with the story. Hell, let the planet save its own damn self. But, how
to do you continue? Easy, only for the last two paragraphs I've been shoving
the idea of going to Dio's showroom down your throats with a railroad stake.
But, you may not know where that is at the moment? Hmm, let's see, dumbass,
you've been to every place in the Gold Saucer (where feasibility of a huge and
sweaty man having any interest is quite low), but when you go into the Battle
Arena there's a big room off to the right side that says, in huge bold letters,
I might add, "DIO's SHOW ROOM". Yeah... Anyway, enter it.

My God, if you've been in here before, you've already got the urge to laugh at
that hideous and exposing picture of him in the back and at the amazing
gathering of pure, sheer crap out of your system, but if not, feel free to do
so now. You can examine most of craps to see a little text about it. I,
personally, think it should say "This piece of crap is a piece of crap, and I
found it at Crap Deluxe for a craptacularly crappy price" under every one. But,
there's always the Keystone that lays prestigiously on the pedestal in the
center of the room, in all its glory and beauty. After you've gotten yourself
off the floor from all your belowing, go up and examine the Keystone. Cloud
astutely realizes it's the Keystone... His brilliance is unsurpassable; I'm
envious. At that moment, the thong man walks in, and, with a trick only he can
do, draws more attention to himself and makes a bigger scene with himself by
only walking into a room. This guy scares me. Now, if you are an extreme
pervert, you can interpret his first statement quite disgustingly, calling you
"boy", and spitting out the ever-famous remark, "you like that, huh?" He then
does some flashing and flexing of his pectorals, biceps, and some minor, almost
unnoticeable thrusting of his pelvis. Contain yourself, Dio. You ask permission
to rent the thing (rent.. hehe). At first he refuses to allow you, but, after
Barret, Cid, and Cloud offer him sexual favors, he gladly cooperates. But no,
actually, since you have been "good" to him in the past (are you Mukki in
disguise, Dio?), he'll let you have (wait, I thought it was "rent"... rent
which means "Sorry Dio, we took it to the Temple of the Ancients and completely
lost it under a sinking temple and you cannot ever have access to it again")
it, but under one special condition; you have to "entertain" him. Dio, I
thought I told you not to do that in public, you're scaring away the damn
customers. Ahhh! Dio, I'm to young, take Tifa instead, damnit! Mmm-hmm...?

No, what he wants you to do instead is to fight in the Battle Arena, and only
you can go (not like in regular goes at it where you can choose), as in Cloud
himself. He's expecting a good and exciting fight, so do your best. If you do
not think you're correctly prepared at the time being, choose to decline his
offer and adjust your Materia. Putting all your summons in would be a mistake,
albeit a foolish one; only Odin and Titan are really needed. Since you're only
one character in these rounds, you ought to opt not to have any Restore or

curative magics paired with All, as it would only waste a Materia slot. Total doomsday moves are recommended, such as Aqualung, Beta, or even Trine. Lvl2 black magics are a wise move, too, and pounding enemies to everliving hell with Cloud's Limit Breaks is always a sight to behold. I suggest having him on Blade Beam, since it hits one target for high full damage (around 1100+), and then all other targets for around 300 most of the time, so always aim for the strongest enemy (generally speaking, of course). Note: you shall be vigorously participating in eight straight battles, which, after each, you get a special handicap (see Gold Saucer/Battle Square section of this FAQ for every and any possible details on all of this). Just do every match, as even if you torn a new ass, he still relieves possession of the Keystone over to Cloud and your group. Do note, however, that if you do manage to overcome the hardships and succeed, you shall be justly rewarded with a Choco Feather and a Protect Vest, which may just be worth your time training some to beat everything in here.

Really, I'm bewildered as to how some people get their asses kicked here. All it requires is a little patience and skill (and mental capability, and that's the least of your worries, shit-for-brains). Although, the enemies levels do get higher as you level up through the game. Also, I can't tell you all the enemies in order, but that's not because of incapability, but rather, it is all random, and sometimes enemies don't even show up. If you really desire those extra bonuses, I suggest you have a recent save file to back up on and try again after some decent lvling, and proper Materia set-up. Also, don't you go and dissipate any Gravity magic here. And in the immortal words of Uncle from Jackie Chan Adventures, "one more thing"; if you wish to disseminate damage from lvl2 black magic attacks further, pair some of them with All. Insensically you could just let the enemies kill you from the start, and expedite your receiving of the Keystone. Afterwards, he says his final words, and leaves. I swear to God, if he even says "heh heh heh" again when referring to Cloud, I am to shove the Keystone so far up his ass (with the speedo on), that it comes out his damn mouth. Now, where to go?

This should be simple, but it's actually more complicated than you think, as the Ropeway thinks it would be funny to conviniently break down and cease function. But, like always, thank goodness we have a stuffed animal controlled by a cat who has an inexplicable fettish wish megaphones on our side. He jubilantly hops out from nowhere (or if he's with you, he's just there), and asks what the problem is. You answer his question by apparently telling him the tram is out of order, although no text box appears. Now isn't that curious? How nice, though, the fluffed animal actually has people connections (or, which doesn't surprise me, with his supernatural poltergeist friends at the Ghost Inn here. Also, while you're at it, say high to Big Foot and Elvis while you're there. Thanks). But, the game, being the caring inanimate object it is, doesn't make you break your lazy asses to go to the inn yourself, but no, it takes you there itself by a simple switch of the screen. Wow, this is a rarity, where you all actually get to be congregated together like this, and Cait Sith states it. It's true, too. Man, I can imagine the hellacious job it is tending to all these nine people at the inn would be. And, since Cait Sith gets 'em all in for free, they lose all the business, although for some strange reason, everytime you stay at an inn, they only charge you for one person, unless that final outcome everytime is all persons' costs added, which means, whenever I wanna go on a vacation, I'll jump in my TV and visit FF7.

Anyways, Cait Sith asks for you to fill him in on what's going on, since he wasn't here from the beginning and Cid and Vincent agree to it. Why not Yuffie? Barret voices his long-lasting confusion, and says that he has, indeed, been with you from the start, but he's still perplexed. I wonder what other crazy, asinine thoughts could be barbarously thrashing in his head that he hasn't caught on yet, the dimwitted harlequin. It's probably nothing but an endless void of nothingness and consummate stupidity. You can opt to clue them all in,

or, say that you're tired. I'll detail the second option now, but you can just choose whatever floats your boat. He starts out by perfect copying Barret, by pointing out the exceedingly obvious; they're going after Sephiroth, and that he is in search of the Promised Land. Cid doesn't know what the Promised Land is, so, you fill the guy in on it. Aeris says that it'll lead the Cetra to a land of boundless and limitless happiness. Barret, being the imbecile that he is, asks if Cetra is some kind of disease? I'm surprised Cid, Vincent, or Yuffie even came along for this, seeing as how Barret is so dumb. Barret, we've already gone over this a few dozen times. How on EARTH could you not know what Cetra is!? She (meaning Aeris) then calmly answers Barret, and somehow refrains from utterly humiliating him (which she could've done quite easily, I might add), saying that the Cetra are the Ancients. Aeris and Cloud, in a joint effort then, state that Sephiroth is after not just the Promised Land, but something even greater, the "Black Materia". This won't bode well. Apparently they learned this from Dio, who, aside from being a speedo-relishing greasy man and isn't even after Sephiroth, knows twice the information about his whereabouts and plans than your party does. Time to swap him out for Barret! "Heh heh heh"... ok, maybe not... Barret, cap his ass! Red XIII then says and shows the number 13 (XIII) which Hojo cruely branded on him. Aeris believes that Hojo did something to those demented freaks at Nibelheim, but not sure what links it has to Sephiroth. That's why she thinks we should do what we've been doing this whole time: follow Sephiroth. Don't worry Aeris, you're still hot, and that's all that matters. After some more chattering, you all decide to hit the sack (no, not Dio's method, either!).

Later that night, Cloud apparently can't sleep. With room decor such as that, who could. Although the frighteningly periodical lightning does add a nice touch to the peace and tranquility of it all. Then, all of a sudden, you hear a knock at the door. OH NO, IT'S DIO!!! Really, it's not, it's your date. No, it doesn't necessarily have to be Aeris, but any other character you're most "compatible" with at the time, and that's a reflection of your actions throughout the game thus far. I go over it in the Mechanics section of the FAQ. You may be payed a visit by one of four characters: Tifa, Aeris (so far, so good), Yuffie, and...Jesus, are you ready for this...you sure?...ok, if you insist...it's Barret! I am not lying. This is the most hilarious date you can possibly go out on. So, if you don't get Aeris as your date, apparently you became her bodyguard for nothing, and most of this storyline's a waste.. Ah, gotcha.

Well anyway, after you end your date of the Gondola, you see Cait Sith wandering around suspiciously. And...the bastard's got the Keystone. That son of... Cloud yells out to him, in obvious infuriation, and he starts running like a yella'belly'd pussy. Chase him all around the Goddamn place. First to the Chocobo Square, where he sees you and hides behind the reception counter. Follow him outside, where Tseng shows up in the helicopter. Cait Sith then relinquishes the Keystone to Tseng. Damn you to hell, Cait Sith! He then flies away (you should like, use Bolt2 on his pathetic helicopter as he leaves). Cloud and your date (insane as hell if it's Barret) make their stride up to Cait Sith with such an anger and malice intent, that I wouldn't be surprised if Cloud went all Hiten Mitsurugi Ryuu (Rurouni Kenshin reference) on the scumbag. Ryu Tsui Sen! (all right, I'll shut up now). He was a spy hired by Shinra, and he's the spy. I guess that steadfast saying "I trust everyone" back at Gongaga goes straight out the door now... He tries to act nice and say something to the effect of "how about we continue like nothing happened", and Cloud quickly spits on that idea. Also, apparently the toy is just a cat, and it is being controlled by someone back at that Midgar Shinra HQ, but who? He then starts to make some sense, and he actually has a thread of decency in his being, and says that your way of being makes him feel as though his own life is not going in the proper direction. This guy is probably Reeves. He then relays a message from Marlene, who's been captured, and you allow him to stay in your

team. He marches along like the scum of the earth. He then says he knows where the Temple of the Ancients actually is, and that you'll leave tomorrow, but Shinra'll be there first. Back at the room, you can nab an Elixir from Cloud's dresser closest, which also makes the eeriest noise when opened.

When you're ready after recovering from hearing the awful news, and learning that you have a Shinra spy in your party (which you actually have to listen to, instead of simply beating him to a pulp!), leave the room. Cait Sith tries to act innocent down at the bottom, and also reveals the location of the Temple of the Ancients, which is East towards the sea. All right, you have no choice but to take Aeris along on this expedition, but you do get to choose the other character. Now go ahead and leave Gold Saucer in the newly repaired tram. All right, from there, you of course obviously leave North Corel, and then exit it out onto the World Map. It's time for a long hike over to the Temple of the Ancients.

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=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
               World Map/Road to Temple of the Ancients
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Anyways, we hit the road again, and this time we're in this for good. We couldn't be in any deeper crap if we wanted to :P Obviously, from where you leave Corel and Gold Saucer, you have to move on back to where you last left the Tiny Bronco. Time to get movin'! But where to; where is the Temple of the Ancients? It's such an expansive World Map. Well first of all, head South down along the river that divides the Western Continent into two seperate parts. Once you're on the mainwater, head around the dark (meaing deeper) portion of water and head straight under you're at a small patch of beach straight ahead of you. The beach itself is only about twice the size of the Tiny Bronco, so you can differentiate it by such means. If you have close up view of Cloud on at the moment, you'll already be able to see the Temple of the Ancients peering out over the treetops. Surprisingly enough it's been able to stay a legend, seeing as how the only way it could be more obvious is if it had a drunk elephant in a plane skywriting "Hey, dumbasses, it's the Temple of the Ancients". If this place is a legend, then Midgar isn't even real...

Well anyway, with this new batch of land, comes new enemies, and with new enemies, comes me explaining them all to you. Joy. First and foremost, we have the Tonadu as first topic of discussion. Enemy in question is a humongous bird, reminiscent of the Zuu from Mt. Nibel. They have quite high HP (1600), and, are only found near the beach areas, as well as the rock-infested patches of ground that are scattered around places. Since they are flying enemies, they are instantly immune to the effects of Earth, but, as always, weak to Wind. Not that at this point you have any attacks capable of doing any substancial Wind damage either way, as Choco/Mog is admittedly rendered useless now. The Tonadu has quite the repertoire of attacks, the Great Gale. It does 100+ damage to all characters. Now, alone that's nothing, but, it also inflicts Darkness on everyone, as well. Since you're forced to use the pulchritudinous Aeris for this part of the game, you can use her Breath of the Earth to alleviate this plaguing ailment. Of course, that is what an iconoclast to normality would do, as it's easier to use an Echo Screen. But hey, sometimes its attacks frequently send you into Limit status. Its Big Sound is also a threat, and its regular physical attack is also something of note. It sometimes uses it twice in a row on the same character, so have that Restore Magic ready. Next enemy activity in said area is that of the Dual Horn. It has two attacks, and two attacks alone. The first of which is Angle Punch. It simply tilts its head forward like a charging bull and strikes you for about 100 HPs of damage. The Horn Lift also does around that same range of damage, but he throws his head upward for a "horn-uppercut" of sorts, spearing your character. It has 2500 HP, and no noteable weaknesses, so it may be a lengthy process to off it completely. If

these guys come in two pairs, well, good luck :) And, a forest-exclusive enemy
are the Slaps. They are little wasps that come in pairs. They have Berserk
Needle, Poison Needle, and Paralyzer Needle. These attacks do exactly what
their very specific names imply; induce status that is afforementioned within
the name itself. They do little damage, however (20-30). And, for being such
little creatures, they're packin' some serious HPage each (900). In a more
retrospectical point of view, Berserk Needle can work disadvantageously, as
you'll quickly be deteriorating and sending its HP into massive retrograde.
Lastly, there's the area's most scarcely seen enemy, the Under Lizard. It has
1400 HP, one pitiful attack, and another dangerous one. Its physical attack,
"bodyblow", does about 130 damage to one character. Petrified Frog, its other
move, turns one character into a Frog, and Slow Numb, where in thirty ticks,
he/she/it becomes petrified. Beat it down mercilessly, unremorsefully, you
distilliationless bastard.

Anyway, when you're ready, brave the forests surrounding the Temple of the
Ancients, and once you reach the real Egyptian Pyramid -ish structure in the
middle, you're there... The Temple of the Ancients.

=-=
                       Area #27 - Temple of the Ancients
=-=
-> Enemies: 8 eye, Jemnezmy, Ancient Dragon, Under Lizard, Toxic Frog,
Doorbull, Kelzmelzer, Demons Gate(B), Red Dragon(B)
-> Items/Weapons/Armor: Bahamut Materia, Luck Plus Materia, Megalixir, Mind
Source, Morph Materia, Nail Bat, Princess Guard, Ribbon, Rocket Punch, Silver
Rifle, Trident, Trumpet Shell, Turbo Ether, Work Glove, Black Materia
=-=

"Just a legend". Pfft, my foot. Last time I checked, legends don't really
appear right in front of you. You never should doubt a spiky-headed kid with a
5 foot sword, a man with a gun on his arm, a hot girl with mystical powers,
an "above average" woman who can kick the hell out of Jet Li, a talking lion,
a seemingly drunk man with a lance and vulgarity disorder, a half-man/half-
biological experiment, a toy cat riding a stuffed animal, and a ninja girl with
a projectile the size of three of my TVs, when they tell you that the Temple of
the Ancients exists. When you first arrive, you get a top view of the temple.
As you then run across the bridge, when you start, Aeris falls on the ground,
saying that she can feel the knowledge of the Ancients floating. She says that
"you" could become one with the Planet (this is obviously the Ancients using
Aeris as a medium for the deliverance and channeling of their message), but
she's stopping it by the will of strength. Then she gets up after Cloud goes up
to her, and then you get up and start heading up the stairs. What does she
mean by "You're uneasy...but happy?" After you see one of those psychopathic
Sephiroth occultists unexplainably die at the top of the stairs
near the door (he's #9) head on through the door at the top.

In the altar room, you see Tseng laying there, who's recently been up close and
personal with Sephiroth's Masamune. He actually tells you a lot of useful
information about Sephiroth... purposely, unlike that dumb broad, Elena. He
(Sephiroth) is not really searching for the Promised Land, as that's not his
main desideratum in all of this. He then starts talking to Aeris, mainly, after
he says that it was a mistake letting her go, and it was the beginning of his
"bad luck". What bad luck in question is, I don't know... but, she doesn't
agree with him, and after a small dispute between the two of them, he relieves
control of the Keystone to you, and tells you to place it on the altar. Said
alter is in the front of the room in plain sight. Cloud goes to check on Aeris,
who's crying, and she says that although Tseng's part of the Turks, but she has
known him ever since they were children. He's one of the only people who truly
know her. After this little lingo, go put that damn doggone thing on the alter,

for pete's sake. After some deliberation, Cloud puts it in, and sees lights on
the alter begin to shine, and then it opens the way to the inner sanctum.

After some more of her more nonsensical bantering about so many words and
feelings here, and some more rhetorical chattering about this confusing looking
maze, continue forward. Holy mother of Christ, -look- at this damn maze. It's
enough to make you want to just rip your hair out in frustration, but fear
not, as you have me to fall back on ^_^ We do have a few new enemies introduced
to us (some, in not the nicest of manners) in this area, which can start to
writhe on your nerves while you're trying to navigate this place. Oh sister, I
wish you could some how walk around here clandestinely, without any
circumspection of any sort. First is the enemy, Kelzmelzer. Weird name. Anyway,
although it has a strange name, it can be somewhat dangerously powerful. In
appearance, it somewhat resembles a tortuously circuitous centipede fiend.
Hard to describe it fully. Its main gimmick is to Poison you with Liquid Poison
attack. It also has a physical attack, but that's really not even worth any
recognition. If you're not prepared correctly, you could get caught off guard
with impromptu poisoning. Next enemy is the Doorbull which looks like a
minotaur, but there's also a cat's face on the body. It possesses 2800 HP, and
some good attacks, but I personally think this enemy could've been so much
more. Its two attacks with physical inclination are 100-hitting attacks.
But for some reason it has two other attacks (Fire Shell and Light Shell) that
really don't do that much more damage. Fire Shell does Fire damage and Light
Shell does Shout element damage, so it all can be nullified, by the way.
It absorbs Fire magics and is totally immune from Earth-type attacks.
Afterwards in a battle with it, you can with a Hi-Potion, and it is
beneficial for you to engage in some fights with this enemy. But, all in all,
in combat and whilst doing battle with this enemy, he can hurt you pretty bad,
even if you manage to win. Also, if you run into 8 eyes, simply cast Poison
against them and they'll immediately be KO'd. Some of their HP% damage attacks
can get annoying (as can its ability to cause Darkness and Slow), so don't
leave it alive longer than you have to. Work the same Poison trick on any
Jemnezmy you may find.

Toxic Frog is next. it merits a good amount of my delving-into-enemy-type
attention for two reasons. One being that it can turn you into a Frog two ways,
and one being its Frog Song (it's also attainable if at least one character
possesses the Enemy Skill on them) and Frog Jab. Frog Jab is just a stupid
move that turns you into a Frog, and if you're already a Frog and it's used
versus that same character, they're un-Frogged. Last and actually least is the
Under Lizard. This enemy is almost another waste of explanation time. It has
1400 HP, one pitiful attack, and another dangerous one. Its physical attack,
"bodyblow", does about 130 damage to one character. Petrified Frog, its other
move, turns one character into a Frog, and Slow Numb, where in thirty ticks,
he/she/it becomes petrified. Beat it down mercilessly, that's all. That's it
on enemies for now.

Anyhow, folks, from the start, shoot forward, and then head to the left to the
end. Don't go up the first steps, but instead, down the second steps that you
can see. Now, once you're down here on the below floor, head through the little
door there, and then make your way down the green vines present on the wall.
Note: these vines, everywhere you see them, can basically serve as ladders,
simply with different appearances. Now, just run under the stairs (it may not
be the most obvious thing in the world, as it's all shaded black with shadows
and looks like it's blocked). Over here is the Trident inside of the treasure
box. At this point, continue forward, down the stairs, and then, up the vines
on the vall to the left. Ok, don't try entering that door there, though, as it
is somehow magically sealed, and the sound apparently brings back some memories
for Cloud. No worries, you can continue to the left, and then scale those
steps, too. You'll be seeing the wizard man running at this point. Anyway, head

under the arch and collect your next item, the Turbo Ether. But, under that, don't continue any further in that direction, and instead, head back and climb the wall with the fines right behind you (where that wizard -ish man just scaled). Nab the Mind Source here Afterwards, make it back down the stairs. Then, there'll be a door on Cloud's right; enter through it. Here, you catch up with that small little wizard-looking man who was previously fleeing, it seemed. Go and talk to him, and he says nothing but "nyum, nyum". Aeris explains that they're the spirit bodies of the Ancients. They have been protecting this temple for a long time, away from the planet. She then explains more about them, and then you join back up. Go and get the Silver Rifle from the chest to the right, next.

Now, if you want, you can talk to the spirit body for a mobile, portable, and on-the-go Item Shop. Whippee! What's it got?: Potion (50), Hi-Potion (300), Phoenix Down (300), Ether (1500), Hyper (100), Tranquilizer (100), Maiden's Kiss (150), Tent (500). Not only that, but he can also serve as a mini-inn, where you can heal up with his magic. For free, too! Along with that, you can even save your game, as you won't be able to turn back easily. Man, this guy is really handy, not to mention convinient. Now, leave again, down the vines, and under where you obtained the Turbo Ether. From here, make your way down the huge steps, and take a left turn. Now, down the small stairs, and over across, down the small vines in the corner to the Rocket Punch in the chest. Continue to go down the steps just below where you just got the Rocket Punch, and follow the short path to another bit of vines right under another one of those spirit body guys. Do not follow him just yet. But rather, continue to climb the steps, under the arch, and down the stairs to the left side inside. Continue up the vines here vines here so that you can accomplish picking up a Luck Plus Materia on your venture (it says Lucky Plus when you pick it up, though :)) Now head back to where you just recently saw that short fry and enter that very same room he just went to. Here you're in one insane room, where you see rocks with little niches in them rolling past.

If you just so happen to get nailed by one, it sends you back to the beginning, flattened like a pancake, in typical Lara Croft style. No damage is inflicted, thankfully. You must continue to use those little, little platforms to the sides (not with all rocks, as you could get run over), and continue running under and through the niches when the time is right, and you must do this all of the way down the hallway. Have fun, as there's not too much else I can tell you on this specific matter. But also, sometimes, as you run under a rock from the front (this is actually key), Cloud kneels, staying under the niche, safely passing. Don't come into this extemporaneously prepared. Once you clear it an head off to the left, a green light flashes, signalling successful passage. Move forward and get the Morph Materia. Now you to proceed on with this crap to the next side of the room. At the other side, another green light flashes, and the boulders cease coming. Good. Exhausted, Aeris for some reason goes over to that surreal pool of purple light back there at the halfway point. The rest of your party, of course, being stupid, follow her, and you learn that it contains the conciousness and knowledge of the Ancients. It's attempting to communicate, but Aeris does not understand it. She learns of an evil nearby. Can you say "Sephiroth"? Then, and irredescent light shines, and you see a shrine where Tseng and Elena are, looking at the many workings and arts of the Ancients. There was probably a translation problem in the game (I wouldn't be surprised), and the name was supposed to be "Ancient Egyptians", instead of "Ancients". That, or they shortened it. Tseng and Elena make a date, then, heh. Sephiroth appears in the most stereotypical badass fashion, then, and teaches Tseng the meaning of pain. He's so damn awesome. But first, he thanks Tseng for opening the door. Well done, jackass. He plans to become one with the planet, and all its knowledge, beings, and spirits. But how? The way to do this lies right within that chamber they're in. Death is all that awaits, but do not fear, as it is through death that a new spirit energy is born. You

shall be born again as part of Sephiroth. Damn, we're screwed.

During some talking (with your party probably frightened out of their frickin'
minds), Cloud wants to know where that room is. Aeris, being able to sense it
with her knowledge and feelings of the Cetra, says you're almost there. Cloud,
with the utmost stalwart, says that it's gonna end here for Sephiroth. Rock on!
\m/ As you start to walk away, if your eye is keen, you can see Sephiroth
eerily moving around in the light, and then flying away, and the light dying
down. Now, talk to the spirit body at the end of the path. You can rest or save
here, what ever you'd like. Then, keep going down the stairs to the right side.
This next area is kind of confusing.

This whole room is one clock, with all three hands of a clock. The game tells
you how to move them, and there's also treasure in some of them, enemies, or,
nothing whatsoever. Beware, as you stand on hands, the second hand may knock
you down to the bottom where you fight two Ancient Dragons for the Nail Bat.
These enemies have Southern Cross, which does 600+ damage with Ice. They are
weak to Gravity as well as Wind, but, immune to Earth and Water (not much worry
of the Water one for now). Also, they have 2400 HP each, so it might take a
little while. Anyway, at the clock, you need to position the minute hand and
the hour hand each to get to a door. Here's what all doors lead to: 1) enemy
fight; 2) nothing; 3) enemy fight; 4) Princess Guard; 5) Ribbon (equip it to
somebody, as it's an accessory that blocks all abnormal statuses); 6) maze
[covered below here]; 7) Trumpet Shell; 8) Megalixir; 9) nothing; 10) starting
point; 11) nothing; 12) exit -> note: you can do these all, but it's advised
that you stay away from "nothings" and enemy fights. Now, for info on the
infamous room 6 (or VI, what ever you'd prefer). But first note: if you fell
to get the Nail Bat, you have to make it all the way back up here from the
beginning of the maze.

Ok, after you see the spirit body escape with the key, it's up to you to find
him by using these doors, and get the key to the main door at the top, which
Aeris says is locked. It says that you can use the left side, or, jump down to
the below if the need arises. All right, you must use all these doors to find
him on his predictable pattern through them. The first two doors (the one you
came from and the locked middle one) are completely useless to us. So, I'll be
numbering all doors to better illustrate my point in this chart.

```
            ---
           | 1 |         X            X
            ---
           |---|
            ---      ---      ---      ---
           | 2 |---| 3 |---| 4 |---| 5 |
            ---      ---      ---      ---
           | 6 |---| 7 |---| 8 |---| 9 |
            ---      ---      ---      ---
```

As you can see from this plot of the area, only nine of the total eleven rooms
actually pertain to this.

Note: you can get a Work Glove from a chest down at the bottom left of the big
area. Ok, here's the pattern of how the spirit body moves: 1-9, 2-4, 3-6, 4-1,
5-8, 6-5, 7-2, 8-7, 9-3. Once you have caught the guy, it says that the door
has been unlocked. You can talk to him now, hear him say nyum, nyum, then rest
and/or save your game progress. Now go up to the top and through the middle
door that's now unlocked. This is the room that you just saw Sephiroth slicing
the living hell out of Tseng in.

Uh-oh, crap. After some minor observing of the environment, Cloud calls out to

Sephiroth. Then he appears, flashing, and floating in the air. He starts
talking nonsensical things at first, and then tells you to come. Meaning, go to
the middle of the room, where he's standing there looking at one of the murals.
He describes this place as "a treasure house of knowledge". Cloud doesn't
comprehend what Sephiroth is getting at. He evilly snickers, and then
disappears. Now, go to the other side of the room, where his sinister plot is
then revealed. He is looking at a mural on the wall depicting a meteor coming
down on the planet. Oh no. He is becoming one with the planet. Now, keep going
to the end of the room, this time, where he's casually laying there saying it's
almost time for him and his mother to become one. When you get there, he gets
up, and Aeris asks just how he intends to merge with the planet. Good question,
Aeris. Can you imagine how confused Barret is/would be now?

Sephiroth, uncharacteristically answers her politely. It's simple, according to
what he says. He proclaims that if the planet is hurt, it accumulates Spirit
Energy together in order to heal its wound. The amount of energy depends on the
actual size of the injury. If he were to inflict a wound upon the planet that
would threaten its very existence, what would happen? A lot of Spirit Energy
would be gathered, at that. He will be the cause of that injury, and also be at
the center of it; it will all become his. And, by fusing with the energy of
the planet, he shall become a new lifeform. Basically, by melding with the
planet, he intends to become God, and control all life. Man, this isn't really
that take over the world and rule with power and fear sort of thing, is it? He
plans to do this with the Black Materia, the Ultimate Destructive Magic...
Meteor. Sephiroth flies away, even after Cloud said he was going to personally
kick his ass. Then Cloud has his worst weird-out yet whilst looking at the
portrayal of Meteor on the wall. He's laughing...? He's replicating himself,
too... Apparently, he was being possessed by Sephiroth. Damn, this can't be
good. Once he comes to, they proceed as if nothing out of the ordinary had
just occured. That's FF7 for ya. Cloud understood what he was saying (that's a
first). Aeris then completely explains what could happen with the situation,
and then everything starts shaking, but it's not Sephiroth, it's your upcoming
boss battle with Red Dragon.

```
===============================================================================
-    BOSS: RED DRAGON                                                         -
===============================================================================
```

-> Monster's Name: Red Dragon
-> Monster's Locations:
- Temple of the Ancients (forced)
-> Monster's Level: 39
-> EXP for Defeating: 3500
-> AP for Defeating: 200
-> Gil for Defeating: 1000
-> Item Dropped from Monster: Dragon Armlet x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 6800
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   95, 80, 5, 90, 85, 260, 5
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Peerless, Seizure, Manipulation, Death Sentence, Death

-> Attacks:

* Name   MP Tar Type Elem Form PwrCst %   M R +Added

```
-----------------------------------------------------------------------------
* Red Dragon Breath       0   1    Mag   Fir   Mag   20      95   X   X
^ Tail Attack             0   1    Phys  Hit   Phys  20      90   X   X
^ Dragon Fang             0   1    Phys  Hit   Phys  40     100   X   X


--> Attack Pattern:

-> Basic Pattern:
On Red Dragon's first turn,
3/4 - Red Dragon Breath on random character
1/4 - Dragon Fang on random character
For all subsequent turns,
1/2 - Dragon Fang on random character
1/4 - Tail Attack on random character
1/4 - Red Dragon Breath on random character
```

- STRATEGY: Contrary to what you're probably think, this is actually an easy
fight to emerge victorious from. First of all, it's immune to Gravity, like all
bosses, so don't try it. It, being a dragon (biggest reason why), can absorb
Fire and heal itself, so that's an even larger no-no. It's susceptible to
Poison, meaning Bio2 should be used when the fight starts. I suggest Big Guard
placed to cut down on the damage from Red Dragon Attack, which is a powerful
attack. I wish we could Enemy Skill it ;P It has no weaknesses, too, even
though you might think it'd be Ice magic, but it's not. Sorry to burst your
bubble. Healing with Cure2-All will definitely become a necessity in this
fight, so have it pre-linked. Using summons and Limit Breaks in this fight
(after application of Poison) is the way to go. So are lvl2 magics, as they're
really quite useful. I suppose your biggest worry in this fight, even moreso
than Red Dragon Breath, is one of its two regular attacks, Dragon Fang. It'll
do significant damage unless Big Guard is in place. Unfortunately, this is
the attack it uses the most, so you'll have to cope. You can cut down Red
Dragon Breath's damage by having measures of protection against Fire element.
In no time flat you'll have this fight won, with all of its 6800 HP diminished.

Note: After the fight, you get your HP and MP totally rejuvenated by the spirit
      body outside if you want.
Note: Don't use too many of your good items here, as you have a harder, more
      challenging boss fight in just a few.

Now, once you've successfully beaten the Red Dragon, you can nab the Bahamut
summon Materia, which is recommended that you equip it now. And if someone has
Choco/Mog on, scrap it, as Bahamut's a *MUCH* better choice. Well, go all the
way to the right side of the room and examine the object.
"B.l.a.c.k...M.a.t.e.r.i.a" is etched on it. So, choose the option to take the
Black Materia when it's offered. As you try, it doesn't allow you to, so Aeris
goes to seek answers from the Ancients. They said that the temple itself is
the Black Materia. What the hell? Funny how you failed to realize that earlier,
Ancient-girl. But, the whole being crushed to get the Black Materia ordeal,
and how you need to solve puzzles, yada yada. The PHS rings, and Cait Sith says
you can use his stuffed body to do it, for the future of the planet. So, choose
the first option, and then you head for the exit. Now head to the clock room
and through door 12. As you approach the door, everything goes to hell, and
you're about to fight Demons Gate.

```
===============================================================================
-   BOSS: DEMONS GATE
===============================================================================
```

-> Monster's Name: Demons Gate
-> Monster's Locations:

```
- Temple of the Ancients (forced)
-> Monster's Level: 45
-> EXP for Defeating: 3800
-> AP for Defeating: 400
-> Gil for Defeating: 4000
-> Item Dropped from Monster: Gigas Armlet x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10000
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   150, 100, 0,   120, 96,  450, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (1/2), Poison
(immune), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification, Berserk,
Frog, Small, Slow-Numb, Manipulation, Death Sentence, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Demon Rush             0   A    Phys  -     Phys  24      255  X  X
* Cave-in                0   A    Phys  Ice   Phys  16      100  X  X
^ Falling Rocks          0   1    Phys  Hit   Phys  24      100  X  X
* Petrif-Eye             12  1    Mag   Hid   -     -       255  X  X  (1)
  Move Forward           0   S    -     -     -     -       I    X  X  (2)(3)
  Move Backward          0   S    -     -     -     -       I    X  X  (4)(5)

(1) Slow-Numb [100%]
(2) Demons Gate moves forward
(3) Miscellaneous/Animation
(4) Demons Gate moves backward
(3) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Demons Gate's initial IRV is 8
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Is Action Count 0, 1?
Yes: Does at least one character not have Slow-Numb or Petrification?
    Yes: Falling Rocks on random character without Slow-Numb or Petrification
         (if 1 has been chosen out of Rnd[1..IRV], then Falling Rocks x2 in
         on turn)
         [Action Count +1]
    No: Action Count +1
No: Is Action Count 2?
    Yes: Does at least one character not have Slow-Numb or Petrification?
         Yes: Cave-in on all characters without Slow-Numb or Petrification
              [Action Count +1]
         No: [Action Count +1]
    No: Is Action Count 3?
        Yes: Does at least one character not have Slow-Numb or Petrification?
            Yes: Has 1 been chosen out of Rnd[1..IRV]?
                Yes: Petrif-Eye on random character without Slow-Numb or
                     Petrification
                No: Falling Rocks on random character without Slow-Numb or
                     Petrification
                [Action Count is 0, 1, 2 (chosen randomly)]
            No: Action Count is 0, 1, 2 (chosen randomly)
```

```
            No: Is Action Count 4?
                 Yes: Move Forward on self
                      [2/3 - Action Count +2]
                      [1/3 - Action Count +1]
                 No: Is Action Count 5?
                      Yes: Action Count +1
                      No: Does at least one character not have Petrification?
                           Yes: Demon Rush on all characters with Petrification
                                Move Backward on self
                                [Action Count reset to 0]
                           No: Action Count reset to 0


-> Counterattack Pattern:
Is Demons Gate's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
     Move Forward on self
No: Is Demons Gate's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
         Move Forward on self
    No: Is Demons Gate's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
             Move Forward on self
        No: IRV does not change
```

- STRATEGY: This is a tough fight, although the boss doesn't have the fastest agility in the world, but he is still one of the fastest you've done battle with them thus far. You can easily tip the odds immensely in your favor if you implement Slow on the boss, and possibly have Red XIII in your party for his Lunatic High. Big Guard Enemy Skill in this fight is very useful, as well. You'll need a Softs and/or Remedies. Bahamut Materia is very useful when you want to deplete about 2500 HP from it right away. Then, if you follow that by perhaps Cloud's Climhazzard and Cid's Hyper Jump can almost halve its HP right there. Some other summons may be useful, too. Earth shouldn't be used, as the damage is halved (meaning Titan and Quake2 generally shouldn't be utilized). Most summons aren't really that great, though. Limit Breaks are the key. Cure2-All combination is also your god in this fight, as it's extremely beneficial. Note that boss in question possesses high Mdef, magical attacks won't do that much. Some summons are even renedered virtually useless against this guy. On regular turns when not much is available, physical attacks still do regular damage, so they're useful. Prepare for its most powerful attack on the next turn it gets after its HP is reduced below the 7500 mark, the 5000 mark, and the 2500 mark. The attack is Demon Rush, and it will do significant damage to all your characters (this is the primary reason for the Cure-All Materia combination).

After the fight, Cait Sith makes the scene (unless he's already with you, in which case he just happens to be there, of course). He says to take care of yourselves, and that he'll take it from here. Wow, so he's actually gonna do it, give his stuffed life for the good of the cause. That's semi-admirable, seeing as though he's not losing an animate life. Aeris begs Cloud to say something (probably to stop him), but Cloud's not good at that sort of thing, as we've established before, and his people skills certainly aren't the best in the world. Aeris then asks Cait Sith to read their final fortunes. He's exultant, and right or wrong, he's still the same 'ol him (you can say that again). She then wants him to predict how compatible she and Cloud are. It'll cost her exactly on date, :) This is a scene that's kind of sad in the strangest and oddest sense. He then does his little dance, and pulls out the fortune. More gentle and serene music plays next, as he says that it isn't good, and shouldn't say it; poor Tifa. She wants him to tell her anyway. Apparently, they are perfect for each other. Note: choices you've made in the

past don't effect this scene. Even if you went on the date with someone either than Aeris, he'll still pull that fortune. It then gets sad, when he tells you his thanks, for believing in him and trusting him, even as it was beknowenst to you that he was a Shinra spy. He says his farewells, and hops away to perform this noble deed, and since Aeris told him to be strong, he's happy. After he gets up from his small fall, he continues hopping along to get the Black Materia. Tons of cute talking goes down, and then, he draws the Black Materia out. You see the Temple of the Ancients sinking and transmogrifying into the Black Materia, which is down at the bottom of the pit.

Cloud and Aeris head down, and they pick up the Black Materia. As long as they have this, Sephiroth won't be able to summon forth Meteor. But, with our current luck, how long will that be? He asks Aeris if "you guys" (in other words, the Cetra) can use the Black Materia, but she answers no, and it requires great, wonderous spiritual power. You need to go somewhere special, where the planet's spirit energy is great; The Promised Land! Man, this is all starting to make sense, somewhat. But, just as it starts to, the game later on throws more twists at you. Sephiroth shouldn't be able to find the Promised Land, though, since he's not an Ancient. And, it is at that moment where there is a flash on the screen and Sephiroth appears, and he states that he has indeed found the Promised Land. So much for their half-baked theory. He then starts flying, saying that he's actually, far superior to the Ancients. This guy's not bluffing either, did you see his power? It's not just egotism. He has traveled the Lifestream and gained knowledge and infinite wisdom of the Ancients. But, he has even gained knowledge of those after the Ancients' existence, and they went under total extinction, and, in time, he shall create the future. Your minuscule party has some objections, but it's not like it matters, as Sephiroth can own your ass. The screen goes white, and you see the present Cloud laying on the floor freaking out. You see a younger version of him, and Sephiroth makes a screeching noise which makes Cloud insanely chase after Sephiroth, and give the Black Materia to him. Oh, great, now the world is sentenced to a hellaciously cataclymisic doom. Good going Cloud, we really freakin appreciate it. Sephiroth then flies away, and all is returned to normal.

Cloud is angry at himself, to say the very least. Do you even know HALF of what this means, you dimwit? Cloud seeks Aeris for comfort, asking her what the hell he did. You screwed the world over, that's what you did. She tries to offer support, telling him to be strong. Meanwhile, whoever your other party member is, is running around like a chicken on fire at the top of the ledge. Cloud is still tormenting himself over this, and rightfully so. Aeris still tries to soothe his conscience by telling him he didn't do anything. Oh, maybe he didn't do anything in the "Magical Fun and Conceited World Where Nothing Goes Wrong and All is Happy and Good". Die. "It's not his fault" my ass. Ok, actually, Sephiroth was controlling his mind. Great, it seems Sephiroth can do it all: fly, disappear, replicate, control minds, etc. We're in so much shit. Cloud then starts attacking and striking Aeris. That little son of a... Now, Cait Sith 2 comes, and thinks it was at a bad time. Whoever your other party member is jumps down and knocks him unconcious. Everything is white, and apparently he can't recall anything, and if everything is a dream, he doesn't want to be woken. The screen then switches from Cloud talking to his death warrant signing self to a mysterious forest where Aeris is. She says that she's going to go off and handle Sephiroth herself. Apparently, Aeris has been taking to many puffs of the peace pipe. Either that or she's drunk. Aeris, I thought I told you to save that for at nights when we're at the inns! ;) All the while, she's disappearing, showing up in different places, and telling Cloud to worry about himself, so that he doesn't have a breakdown. This place is called the Sleeping Forest, and leads to the City of the Ancients. After some more talking she mentions a "secret" just ahead, and also mentions that only a Cetra can save the planet from Sephiroth's Meteor. She runs off, and Cloud is frozen so

that he cannot follow her. Then you hear Sephiroth talking about her attempt of interference, and shows up from the trees.

He says that "we" must stop that girl soon. What you mean by "we", Sephiroth? After a flash, Cloud wakes up from the bed with Tifa and Barret at Gongaga's inn. Choose whatever choice when asked how you're feeling. Apparently, Aeris is missing. So, you just dreamt that Aeris went off to challenge and put a stop to Sephiroth alone, and now when you've come to, she's also gone off somewhere. Interesting. And, of course, as we've established previously, Cloud's psychic abilities are unparaled, so, she's heading to the City of the Ancients, and that's a fact. Barret says that you've got to follow her, but Cloud cuts him short and says that only Aeris, the last surviving Ancient, can save them from Meteor. But, Tifa says that you have to find her, as if she's discovered by Sephiroth, she's in it big. And, from Cloud's recent dream sequence, we know that Sephiroth already knows that she's coming, and will find her soon. Great. Cloud doesn't want to go, as he might lose it again, and something bad like punishing the planet to a dreadful fate at the hands of a deranged man who thinks he's Neo God. Nothing much, though. Barret then verbally kicks Cloud's ass, saying that it was ALL HIS FAULT that Sephiroth is currently in possession of the Black Materia. Damn, that's some contradictory statements bumping around in Cloud's head now. Aeris says it's not his fault, but Barret says it is, and personally, I side with Barret. Wow, now that's a first. Cloud says he's too scared to continue, but, Barret and Tifa somewhat change his mind, then leave. After you get up from bed, leave the inn.

On the village's streets, your team meets up and asks how Cloud is doing. Barret asks if he wants to find out or if he's scared. Barret comforts Cloud in only the way he can, and it's quite funny, but you can tell he actually cares for Cloud. Tifa also soothes him with a few encouraging words. After Cloud agrees, they all come to a consensus, and now you're out to find Aeris. Note: in Gongaga, somethings I failed to mention: on the second floor above the Accessory Shop is the Weapon Shop, which sells Hardedge (1500), Grand Glove (1200), Atomic Scissors (1400), Striking Staff (1300), Diamond Pin (1300), Boomerang (1400), Impaler (500), Shrivel (500), Molotov (400). Anyways, when you're ready, just leave Gongaga completely the same way you came in that one time you were here. Outside, you can find the Tiny Bronco waiting right off the shores of the beach near Gongaga. Get it in, and we're movin' out!

```
===============================================================================
                        World Map/Road to Bone Village
===============================================================================
```

All right, once you hop in your coveted Tiny Bronco, you have to start riding it West, along the side of the Western Continent. This is because, to get to the Northern Continent (which is your current destination, by the way), you have to follow that, as the other way is blocked to the Tiny Bronco. This is only partial, however, as you first (immediately after getting in) need to go East and cut through the West Continent-dividing river, and continue to make your way around its West to the far North. Near the only shore here, you'll see the only real area (more of a small patch) that's not engulfed in snow on the entire Northern Continent. Outside on the beaches we have a Tonadus again, so no point in reinforming you on them here. Refer to the appropriate section of the walkthrough for their information. Heh, apparently Aeris was nice enough to leave you all of her Materia, so use them to set up accordingly. Off of the beaches but still out of the forests we have solely the Trickplay.

Trickplays can get to be a pain, but all in all, they aren't that bad. Decently sized amount of HP is with them, though, and that is a total of 1500. Sure, we have dealt with enemies with far more than that before, but it's still an ok amount. This guy, as you might be able to tell just by looking at him with one

glance, looks suspiciously like the Mu, which we encountered earlier on the
way to the Chocobo Ranch on the Eastern Continent. But, of course, a lot more
dangerous, packing a much larger and powerful repertoire of attacks to punish
your party members. One of them being Sinking, which does Quake2 damage on one
character for about 250 damage on average. They also have Gold Mountain, which
does about the same damage as Sinking, but by physical means alone. We have its
bigger Magma attack, which does about 200 damage (on average range) of Fire
type damage to one character. Sewer is also in its repertoire, and it does
exactly what Mu's did. The Trickplay's rock shoot attack (physical attack),
does around the 200 damage vicinity, and effects one character, obviously. And
lastly, it uses L4 Suicide, which you can learn with the Enemy Skill Materia
fitted one anyone's weapons or armor. Its Hot Springs attack, unlike its other
ones, can actually heal for about 500 HP. From all of this, we can derive that
most of its attacks do around the 200-250 range (sometimes below, in the 150-
175 range), and with L4 Suicide, can really screw your party over (but you can
also learn it as an Enemy Skill, of course).

Ok, when you've accomplished what needed accomplishing, you can enter Bone
Village, which is that area that looks like the remains of a dinosaur nestled
in the forest. This is where you currently need to go to progress on, so,
enter it, genius.

```
=============================================================================
                        Area #28 - Bone Village
=============================================================================
```
-> Enemies: None
-> Items/Weapons/Armor: Buntline, Lunar Harp
```
=============================================================================
```

Now, from the start of this place, you'll see tons of people working around the
place if you run around a little bit. Well first of all, you can, surprisingly,
get some shopping done at an Item Shop. Item Shop? Here? Yeah, as shocking as
it may sound. Now, it's not an "item shop", per se, but it is a guy who sells
stuff and serves the same purpose as one. It's the guy second closest to you
when you walk in, and you have to choose "I want to buy something". From here,
you can purchase tons of good crap, such as: Diamond Bangle (3200), Rune
Armlet (3700), Potion (50), Hi-Potion (300), Phoenix Down (300), Ether (1500),
Hyper (100), Tranquilizer (100), Tent (500). The first ones, if you purchase
them, can come in quite useful. All right, time to do some talking to the
locals around the village (we'll exclude the item shop guy until the end).
First, the guy nearest the entrance tells you just what this village is, and
then asks you what it is exactly that you want to know (City of the Ancients
location, Aeris' current location, or, ask him what he's doing). First off,
how in the holy hell is he gonna know who Aeris is, but he astutely picks up
that it was probably a girl that entered the Sleeping Forest; he warned her,
but she ignored him. Yep, that's definitely our girl. If you ask him where the
City of the Ancients is (also, by them, called the Forgotten City), he doesn't
answer you, actually. Bastard. And, if you ask him what he's doing, exactly,
he explains briefly that he's excavating, and like the land is telling the
planet's history.

As you head up the stairs to the North side of town, there're two guys on the
right. The first guy tells you about the Lunar Harp being able to awaken the
Sleeping Forest, allowing passage, and he also mentions that Aeris just went
through using a Lunar Harp. You can inquire about getting a Lunar Harp, or,
say that you're not interested, but of course of you are! But, he redirects you
to the guy in the tent below (the guy who I said we were going to exclude till
the end). The guy even to the right of him explains how they use earthquake
simulations by way of bombs, and then, check the sound waves given off by the
tremors, and that's how they find treasure and excavate. Or at least that's how

they find where to start digging, as although they already have developed that
kind of technology, they can't develop some sort of machine to also do the
digging for them, too. The man in green over to the left says the treasures
that they excavate are placed into that box down below. The guy to the very
North tip of town tells you about the Sleeping Forest up ahead.

Now, down to the guy in the large tent down below. You can, as always, use the
Item Shop, or, the first option, which is the required one. You can opt to
look for Lunar Harp, Good Treasure, or Normal Treasure. Good Treasure can net
you a Bluntline, Normal Treasure can usually just net you crappy items such as
insignificant Potions, and other things of the sort. Then, we have the Lunar
Harp option. Hmm, I wonder if this possibly could lead us to that Lunar Harp
everyone's been talking about? This shall be stripping you of some Gil, too,
as it's 100 Gil to set one person, so the maximum of five at a time shall cost
you 500 Gil. The basic things to do here, first, is to select any part of the
Bone Village (top or bottom levels), and then press   to set someone there. You
can continue to set more people (max = 5) around the place, and when you're all
done, select "done" to finish it up. Then, they explode the bomb, and face in
the direction of the tremors. It's now your job to place them to dig in just
whatever place you chose (common sense tells you to do it in a somewhat
relevant area to how they were turning/facing). And the next morning, whatever
item they excavated for you will be in that chest, if any. Anyway, once you've
gotten any Normals/Goods you wanted, it's time to unearth the Lunar Harp!

Sure, you might be thinking that this'll be a hard, difficult, and lengthy
process, but to the contrary; it isn't. Anyways, where to start, you ask? This
is easy. First, you get your crew ready by selecting the Lunar Harp option, and
start placing them randomly across the top portion, then ignite the bomb for
explosion. After the tremors are calculated, they all should be facing in the
same direction, to the left of the tent up there (or close to it). Now, select
a reasonable spot for excavation. There's quite a large margin for error here,
and it's not an "exact" spot. But as long as it's in a reasonable spot, and
you're not looking back at Junon whilst they're looking next to the tent, you
should be in fine shape. The following morning, check the chest, and you should
have the key item Lunar Harp now in your inventory. All right, when you're
ready now (you might need to redo it a few times), head up to the Sleeping
Forest.

===
                        Area #29 - Sleeping Forest
===
-> Enemies: Boundfat, Hungry, Malldancer
-> Items/Weapons/Armor: Kjata Materia, Water Ring
===

Mmm-hmm, this looks very familiar, huh? It's where Cloud just dreamt that Aeris
ran away to stop Sephiroth herself, and then Sephiroth giving chase. Anyway,
after you get past this area, you're in the next area, with no actual enemies
in it. These enemies include Hungry, Malldancer and Boundfat. Malldancer is
immune to Earth and Water, and its Dance ability inflicts Darkness and Slow to
the entire party - not a pretty combination. Hungry has the ability to eat
your characters once they're in Small status from its Mini attack. Meh,
it's easy to dispose of, nonetheless. Very straightforward.

First of all, there's an eerie green light and that says that the forest awoke.
Here, on the left side of the screen running around is the Kjata Materia.
Anyhow, from here, continue forward into the next area from the top. These
first two parts of the forest are really straightforward and easy, ya?

Don't worry, it doesn't get much more complicated to navigate than that, but

just a little, I suppose. It actually involves, what am I looking for, hmm,
thought! But know, it just takes very little, so even you bumbling bufoons
should be able to make your way around. The next area you come to has some
rocks to walk along. Run under the log from the start (after a little moving,
first), and it shall contain a Water Ring for you. Now, head for the start of
the rocky area, and head up the left rock path, and through the log up ahead.
Now, keep going into the next area, which is a path that leads to, in fact,
the World Map on the other side.

```
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
                Area #30 - City of the Ancients/Forgotten City
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
-> Enemies: Jenova-LIFE
-> Items/Weapons/Armor: Aurora Armlet, Comet Materia, Elixir, Enemy Skill
Materia, Guard Source, Magic Source
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
```

All right, once you're out on the Icicle Area of the World Map, you need to
just head forward until you're in the next area, which should be about 10
running steps, and you'll then be in the City of the Ancients (Forgotten City).
The game now plays you a new tune, specifically for the Forgotten City, as it's
somewhat of a turning point in the game, and one of the biggest scenes in
history will happen here, in just a little while. From the beginning, you have
to go forward a little bit, and then there's a _|_ junction. The "|" being the
path leading to the main city, where you need to go for the main story to
actually continue. The area to the left has a savepoint, a Magic Source in
the same nearby vicinity as the savepoint, and an Aurora Armlet there, too.
The branch-out to the right side leads to a new area. There's a few paths here,
and the one to the right sends you to a house with a Guard Source at the top in
a treasure chest. That's around the spiral and then climb the small wooden
ladder to get to it. Outside, if you continue left on the fork, you arrive at
yet another destroyed, abandonned house. You can get an Elixir on the bottom
floor, and at the top there are some beds for you to rest at. Brilliant. As
you wake up during the middle of the night, Cloud says he can sense and feel
that Aeris, as well as Sephiroth, are here. After your party bands together
again, grab the Enemy Skill Materia behind the beds, then leave the house and
go South for the main area.

You now are to use the middle walkway to get to the main section of the City of
the Ancients. Hmm, he hears Aeris' voice? Down the center path, in the next
area, simply proceed straight through, as it's just a straight path to the up
and coming area. Here, you get to see some really tranquil, peaceful, and calm
looking scenery. There's a lake, and some of the sun's beams are getting
through the top of the trees, and the lake is glistening. There's also a house
behind the lake, so that's where we're headed. While inside of it, continue up
on the spiral walkways upwards, and at the top pick up the green Comet Materia.
Once you've picked it up and preferrably equipped it to someone, head to about
the halway point on the spiralling walkway, and from there, head across on the
little blue staircase into a new place. Here everything looks really strange,
but awesome. Proceed down the long and winding crystalline steps to the bottom
(and still don't worry, there is no enemies, so continue on your way peacefully
without a care). Here, it is highly recommended that you save for the upcoming
boss fight, and set-up Materias. For some information on good set-ups, refer to
the actual strategy just a little bit down.

All right, so near the savepoint you should've just recently saved at, you head
down to a series of five pillars to jump across. After Cloud jumps the first
one and notices Aeris in the distance near the center of the city praying, the
rest of the party insists they come, but Cloud has objections. Now, hop the
five small pillars, the screen shall switch to show another angle that strictly

shows Cloud and Aeris. As you approach, Cloud has a momentary freak out, and
then you can keep on forth to Aeris. When you try to talk to her, Cloud turns
around and draws his sword. Talk to her again to face her, and now as you make
any movements, it, in turn, causes Cloud to raise his sword as if he's going to
slash Aeris. The hell? Just as you're about to kill her, the party stops you.
Then, out of nowhere, in a CG cinema, Sephiroth comes from the air, impaling
Aeris through the back. Look at the bastard smile evilly. You then see her
Materia fall from her hair, down the pillars, into the water below. You see her
fall completely dead on Sephiroth's sword, and Sephiroth smiling about it as
it's a victory. Aeris came into your party and offered so much, and now she has
passed like an ephemeral fantasy, an evanescent dream... Cloud then runs to
catch the falling Aeris, and tries his hardest to get her to speak. He cannot
believe this. The Ancients are no more. Sephiroth then tells him not to worry,
as she'll soon be one with the planet. Man, you may see that as a victory, you
sinister Sephiroth, but screwing with us like this is your biggest mistake, and
adds more to your inevitable end.

He then says that her energy shall be heading North, to the Promised Land, over
the snowy fields, where he'll be, waiting to merge with the planet, as with
her. Cloud is unimaginably angry at Sephiroth, and you can feel his anguish as
he tells Sephiroth to be quiet. Now, Cloud uncharacteristically starts talking
about how Sephiroth's plan doesn't mean anything, and now Aeris is gone. She
shall no longer talk, laugh, cry, or get mad (that was so cute when she was
angry). He is furious, and his eyes are burning with the flaming hatred and
utmost contempt for Sephiroth. Sephiroth, like I was, is surprised to find out
that Cloud actually has feelings, but doesn't necessarily believe it. He then
flies away, leaving the conversation very open-ended for later. As he flies
away, he leaves you a little present to play with: Jenova-LIFE.

```
===============================================================================
-   BOSS: JENOVA-LIFE                                                         -
===============================================================================
```

-> Monster's Name: Jenova-LIFE
-> Monster's Locations:
- City of the Ancients - Altar (forced)
-> Monster's Level: 50
-> EXP for Defeating: 4000
-> AP for Defeating: 350
-> Gil for Defeating: 1500
-> Item Dropped from Monster: Wizard Bracelet x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   128, 110, 10, 140, 40, 290, 40
-> Fire (normal), Ice (normal), Lightning (normal), Earth (weak), Poison
(normal), Gravity (immune), Water (absorb), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                     MP  Tar Type Elem    Form PwrCst  %   M R  +Added
-------------------------------------------------------------------------------
* Aqualung                 34  A*  Mag  Wat     Mag  52     100  X O  (1)
* Blue Flame               12  1   Mag  Wat     Mag  16     100  X X
* Blue Light               8   1   Mag Wat/Shu  Mag  14     100  X X
* Reflect                  30  S   Mag  -       -    -      I    X X  (2)
```

```
(1) Enemy Skill
(2) Reflect [100%]


--> Attack Pattern:

-> Basic Pattern:
Jenova-LIFE's initial IRV is 5
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0, 1?
Yes: Blue Light on random character (if 1 has been chosen out of Rnd[1..IRV],
     Blue Light x2 in one turn)
No: Is Action Count 2?
    Yes: Blue Flame on random character
          [Has 1 been chosen out of Rnd[1..IRV]?
           Yes: Action Count +1]
           No: Action Count reset to 0]
    No: Aqualung on all characters
         [Action Count reset to 0]


-> Counterattack Pattern:
Has Jenova-LIFE been attacked magically?
Yes: Does Jenova-LIFE not have Reflect?
     Yes: Is Jenova-LIFE's MP greater than or equal to 30?
          Yes: Reflect on self
          No: do nothing
     No: follow Basic Pattern
No: follow Basic Pattern
Is Jenova-LIFE's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Jenova-LIFE's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Jenova-LIFE's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
        No: IRV does not change
```

- STRATEGY: As you fight this boss, the first noticeable feature is that the
regular boss music you're accustomed to is replaced and just continues playing
Aeris' theme. Anyways, this boss may seem very familiar to you since you last
fought BIRTH on the Shinra Ship, but this one, as you may expect, is twice as
hard. Sure, this one's Agl isn't as fast as that of BIRTH, but, its attacks are
a lot more powerful. You've encountered its first one, Aqualung, before. Hell,
you may even have it in your Enemy Skills, as you may have obtained it from the
Harpy enemies near the desert prison. Anyway, it does about 1000 points of
Water based damage to all characters. This really sucks, and might be able to
easily eliminate your entire party in one fleeting instant. But, there is a
counter-measure to this, and that's by having one character equipped with the
Water Ring accessory that you recently made the acquisition of in the Sleeping
Forest. This makes them survive the onslaught, and then they can revive all of
the fallen fighters, or heal them completely, if they didn't die from it. It's
a very annoying attack, but thank God that it doesn't use it as frequently as
its two other main attacks, Blue Light and Blue Flame. Blue Light only damages
one character, and the resulting damage isn't that ominous, and the same goes
for Blue Flame. Note: you can, if you haven't before (or on the newly obtained
Enemy Skill), learn Aqualung from the Jenova-LIFE freak.

Gravity magic is pretty much damn useless, so if you have Demi2 ready to
crank for this fight, take it off to free that slot for something else. Earth
magic kicks ass against LIFE, so, Quake2 and Titan prove to be very awesome
attacks for this bout. If it casts Reflect, your magics are sent back at you,

so... But, there is a way around this, and it's to use Destruct Materia
and use DeBarrier can remove it instantly. If you have Water Ring on someone,
Blue Light also becomes ineffective, and is made to be absorbed by the wearer,
just like with Aqualung. Some Cure/Cure2-All spells come reallu useful in this
fight, especially if Aqualung comes around and only one character is not
affected. Even if only one character is left standing after Aqualung, and you
don't wish to revive them, the one character should be enough to finish LIFE
by themselves, as all of its attacks are voided.

Comet in this fight can do around 1300 points of damage. If you have Bahamut
ready to fight, it can do about 2300 damage, and your newly obtained Kjata can
rack up around 1500. Cid's Limit Breaks do around 900 damage, and Cloud's
Climhazzard does a good 1200. Cid's Galian Beast's Beast Flare can do around
850+ damage, so that's the recommended party for the fight. Time for more
character possibilities. Yuffie's Bloodfest can do 1450+ damage, which is
actually very good, but that's really the only purpose she serves. With Red
XIII, you could have Lv1 Limits still on for the Lunatic High Haste boost, or
make the switch to the next level and use Blood Fang and/or Stardust Ray.
Tifa's Meteodrive is considerable, also, and Barret's Hammerblow is what you
should be using with him if he's in. Quake2 magic does around 800+ damage, and
the Titan summon, here, can hit in for around 900 or more. Big Guard is
effective here, as are a few other Enemy Skills. Also, Odin's Gunge Lance can
do about 1100 damage, so it's also considerable. The battle isn't that hard.

Once the fight is over, Jenova says that you are a puppet, and apparently
finishes off what Sephiroth was going to say as he flew away. Also, notice the
"beacause" in the game :) This confuses Cloud, as one might expect. After some
more condolences for Aeris by the party, a devastated Cloud carries her off to
the lake in front of this house, and lets her fall into the lake peacefully.
This is her tranquil grave. Goodbye, Aeris... She gently floats to the bottom,
where she shall lay for the rest of eternity. Back at the house, Cloud tells
everyone what he's there to do, and that he's afraid of himself. He doesn't
fully comprehend a part of himself, and in not doing so, made him relieve the
Black Materia to Sephiroth, dooming the planet.

He then says if the party hadn't stopped him, he may have been the one to take
Aeris' life, instead of Sephiroth, and that would be even more unbearable. He
then thinks that he should quit the journey before he does something terrible.
Oh, so giving the Black Materia to Sephiroth wasn't "terrible"? Ok, so maybe
the nuclear threat of North Korea isn't that terrible either. All right, I
gotcha. No, it's not like Meteor means the total end of the world or anything.
But, Cloud still says he's going, if only for the revenge. Cloud wants your
party to come along still, so that they could prevent him if he ever is going
to do something terrible. Hey, what's Barret for! After a little bit more
talking, you end disk one. Switch to disk 2 after saving.

==

=-= Disk Two =-=

==

Here, you're back at the first house on the right where you can take that one
path stemming off to the right from the beginning. First off, since you haven't
been able to heal since the boss fight with Jenova-LIFE, do so in the next
house up in the beds. And, if you missed any items before around the Forgotten
City, be sure to pick them up now. But first, as you are walking along, your
party will come out and wonder where Sephiroth went, and Cloud somehow can
tell that he was walking to the North. Now head up to the way you just saw
Sephiroth going.

```
=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=
                      Area #31 - Corral Valley Cave
=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=
-> Enemies: Acrophies, Boundfat, Grimguard, Hungry, Trickplay
-> Items/Weapons/Armor: Bolt Armlet, HypnoCrown, Megalixir, Magic Plus Materia,
Power Source, Viper Halberd
=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=--=-=
```

From the beginning, we have some enemies, but they're only from past areas,
like the World Map outside of Bone Village and the Sleeping Forest. They
consist of Trickplay and Boundfat. You can refer to the Road to Bone Village
section of the walkthrough for information on Trickplays, but note that it's
really nothing much at this point. Bountfats have quite a few attacks. Ice2 is
the main one, and damage can be significant, but nothing we haven't seen or
experienced before. It has a pathetic 500 HP, meaning two hits should be enough
to kill it. Its regular attack is nothing much, either. Don't use Ice type
magic on Boundfat, as it absorbs the full effects. And, sometimes as a final
desperation move, it uses Death Sentence on one character. But since it's
dying, if you don't manage to kill all its partners, is the only way it can
possibly be detrimental.

Ok, from the beginning, you can deviate a little to the left, and there you
will find the Viper Halberd for Cid inside of it. At any rate, though, when
you're ready, make your way to the huge spiraling spiked object in the middle,
and jump on it. Cloud makes 12 jumps to the top. From here, you'll want to
continue to spiral around to the top. Head around the conch at the top and into
the next area, which is, in fact, the Corral Valley Cave.

Here we have two actual new active monsters, one being the Acrophies, and the
other being Grimguard. None of them are significantly challenging. But, they're
definitely not the easiest ones, either...

Acrophies is the first one that I'd like to cover. It is a strange looking
enemy, and its most striking feature is its gregariously high HP. It sets in at
exactly 2400. Sure, there's been two enemies (Dual Horn and Dragon) that have
had more, but, this is still a lot, and it's more powerful than Dual Horn,
although Dragon could kick its ass. It absorbs Wind and nullifies water, so
refrain from using those. It has its major attack, Huge Tidal Wave, which
does high amounts of damage to all characters. Then, its regular attack is
not much special, so don't expect it to be. Grimguards are next. First, they
have Bolt2 and Ice2, which as you may very well know, can cause past 220 dmg.
And along with that, they make them selves invincible to Lightning and Ice
attacks. They have the Grim Rod attack, which does medium damage to one person
only. Lastly, its Spin Shield does nothing, actually, so no need to worry.

We also have ones that we have already encountered in the Sleeping Forest, and
they're the Hungrys. They have two attacks, Mini and the physical attack. Its
normal attack does around 125 damage, whilst Mini, obviously, turns your
victimized character into a midget. It does have 2000 HP, which is startling
high when you consider its appearance, and how pathetically it backs it up with
its attacks; it's pitiful. They usually travel in pairs, but they can come
alone. When they come in pairs and your Limit Break's up with Cloud, Blade Beam
could become your best friend. Along with those two attacks, it rarely uses
Eat, and what this does is makes the Hungry swallow a character, putting them
out of commission for the remainder of battle. Boundfats are also here, BTW.

Anyhow, the way to navigate this place is via cracks and crevasses in the right
side wall. The only one from the beginning that you can actually use is the one
on the right. From a certain point, it asks you if you'd like to head right or

left. Head left, and then go up the next crevasse here for you to climb. As you climb this one, head right when the option is presented. Now, run along the ledge until you can climb down and get a HypnoCrown from that treasure chest. Then, climb back up and go left. Run to the other side and then head up when you're asked, then go left for the Bolt Armlet from that chest. Then, go down that crevasse and take the first left that you can. From here, run all the way to the right side of the screen and climb up, then to the right. Here is a Megalixir. Now, climb it again, but this time head to the left side. Run until Cloud jumps into the next crack in the wall, and, after a little climbing, he will jump out. From there, run to the left and make your way down the long ladder. At the bottom, you can get the Magic Plus Materia on the ground. Now, climb back up. At the top, proceed to the right of the screen where you can go to the next area through that door. Here, pick up the Power Source from that chest to your immediate right when you use the door. Continue through the next door ahead of you with the shiny blue light coming out of it, and that takes you out on the far snowy north on the World Map.

=---=
                        World Map/Road to Icicle Inn
=---=

After emerging from the cave of Corral, you'll find yourself in a region of the World Map completely powdered in rich snow. There are a few enemies around here, too, and like with all other enemies, they need some explaining. Most of the enemies around these parts also adumbrate the role of "snow creatures", but, some don't, and that's expected. Note: it's cool to see yourself leaving footprints in the snow and then watching them disappear. It helps add to the realism. We have a few enemies on our queue, so let's start. First up is Bandersnatch, a wolf-like enemy reminiscent of a few others we've seen before. It's the snowy counterpart of such enemies as the Kalm Fangs and Nibel Wolves, but not too much more dangerous when the stage in the game is taken into consideration. It has only 860 HP to go at you with, so don't expect the fight to be a long one, although they do hunt in packs. They are weak against Fire magic, so Fire2 spells will annihilate them quickly. We next up have the Vlakorados, which is the toughest enemy in the game thus far... by far. It has three attacks that it throws at you, but none are *that* much to wet yourself over. Its most powerful attack, Violent Advance, is quite the dangerous attack. It uses it automatically when its HP is below 24999, 16666, and also 8333. Its Bolt Ball attack does Lightning damage, and its regular attack does about 250+ damage. The real aggrivating part about this boss is its biblically high HP. Its more than 3x that of the highest HP'd boss thus far! Its exact HP is actually 33333, so, have fun when fighting it. It is quite beneficial to you to fight it, as well, for reasons covered in the Chocobo section of this FAQ. Vlakorados also only receives half of the effects from Gravitionally-based attacks, meaning that instead of doing, say, 50% damage of its health, it'd only rip off 25%. Meaning that Demi2 becomes Demi and Demi3 becomes Demi2. Demi doesn't really even work all that well. They are a very rare encounter, however, so if you don't really want to go about battling them, you have very little chance of actually doing so in the first place. Lastly, we have the Jumping. This is a little hyper bunny that hops and jumps joyously throughout the whole entire fight. It's got 999 (right on the brink of 1000), but not many attacks, and they're not that dangerous, to boot. Dive Kick does about 45 damage to just one character, but, Club Sword is very powerful. It has a power constant of 200, meaning quite a bit of damage (around 600+) will be done to one of your characters 1/2 of the time. In retrospect, it does not exhibit high Att power, and therefore balances out somewhat.

Ok, now, from the cave, it's kind of a long hike to Icicle Inn, so expect quite a good number of fights along the way. First, head West from the cave's mouth, and at the turning point of the mountains, follow them North. Note: you will

see a tip of green, grassy land on the tip of this continent, and that's where
you can find Trickplays in this area, as well. It's also significant for
getting wonderful Chocobos from the footprints in the snow later on, so you'll
have to remember that, or just read the Chocobo section of this guide. Near
that grassy tip, you'll have to continue Northeast around the mountains and hug
them until you get to the small looking town up there, which is our next
destination that I have already mentioned quite a few number of times, Icicle
Inn.

```
=-------------------------------------------------------------------------=
                          Area #32 - Icicle Inn
=-------------------------------------------------------------------------=
-> Enemies: None
-> Items/Weapons/Armor: Glacier Map, Hero Drink, Snowboard, Turbo Ether,
Vaccine, X-Potion
=-------------------------------------------------------------------------=
```

From the beginning, there's three immediate houses, and then two more to the
left that you have to move a little from the entrance to see. The one closest
to Icicle Inn's entrance (a little to the right) is the Item/Weapon Shop.
They've become one in this area, but, it's still not as good as KFC and Taco
Bell under one roof. Here, there's a little girl that constantly has to wake
up her sleeping grandfather so that you can buy items. But really, he nevers
wakes up, so the little girl sells you stuff. Man, you should just be able to
steal from this little munchkin. But, I must say, this place sells some
awesome crap. First is the Organics: it's a weapon for Cloud, and it costs
you 12000 Gil. After that on the list is Dragon Claw for Tifa, and it is worth
10000 Gil. Third one is Microlaser, it's a weapon for Barret and is selling
for 12000 Gil like Organics. Adaman Clip is the next one, belongs to Red XIII
if bought, and is going for 11000. Hawkeye, which is a weapon for Yuffie, sells
for 12000 Gil, as well. Cait Sith's Red M-phone is there for 11000 Gil. Mast Ax
is a weapon for Cid; most expensive thing there at 13000 Gil. Then there's the
Lariat: Lariat is a weapon for Vincent, and you have to pay 12000 for it.
Lastly we have the Tent for 500 and Hi-Potion for 300. Heh, quite expensive,
eh? Well anyway, don't blow too much of your fortune in this one place, however
tempting it may be.

The house in the middle doesn't offer you anything but uselessness, and an
utter waste of your time. But, the house over to the East side of town is quite
useful. Nice 8 point buck on the wall here, too :) Anyway, in here, you can
pick up a Hero Drink and a Vaccine right next to each other. One the outer wall
of the room where you can pick those two items up is the Glacier Map. Take it.
And the house a bit above this one is the inn, and it goes for 200 Gil per
stay. The door next to the stairs leads to the bar, and there you can get some
useful information about this place, and some legends and myths surrounding it.
Go up the stairs, and neat the window directly in front of the door, nab the
X-Potion. It may be a little hard to see, though. Leave the inn now and head
for the house behind the Items Shop. This is the fabled Professor Gast's home.
Wow, just what you'd expect from his house, a computer-infested mini-
laboratory. This is where he lived after he quit from the Shinra. On the bottom
level is a Turbo Ether on the right side of the bed. Now what could be of any
Goddamned importance to us here, you ask? Tons, as it really clears up yet
another aspect of the game's story line. But first note something small: you
can let light into the room by using the left computer, and that slightly
opens the roof. Nothing important, but a minuscule detail.

Now, the computer in the middle is the one of actual importance. When it asks
you if you wish to play the video, you, of course, press on yes. First video:
"The Original Crisis". You start off by seeing Gast and Ifalna (Aeris' mother,
as you should know from before - they were married, and they had a child, and

called her Aeris). Gast sets up a camera, and then asks Ifalna about the Cetra. She then starts out by talking about how 2000 years long since past, the Cetra (or Ancients) heard the cry of the planet). This "original disaster" was what Sephiroth spoke of earlier when he said "calamity from the sky". A calamity from the skies came down, and wounded the planet, much like Sephiroth intends to, but it's quite a bit different. This site where it was damaged was/is called Knowlespole. Gast then asks where this Knowlespole is, and it's really in this general area, and it's where the Cetra began to read the planet. Planet reading entails actually having conversations with the planet. She states that thousands of Cetra joined forces, and together, tried to heal the planet with spirit energy. But, due to the wound's severity, it was only able to heal itself, and that in itself took many, many years. Gast then asks if the Cetra had powers to heal the planet, but no, the answer is that the life force of the planet's living organisms become the energy. They simply attempted desperately to cultivate it as to not deplete the energy that was needed in order to heal the wound. The planet tried to persuade the Cetra to leave the area called Knowlespole, but to no avail. Then, as the Cetra were going to leave, "it" appeared. The crisis from the sky. It acted as a mutual friend at first, but then tricked them all and gave them the virus that spread throughout, and turned everyone at Knowlespole into monsters, and then did it to every other Cetra clan. Gast then stops taping it.

The next video: What is "Weapon?". First, Gast asks if Ifalna could comment on the creature called "Weapon". She agrees, then starts explaining. The calamity from the sky was mistook by Gast to be an Ancient, but was really Jenova. This explains what you meant earlier by Sephiroth not being an Ancient. The planet itself somehow knew that it had to eliminate and destroy Jenova, as it can never completely recuperate from the wound as long as Jenova still lives, so, the planet produced a weapon (called Weapon) of its own will to destroy Jenova. However, Weapon was apparently never used, as no record was taken of it. It was a small number of remaining Cetra that beat Jenova and then confined it. Ironic. The planet makes Weapon, but it was members of the race that was trying to help the planet and was being destroyed by Jenova who defeated it finally. However, since Weapon cannot vanish, it is still somewhere on this planet... sleeping...waiting. Although Jenova is confined and defeated, if it were to come back to life (hehe), Weapon would be needed. Or, I have a better idea. How's about we get Cloud and his party to whup its ass? Also, the planet is still not yet fully healed, and is still watching Jenova. Ifalna doesn't even know where Weapon is, as she can't hear the planet's voices too well. He then quits running this tape as Ifalna again starts crying.

The last video that you're able to watch is called "Confidential", and it's actually two videos in one that you can choose from; "Daughter's Record: 10th Day after birth" and "Daughter's Record: 20th Day after birth". I'll start by explaining them both in that order. Ok, let us start, shall we? It starts by Ifalna asking her husband, Professor Gast, what he's doing. He wants to tape something on video, but the tape's not working, and this leads Ifalna to think that there's still something that she hasn't explained to him clearly enough. But, that isn't it, he wants to record his beautiful daughter. But first they want to pick a name for her, and as you and I both know, it'll be Aeris. This one, unlike 10DAB, is an actual video with the two, Gast and Ifalna. Heh, he just got done taping, and he's going at it again. He wants desperately to capture their daughter's childhood on tape. But Ifalna clearly states that if he keeps on doting her like this, she shall not be strong when she grows up. Apparently he stopped, as we could tell when she was in our party. Damn...Sephiroth... Ifalna wonders what dangers await Aeris, as she's different from all the other children, and Gast doesn't her to say such things. He says he'd protect them all no matter what, as they're his only treasures. This also sends her to almost start crying, and he comforts her. Then, there's a knock at the door. They were about to start having sex apparently, and now

they're interrupted. My God, if that was me, I'd murder them all! 3 Laws of Nature: 1) Respect your fellow man; 2) Never take the life of another; 3) NEVER interrupt someone when they're about to "get some". At that moment, she goes to get the door, and two Shinra troops, along with a much younger Hojo barge in. Hojo says he's been looking for her awhile. Apparently Gast and Hojo don't like each other, as Gast was trying to keep Ifalna away from that psycho Hojo. This confrontation between the two sends Ifalna to tears, and God knows it doesn't take much.

Hojo says that he has been waiting two years for the new sample, meaning Aeris. This confuses me. He learns her name here, but when you bust into the Shinra HQ and call her Aeris, he didn't know until then. This, I guess, is just one of those "game moments". Gast is severing all ties with the Shinra, and tells Hojo basically to get the hell out. Aeris pleads with Hojo to just take her, as he doesn't need Aeris, but Hojo is fully intent on using both of them for his twisted experiments. Said twisted experiments mainly involve changing the planet, and of course there's making insane, diabolical creatures such as HO512 that you fought back at the HQ. Petty things like that. Gast wants to kick his ass now, but Hojo asks him to please refrain, as he doesn't want any harm to come of his "precious sample". The bastard, is that all she is to you!? A sample? He then orders the guard to destroy the camera which he has spotted with his mad observational skills, and the taping abruptly ends there with the sound of a gunshot. But, the audio still continues, and you can hear the action going down. Gast protects Aeris and Ifalna, and tells her to take Aeris out of there and run. And, he's apparently killed in doing so. A noble man, he was. He then pretty much takes Gast's tapes about the Ancients and Weapon for himself, so that he gains even more knowledge himself on the subject, and for the despots back at Shinra. Damn him.

Now that you have the Glacier Map, you're pretty much prepared to continue, and if you don't look up a few paragraphs. Now, mosey to the extreme North end of Icicle Inn, and then the person wandering around, seemingly aimlessly, stops you saying that it's a steep downgrade from there. You can thank the person for their kindness, or say that you don't give a shit and go anyway. Pick the first option, and then strange people show up on the screen. Oh crap, it's the stupid wench, Elena! Meaning that the Three Stooges and that one cracked up retarded hobo from the corner of the street can't be far away, either. They run up to Cloud together, and quite rythmically, at that. She says that you won't be getting any further, but she sure doesn't sound too sure of herself. Cloud nanchalantly asks what's down there (like he's just ignoring her and treating her as some random passerby), and she says it's a secret. Dumbass, Elena, we don't care, as we're gonna find out anyway. She says you must also have some big balls doing her boss in like that (for those of you as stupid as she is, Tseng is her boss). But you insist to her that it was Sephiroth who did it. She, being an unfathomable idiot, doesn't believe you, because she thinks that you could make a slice as big as what Sephiroth's sword could do. Cloud continues to try to reason with her, but to no avail. Cloud, you should know by now that there's no reasoning with those of a lower lifeform. She now starts threatening you and warning you that she's going to punch you in the face (yes, she actually warns you) for four text boxes. You can dodge her punch with the D-Pad, or let her punch you, which just has you being knocked out by a dumbass, which puts you beyond dumbass. If you telegraph it, she rolls out of Icicle Inn with her idiot guards following after her.

Now, head back to the house in the middle of the Icicle Inn area and talk to the boy in the back room. He says that he can't use his snowboard for a while since he got hurt on it a little bit back. He then kindly and nicely offers you his snowboard. Examine it to get it, the head all the way North of Icicle Inn, and that person lets you pass. He offers to teach you how to ride it. The controls are: D-Pad Up (Kick off when stopped), D-Pad Left (turn left), D-Pad

Right (turn right), D-Pad Down (brake),   (brake), X (jump), D-Pad Left + R1
(edge left), D-Pad Right + R1 (edge right). Afterwards, hop on your snowboard
and ride! Now, this is a rather difficult game, and it will thrash and bash
some unsuspecting newbies rather humorously. It's a lot harder than the Shinra
bike chase, so, if you had difficulty with that, prepare for hell on ice here.
You can refer to the Snowboarding section of Gold Saucer for information, but
take note that there is no points here, nor is there Time Attack. It's more
straightforward, one course, and you just collect/hit stuff. The final thing is
that depending on which path you take here, determines where you land in Great
Glacier, and there's four different ones. Here they are: If you right and right
at both junctions, you go to area 5. If you go left and left you are at area 3.
Landing you at area 9 is right and left turns. And finally, if you go left and
right you start off at area 1.

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                       Area #33 - Great Glacier
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-> Enemies: Bandersnatch, Frozen Nail, Ice Golem, Magnade, Snow, Hopping,
Shred, Lessaloploth
-> Items/Weapons/Armor: Mind Source, Potion, Safety Bit, Elixir, All Materia,
Alexander Materia, Added Cut Materia
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This is the most complicated area in the whole game, and requires a lot if you
wish to fully navigate it, and perhaps obtain everything there possible. As I
mentioned, the routes you decided to take while shreding on the snowboard have
the only impact on where you end up after the final jump off the cliff. There
are four possible places, so, this walkthrough will be actually quite difficult
to do for the Great Glacier, since you don't just have a set path. Anyway,
when your party awakens, they'll be amidst heavy and blinding snow. After their
conversation, you're ready to continue. Note that if you stay out in the cold
too long, you'll fall unconcious, in which case you awaken in Mr. Holzoff's
house, but I'll cover that later on. Now, time for a basics, idiot explanation
(yes, I'm going to walk you through this as if you were 2 years old). There
are, in total, 13 locations of the Great Glacier, and your ultimate destination
is the 13th area, which is the legendary Gaea Cliffs. You can check the Great
Glacier Map by using the   button, by the way. It's definitely not the biggest
or greatest help in the world, though, so don't expect you be able to use it
anytime and get out of any pickle you're in. All right, if you're too lazy to
search around for items, as well as the Gaea Cliffs yourself, you can always
just stand in one place or run around until you pass out, which takes you
straight to the base of the cliffs. All right, it's time for you to get some
items (note that you won't be getting them all on this first try, so don't
be disappointed if you do not).

1. Section#1 -> Since this a location immediately accessible by just landing
after the snowboarding mini-game, I heavily suggest it for you. Not only can
you re-exit to the World Map from the South end enter Icicle Inn again. You
can save, and perhaps buy some more stuff with some extra Gil you may have
acquired fighting a little around the Great Glacier area(s). This is really
the most useful place altogether that you could begin, plus you can go very
straight forward through the place, as there's almost no mistaking where to go
through and throughout. You can land at this place by using the proper fork-
taking directions mentioned about two paragraphs up from this one. There are
no items here, as you can see, so, just make it into one of the other paths
it leads into. There are actually three that it leads to, and it's up to you
to make a choice. Sure, you might not be able to visit every place in Great
Glacier, but using the directions I give you, you can make a pretty good
determination as to which ones to use. The three following paths here are
Section#3 (up), Section#2 (left), Section#5 (right).

2. Section#2 -> To get to this section as quickly as possible, first head
North to Section#3 of Section#1, and then West, and the path that leads to will
be mentioned in just a bit. This place is very boring, as well, like Section#1,
and ultimately offers you (the player) nothing for going there, so, don't,
really. That is, unless you're the kind of person who likes standing in places
aimlessly. But, like Section#1, it does serve one purpose (or three, if you
want to get real technical): this is to lead out to other paths from itself,
like ? -> ?. Anyway, there, again, is three paths to choose from, each leading
to a different section. Here they are: Section#6 (up), Section#1 (down), and
Section#3 (right).

3. Section#3 -> First off, the absolute easiest way to get here is to head
North from Section#1 to arrive here. But, of course, there are other ways
theoretically equally as effective, and others that take longer, but I prefer
this way, since it's the most straightforward way, from the first area, to
boot. There are a lot of trees here, and that is its most strikingly obvious
feature, so that you can differentiate it from most others. Also note that if
you take the left then left route deviations while snowboarding from Icicle Inn
to here, you can land here from the very start. This section, unlike the last
two that I have mentioned, also has a Mind Source that is laying on the ground
near your arrival point (whether it be from the air [crash landing!] or from
Section#1/???, it's still quite close, and obvious, on top of that. From here,
you may wish to head into another path for another section at Section#3, and
there's, again, three in total to choose from. Section#1 (down), Section#4
(right), Section#2 (left). That is all for the information from me on the
Section#3.

4. Section#4 -> This, although #3 possessed an item for you to pick up, is the
first real useful section of the Great Glacier. This is mainly because there
are two items to pick up, and one is actually an equipment. The other is pretty
much at this stage of the game, totally useless (it's a Potion), but, the
other item more than makes up for it. Anyway, I'd say the easiest way to get
to this section is to first, head right from Section#1 to lead you straight
into Section#3. From this point it's simple. All you have to do is head left
from #3 and you'll right away find yourself in Section#4 of the Great Glacier.
This is moreso of a surprisingly longer and bigger place than any of the last
three sections that I've mentioned, and like I said before, provides more items
than just one. It is where the Great Glacier's lake is, and it's freezing here,
therefore, there is a patch of ice leading across it. On said patch of ice, you
are able to pick up the Potion that is there (in pretty much plain sight, too).
Not only this can be done here, but you can also head Northwest and into a new
area, which I call #4A. Here there's a small mini-game to partake in, in which
you jump on correctly faced cubes in the water. However, there is a catch
involved in this, as they're not just going to make it so damn easy for you.
Whenever you jump on a correctly overturned ice cube, the ones next to it are
flipped opposite. It is your job to think your way through this one, and
perhaps put some forethought into it. Think questions like, what will happen if
I do this, or that. Like a sequencing chain of events. At the other side, if
you manage to successfully make it all of the way across, is access to #4B,
which ultimately leads to a small cave right in front of #4B's entrance, which
I call #4C. In here, under the small man-made tent that's there, you can pick
yourself up a Safety Bit. The paths that Section #4 lead to are Section#3 (left
or down), Section#5 (right or down), and also Section#9 (up).

5. Section#5 -> This is an easy one to find, as from the beginning point you're
at from Great Glacier at Section#1 (again, this is where I *recommend* that you
start from), you just head through the right path of it. This area is almost
fully enclosed by mountains, and leads to three other sections, and one sub-
section. From the start, you can head right into the cave which I appropriately

have dubbed #5A. First, note: that if you did right/right at the two forks on the snowboarding course, you will have immediately and automatically shown up in Section#5, and you can easily enter Section#1 from there, too. In the cave, you can make it up the small bit of frozen rocks into the next area, #5B. This place make look a little strange (also know that there is no items to be found in the 5th section, and it's just to serve as a second #1 of sorts - you'll see what I mean in just a second). There is a huge slippery ice "roller coaster" here, and you can choose to slide on it, which actually concludes in Cloud tumbling and falling and rolling across the whole thing until he is finally vaulted out of the Great Glacier, and to the World Map area that is right outside of Section#1. Now, do you now see what I meant by a second type of Section#1?. It's not much different, but you get to have a little bit more fun as you're exiting. The three other paths on the main area #5 lead to the following: Section#1 (down), Section#4 (left), and also Section#10 (right).

6. Section #6 -> A fairly useful section, Section#6 is. I find that the absolute, undisputed fastest way of arriving at this section is to first head West from Section#1, and then heading North through Section#2. After you've done that, you'll undoubtedly be situated in #6, unless of course, you made a mistake while you were searching. From the beginning of it, all you see is a desolate snowy area with not much activity or anything, but, you should also spot a cave in the middle of the whole area. It has two entrances, a front one closest to you, #6A, and the one on the other side, #6B. They both lead to the same item, and that is an Elixir. But, the thing is, #6B will take you just a wee bit longer to obtain it, as you, first off, have to walk around the main chunk of the cave, and then on the inside, you have to run into the next sub-cave to find it on the floor. In retrospect, all that you have to do when utilizing #6A is enter, find it laying right there on the ground, and then make your leave from it totally. It also has paths branching out from it, but, this place has four, each leading to different sections, of course. Section#2 (down), Section#7 (right), Section #11 (up-left/up-right).

7. Section#7 -> There is literally nothing to do here, but, you do have to cross over it in order to reach Gaea Cliffs (if you want to do it the honest way, that is). This section is just due East of Section#6, and the only real feature about it (and it's not even that attention-drawing), is the log that joins the two sides of the section together. This is above a trail of snow, too. You are not going to find any items here, not even if you strip naked and pray to God that you find one, you won't. So, just exit to any of the two areas that is possible to go to, which is Section#9 (right) and Section#6 (left).

8. Section#8 -> I have, first off, found that the quickest and most effective means of getting to this section is to first go to #5 from #1 then, from there head to the right and you'll find #10. Head through the top left to reach #8 from there. Ok, this section's main feature is the Hot Springs. You can't miss 'em. Anyway, if you touch them, it's very useful just a bit later, even though you can't see what it does for your characters. This is only good if you plan to going all the way to Section#13, but if you plan otherwise, it's useless, and in which case you needn't touch the Hot Springs, of course. The top path leads to Section#12 and the bottom path leads to Section#10.

9. Section#9 -> This is a very desolate and abandonned looking place, and actually reminds me of the World Map of Dezolis in Phantasy Star IV. All it has is one snow-covered tree in the middle, and that's its only feature. The most fast, quick, and easy way to arrive and make it here is to take a right, as well as a left afterwards when you're tearing up the terrain on your kickass snowboard. Of course, there are other ways you can do this, but, I simply mention the easiest ways of doing so in these eplanations. You cannot do anything here but continue along on your way. The three paths here lead to the

following and are as such: Section#4 (down), Section#10 (right), as well as Section#7 (left). Other than that, Section#9 is pretty much the most boring, uneventful, and featureless section in all of Great Glacier. So, it's definitely not the best place that you'll want to start from, either, although it is pretty deep into the glacier. Also note that there is no other section that you can go to from the very beginning that's further into the Great Glacier than this section right here. Too bad they couldn't make it more exciting. But what can you expect from an old frozen and snowing mountain? Meh.

10. Section#10 -> This is a huge section, and many of the Glacier's paths meet up here, making this an opportune place for you to make your way into any one of four seperate sections. The first is Section#8, which is the higher of the two paths that are off to the left in Section#10. As I already mentioned, this can take you to the Hot Springs which are very useful a little later on in the mountain's trail, but not immediately. The path to the left that is under that one leads you directly to Section#9, which, as we've already established, is a boring area who's only purpose is to really lead you to #10, so there's no real sense in reversing that. The lower path to the South in #10 takes you to Section#5, also. Note that the top path, although brings you from #13 to here, doesn't take you from here to #13. Instead, it takes you to #8, and along the way you can make the acquisition of the Added Cut Materia.

11. Section#11 -> This is another quite barren, and featureless region of Great Glacier. Section#11 can be found nearer to the mountains on the Northwest side of the glacier, and is a peaceful little area, although, of course, you can encounter monsters. There is not much to do in this small little place, and all it really provides is a means of you getting from here to another place like with some others. From here, you can go in three directions, each leading you up to a different section, obviously. The Northern side (up) leads you right to Section#12. Along with that, the left exit takes you to Section#6, while the exit at the bottom moves you on over to Section#7.

12. Section#12 -> Probably the largest, but most confusing, yet physically involved area of the Great Glacier, is Section#12. This is mainly a hugely enormous snowfield. But, what really gets you here is the constantly blustering and blowing and gusting snow that makes it more difficult and challenging for you to traverse the area. From the start, you need to start heading forward, and always remember and keep perfect track of which direction you're headed in, as it's easy to get lost for a very long time. And that would inevitably lead to you succumbing to the low temperatures and passing out and arriving at Holzoff's house. You can always use bright red markers with the Circle button to mark your trail as to prevent against getting lost. Occasionally, as you walk along this large snowfield (also reminiscent of PSIV), the camera and screen shall begin to rotate around, in an attempt to throw you off course, and make you lost. It's a real nuisance. But, as long as you continue to place the markers, you really should have no real problem. Along the way, at roughly the center of all the action (really, not much, as it's quite lifeless, with the exception of the occasional enemy, of course), is a little cave. I mean, could it be more in the middle of nowhere even if it wanted to be of its own free will? I mean, really, look how damn out of the way from everything else it's in - deep into the Great Glacier (#12), middle of an infernal snowstorm in a huge snowfield, and it's quite small. But inside of it is an All, so that's nice. Plus, it can serve as an even larger and more recognizable land mark to go by while traveling across. The left exit of #12 leads to #11. The one to the bottom leads to #8, and the right one takes you to #13 (needed).

13. Section#13 -> This is as far and deeply North in the Great Glacier as you could possibly get, and is quite Northeast, at that. It's deep into the mountains, and actually has a few paths here. But, also, the lady of the snow dwells here. Note: this is where whether or not you touched the Hot Springs

in Section#8 comes in handy. If you did, she gets all pissed off at you for doing so, and then she wants you fight you, and it's the only time you see the enemy, Snow, around here. If you beat her (which actually isn't that difficult, as some of you may think), you can win the new Alexander summon Materia from her for doing so. Also, there's always the outside paths which need mentioning. Outside of the cave I call #13A, you can go to Section#12, first of all (up). There's also travelling to Section#10 from here (down), but for some reason or another, you can't use that same path to go back to #13, and it leads to #8 instead, as we've already covered.

Now, the enemies in this area are quite numerous, and there's quite a plethora of them around here, too. Bandersnatch, Frozen Nail, Ice Golem, Magnade, Shred, Snow (Snow, as some people think is not a non-random encounter, but it's a very rare encounter). That's a list of them. Bandersnatch is a weak wolf, that, like its counterparts, is easy to deal with. Nothing really of note when it comes to these guys. Frozen Nail is a weird looking enemy, and it has a few attacks. Continu-claw does about 100+ damage to one character, while its Flying Sickle does quite a bit more, considerably. It has small, 1300 HP, and it's not that difficult to deal with. Then there's the Ice Golem. This is a very small golem like creature, and you'd expect it to be weak with minuscule HP. But, in good 'ol Japanese logic, small pathetic foes usually tend to be some of the most powerful in the world. That's not the case here, but its HP is outstandingly high, landing in at 4000 in all. Cold Snap does some medium damage to one character, but it's not anything that obnoxious. Punch does about 170 points of physical damage, while Wide Grazer is its more powerful attack to worry about, overall. It absorbs Ice magic, so resist any urge you may have to use it against Ice Golem. Magnades, perhaps, are some of the biggest sons of bitches in this entire location. It has two attacks (which I'll cover in a minute), but HP is not that impressive (1000). It has high Dex, so, physical attacks almost always miss. Its W-Shield Throw does about 450+ damage points to one character, and can be a real hassle to sustain. Also, the Shield Throw attack does about 160 damage to one character, so it's a weaker counterpart of W-Shield Throw. Also, Gravity and Fire do double damage versus the Magnade enemies of Great Glacier. Shred is the next enemy on the slate for description. These guys look like a genetic cross between a lizard and a dragon. They aren't the toughest nuggies in the world, but provide a small threat. They have 900 HP (not really a lot, though), and three attacks: Cure3 (on themself), Crazy Claw which causes Berserk and about 35 damage, and its regular, laughable physical attack. It is weak to Fire and Wind, but immune to Ice, Lightning, and Water effects. And last on the agenda is Snow, which is a majorly rare encounter mostly found on the road from #8-#10. It has 4000 HP, and is easily the toughest enemy here. She is an ice woman version of Jemnezmy from Temple of the Ancients, but harder (she makes me a bit harder, too ;)). She has Cold Breath which does Ice damage, Ice2 (duh), and Fascination, and I'm sure you can guess what that does...;) You can steal a Circlet from her, and she gives reasonable Exp and AP afterwards. It's not an overly difficult fight at all. Note: she's weak to Fire yet immune to Ice. And lastly, along Snow with being found rarely randomly, you can fight her near the hermit lady (#13). Another enemy around these parts you'll be likely to encounter is Lessaloploth. It has three total attacks (Avalanche, Wing Cut [normal attack], and its Scorpion's Tail). It never uses the same attack twice in a row. Mainly just concern yourself with the poisonous effect of Scorpion Tail, and the overall power of Avalanche. You can summon Choco/Mog for some heavy damage against it in a hurry - its Slow effect does not work against Lessaloploth.

Anyways, if you make it to Gaea's cliff through passing out due to the extreme subzero climate here a Great Glacier, you'll first be at Mr. Holzoff's little cabin in the mountains. You wake up in bed, and then do a little bit of talking with him about him and his friend Yamski getting lost here 20 years ago, and just stayed to keep trying. This, apparently, is the guy from the house near

the inn in Icicle Inn that has been missing 20 years. He also cautions you
about trying to scale the mountain, as no one has ever done it, but, you've to
remember, our party has already bested the impossible on past occasions, so
this'll be nothing...almost. He also tells you slightly about the calamitous
disaster that fell from the sky near here a long time ago (now it's called
Knowlespole), and it apparently was what forced the land here upwards, causing
the formation of the Gaea Cliffs. Then, he importantly declares that you'll
be needing to take two precautions before attempting to scale the mountain.
The first is to check your route, as it's difficult considering all of the snow
around here: (ok) is to confirm your route, and the mashing the   in rapid
succession to warm your body a bit, as it is, as you should've noticed by now
even if you had shit for brains, it's freezing out there. If your temperature
gets to low (now we know why Cloud is so stolid, his body temperature's maximum
level is 38!). Anyway, you should save using the savepoint in the main room of
Holzoff's house, and then depart for the outside, where your entire party is
waiting, freezing their asses off. Note: head also lets you rest here at his
humble abode, so you'll be fully prepared for the road ahead of you.

Barret, when you arrive outside, starts talking to you, and first presents you
two options as to whether or not you actually care to hear them. I suggest you
do, as it's pretty interesting to see Barret in deep thought, coming up with
all this strange philosophy, makes you think Confucious has possessed the guy.
Hmm, must be the acrimonious weather conditions. He talks about how it's funny
that nature can be so powerful, and as he's trying to save the planet, the
planet is giving him the perverbial kick in the ass here. It's like the total
opposite of Midgar, and makes Shinra not seem so bad after all. He then kicks
his own ass for even saying that, as again, it must be the immensely sardonic
weather that's around here. Or, you can launch your premeditated response of
"save it for later". In other words "shut the hell up, Barret". Man, that just
rolls off the tongue. You can watch the rest of your party (besides Cait Sith
and Red XIII - hmm, one's fake and the other is an animal with fur, I guess
that pretty much explains it all). Cait Sith says that Rufus is also heading
this way for some reason. It shouldn't be a mystery for too long. Remember
Sephiroth said the Promised Land was here...? Yeah. You can change your party
around here if you'd like. Anyways, afterwards, you can go back and pick up
any items that you may have missed before (you can do this infinitely, as even
you pass out, you can go and do it again and again and again). When you're
ready, head North to the base of Gaea Cliffs.

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===============================================================================
                        Area #34 - Gaea's Cliff
===============================================================================
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-> Enemies: Evilhead, Head Bomber, Stilva, Zolokalter, Icicle, Malboro, Blue
Dragon, Schizo (Right), Schizo (Left), Cuahl
-> Items/Weapons/Armor: Elixir, Enhance Sword, Fire Armlet, Javelin, Megalixir,
Speed Source
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===============================================================================
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Welcome to the Gaea's Cliff, where from the start you're probably in awe over
the ogling magnificance and sheer awesome power of the giant cliffs. They are
imposing, ne?

When you arrive here, you first off notice that there is a guage in the bottom-
left corner of your screen, and it starts out on the number 36. This guages
your current body temperature, and it also increases and decreases depending on
two things. The factor that makes it decrease is the weather, and staying
outside too long. If the number down there goes under 26, you faint and start
over from Holzoff's house. How to make it increase, you ask? This is simple,
especially since I, as well as Holzoff, have already explained it. You have to
repeatedly press the   button in order to increase it if it gets too low for

comfort. The maximum body temperature you can get to is 38, so don't expect any more than that. Cloud is definitely one cold-blooded guy. That was a joke, people, albeit a bad one *wonders why no one is laughing* Anyway, it is very simple to climb up the side of this mountain, and is definitely easier than everyone made it out to be. Hell, everyone else needed this insane and elaborate equipment, yet you scale the whole thing without one bit of supplies, rations, or other provisions. That's because you're Cloud! The basics of climbing is that every ledge that you're allowed to climb is marked by a little red flag, similar to what they use on some of those survival shows. When you think about it for a minute, this cliff is pretty much straightforward enough that those flags aren't even necessary, and their purpose, nulled. Man, those failures who can't climb Mt. Everest ought to be ashamed of themselves!

Anyway, once you've climbed about four sections of the mountain on the outside, you come to the entrance of a cave, which you obviously are to enter. In here is where the new enemies for Gaea's Cliff begin. Note: body temperature in here is not a worry, as the guage is stopped, as apparently there's no freezing cold draft in here that with the deprivation of all light and privations, you could actually manage to survive. Mind boggling, isn't it? Well, anyhow, like always, you're going to need some coverage so that you can know what to expect inside the mountain. Note: I shall do them chronologically, and only enemies in certain areas shall be mentioned then, and others later, since they all don't show up at once in an area. First fiend activity is the Zolokalter, and it looks strangely similar to some of those freakishly weird monsters you've seen before. It has one main attack, and another regular physical attack (goes for about 185+ damage to one person). The main attack it has is Toxic Barf, which in, what it lacks in damage (none), it makes up for in applying the Psn status upon *any* battle object (not self). They have 950 HP and usually come in packs. Also, it has an absorption reaction to Poison spells and magics, so, avoid using them at all costs. No weaknesses, though. Keep them Antidotes handy! Now we have the Evilhead enemy, which looks like a small and pitiful bat. It has admittedly low HP for this point in the game, but, conversely, it travels in usually-large numbers. There are only two attacks it possesses, Ultrasound and Blood Suck. Blood Suck is a physical attack with the Drain effect implemented into it, so, if it uses it, be prepared to not only fork over some HP, but also heal the bastard in the process. Kill yourself first! No, I'm only joking. And, it even has the Ultrasound attack, and that, in conjunction with doing laughably minor amounts of damage, Silences the victimized target.

Headbomber can be a royal pain in the ass at times. It's a lot like the Skeeskees you encountered back at Cosmo Canyon way back when. It's just a yellow rehash of that same enemy, with newly improved attacks. It has 1600 HP, which actually isn't that much to you anymore (don't you remember a time where that seemed astronomical?). It has two attacks to mention. Man, is this number two getting repetitive or what? Anyway, the dorsal punch is nothing worry about, but its Extreme Bomber can cause the Fury status effect, just like its Skeeskee counterparts. That is all that you should need to know about the Headbombers, along with that they have no weaknesses to exploit on them, so you can't really expedite the kick-Headbombers'-ass process in that respect. Next up we have the Stilva, which actually resembles a miniature replica of the Materia Keeper. It's a powerful enemy, and can eradicate you without care if you're not cautious. First of all, the first two important things to notice are that it has 2000 HP and it is invulnerable to Gravity. It has some powerful attacks, and two of three are learnable Enemy Skills. First is Trine (which if you didn't grab from the Materia Keeper, shame on you, but now you get the chance to get it on a newer ES Materia). It does Lightning damage to all, as we've previously discussed. It has a new one, though, called Magic Breath. It's a very powerful attack and skill to hone, but in retrospect, it's just as powerful on your characters, and does major damage to everybody. Its next attack is physical, and it's called Big Red Clipper. Beware of all of this.

Well, that is all the enemies for this first area, so let's get to moving along! From the start, you're in a glistening crystalline cavern. All right, it's simple now. Just run under the bridge and through the small door to the next, upcoming area of Gaea's Cliffs. In this next room, run immediately to the left and through the door. Wrap around the top ledge and pick up the Javelin from the chest there. Then, head through the door nearest it, as through the last one, there's a bunch of stupid stalagmites impeding passage. Run through the door ahead of you here through to the top. Push the rock down and watch it crush the stalagmites. Actually, he up and kicks the thing! Now, run around, all the way back to where the stalagmites were blocking your from proceeding, and then continue through the next path and to the second level (under where you pushed the rock). At this point, make your way indelibly to the right side of the area, and through this area's exodus. From where you entered this newer area, just run on over to the right side and exit to the outside area. Again, out here, the same rules for your body temperature apply. At one point, you're going to have to make a decision to go left, right, or up. It matters not which path you take, as they all ultimately end up taking you to the same place on the mountain. Simple continue on up the mountain until Cloud eventually crawls into a cave, and in this room, there's an Elixir off to the right in a chest. It also has a savepoint in it.

Don't worry about using the platforms in the water to cross just yet, as we get to fix that noticeable "problem" later. So, easy, you simply improvise and use the door to the right side. You're now on the cliff of the mountain, outside, but your temperature doesn't go down. How curious. Out here, a brand new, super powerfu/annoying enemy called the Malboro. Aside from sounding like a brand of cigarettes, it also has the ability, with one attack, to give you many negative status ailments. I think Square was trying to give us a message inadvertently with this enemy about not doing cigarettes. It has an attack that gives you many "health problems", its name sounds like a brand, and the name of the attack is, wouldn't ya know it, Bad Breath. Don't smoke, kids! Anyway, yeah, it's located outside on the ridge, and it does possess the most massive enemy HP to date, 4400. It has three attacks, Bad Breath, Frozen Beam, and Bio2. All a bad combination on you, and fights with this enemy can grow tedious in a hurry. Bio2, of course, causes Poison status on its victims, along with doing a good 300+ damage. Frozen Beam is unlike all of its other attacks in that it does Ice damage, instead of status imperfections. The damage is quite large, as well. Then, we get to its most powerful and party-demolishing Bad Breath attack. I'm not joking about the above statement, either; it really can wipe out your entire group if used (which is usually for its first action). It inflicts quite a few effects, and they're arguably the worst ones (they give you a slow, annoying, and agonizing defeat). It inflicts Confusion, Poison, Silence, Sleep, Frog, and Mini on everyone. Do I hear Ribbon, anyone? I mean it, you'll totally abhor this bastard after just one encounter. To completely immunize someone from all its attacks, equip Aurora Armlet and Ribbon. One good comes of Bad Breath, and that is that you can Enemy Skill it. Yes! And to top it all off, the Malboro is immune to Gravity, and it absorbs Poison. But, it is weak to Water magic (not that that helps you any yet). At the end, you can also win M-Tentacles from it, which does Bio3(!) on all oppositions.

Anyway, wrap around this right side of the inside mountain area and enter the next area. Immediately, grab the Fire Armlet from the chest, then continue making your way to the left side of the screen, fighting off all the Icicles and accompanying enemies. Icicles only show up right here, non-randomly. You do battle with them four times in total, and it gets old really fast. They appear with the Evilhead enemies, but we already covered 'em, so, let's jump straight to doin' the Icicles. First, it does have semi-formidable HP, but doesn't back it up in terms of both attacks, and THREE weaknesses. Its one attack is its Icicle Drop Demi2 attack, and does damage for 1/2 of HP damage to one char,

but that's all it has. It has 3000 HP, yet is weak to Fire, Earth, and Gravity.
But, it absords Ice, so completely refrain. When it dies, it has to make a huge
spectacle of itself by taking like 50 hours to crack. You can choose to jump
down to the room below after every fight, but don't until the last one is
through, so you can pick up that Megalixir. I know, I know, it's called a Last
Elixir when you open the chest to get it, but that must be a translation flaw,
as it's nothing but an ordinary Megalixir. Hmm. Note that you don't have to
beat the Evilheads, just the Icicle. I know, these fights can be pains in the
ass, but try to manage without falling asleep while using Fires... Note: you'll
only get the Icicle's 500 Exp if you beat it only. Now, exit through the first
room after all the fights are done, then reenter. Jump down to the room below,
and all the Icicles have landed in the water where you couldn't completely
hope across due to that current lack of Icicles. Now, head up to the left where
one apparently fell (a much more sizeable one, too). Get the Speed Source at
the top. Now save, then merily hop across to the newly accessible door.

At the other side, as you may have guessed, is the side of the outside cliff
(where Malboros are), on the left side, that was previously inaccessible due to
their being a small gap in between, forming a chasm. From the beginning, move
forward a tad bit to pick up the Enhance Sword, a weapon for Cloud, from the
chest. Although it has the maximum number of linked slots and increases Def, it
drastically lowers your Atk, so I advise against equipping it. Anyways, as you
should know, just reverse the directions I said from the other side of said
chasm to the left side and you'll find yourself in yet another, new area of the
Gaea Cliffs. You're now in the below, bottom area of the room where you had
battled with the four consecutive Icicles, but all you have to do now is run
across the walkway to the other side, as opposed to fighting four back-to-back
lengthy fights. On the other side, you'll find yourself back out on the outside
of the mountain, where you have to climb up. Keep your temperature warm, as
starting back from Holzoff's house should not be on your list of priorities.
If you do, thank his ass for being go darn generous as to climb all the way up
here for you. Heh, I find it funny how he said it was such the challenge for
him and Yamski (who committed suicide by cutting his own rope, plummeting him
to hell) to climb the mountain, yet he gets nearly to the top effortlessly to
rescue you. It's one of these mysteries that is probably best left a mystery...

Also, it does not matter which directions you take when asked as you're scaling
the side of the mountain, as they all lead up to the same location eventually.
Just let Cloud do the thinking, and you do the climbing. Or maybe it's the
other way around??? Oh well, who cares? Inside, save at the savepoint, and you
can even recover at the spring to restore HP and MP. I think that the spring is
kind of redundant, as you can use a Tent at the savepoint. I guess it might be
the game's nice effort to enable you to save a Tent. Boss fight coming soon,
and if you wish to know how to prepare beforehand, check the strategy, and now
you can actually have a clear conscience about being an impatient SOB ;) The
upcoming boss is very hard, so, proceed in the next area to do battle with it.

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================================================================================
-   BOSS: SCHIZO (LEFT), BOSS: SCHIZO (RIGHT)                                  -
================================================================================


--------------------------------------------------------------------------------
-   BOSS: SCHIZO (LEFT)                                                         -
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-> Monster's Name: Schizo (left)
-> Monster's Locations:
- Gaea's Cliff - Final Area (forced)
-> Monster's Level: 43
-> EXP for Defeating: 2200

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-> AP for Defeating: 120
-> Gil for Defeating: 1500
-> Item Dropped from Monster: Dragon Fang x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 18000
-> Monster's MP: 350
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   57,  52,  1,   72,  40,  94,  0
-> Fire (normal), Ice (absorb), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless, Manipulation, Death
Sentence, Death

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
^ Double Breath           10  1    Mag   Fi/Ic Mag   55      255  X  X
^ Left Breath             10  1/A  Mag   Ice   Mag   35      255  X  X
^ Left Breath 2           0   A*   Mag   Lit   Mag   35      255  X  X
^ Tremor                  8   A*   Mag   Eth   Mag   25      255  X  X

--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0, 1, 2?
Yes: Is Schizo (right) not under KO?
     Yes: Left Breath on random character
     No: Left Breath on all targettable characters
         [Action Count +1]
No: Is Action Count 3, 4?
    Yes: Action Count +1
    No: Is Schizo (right) not under KO?
        Yes: Double Breath on random character
        No: Is second character in party formation not under KO?
            Yes: Left Breath on all targettable characters
            No: Is first character in party formation not under KO?
                Yes: Left Breath on all targettable characters
                No: Is third character in party formation not under KO?
                    Yes: Left Breath on all targettable characters
                    No: Game Over
                        [Action Count reset to 0]

-> Counterattack Pattern:
Has Schizo (left) had five turns?
Yes: Tremor on all characters (used every sixth turn)
No: follow Basic Pattern

-> Special KO Pattern:
Is Schizo (left)'s HP 0?
Yes: Left Breath 2 on all characters
No: follow Basic Pattern

-------------------------------------------------------------------------------
-    BOSS: SCHIZO (RIGHT)                                                      -
-------------------------------------------------------------------------------

-> Monster's Name: Schizo (left)
```

```
-> Monster's Locations:
- Gaea's Cliff - Final Area (forced)
-> Monster's Level: 43
-> EXP for Defeating: 2200
-> AP for Defeating: 120
-> Gil for Defeating: 1500
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Protect Ring x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 18000
-> Monster's MP: 350
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   57,  52,  1,   72,  40,  94,  0
-> Fire (normal), Ice (absorb), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless, Manipulation, Death
Sentence, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Double Breath          10  1    Mag   Fi/Ic Mag   55      255  X  X
^ Right Breath           10  1    Mag   Fir   Mag   35      255  X  X
^ Right Breath 2          0  A*   Mag   Lit   Mag   35      255  X  X
^ Tremor                  8  A*   Mag   Eth   Mag   24      255  X  X


--> Attack Pattern:

-> Basic Pattern:
Yes: Is Schizo (left) not under KO?
     Yes: Right Breath on random character
     No: Right Breath on all targettable characters
         [Action Count +1]
No: Is Action Count 3, 4?
    Yes: Action Count +1
    No: Is Schizo (left) not under KO?
        Yes: Double Breath on random character
        No: Is second character in party formation not under KO?
            Yes: Right Breath on all targettable characters
            No: Is first character in party formation not under KO?
                Yes: Right Breath on all targettable characters
                No: Is third character in party formation not under KO?
                    Yes: Right Breath on all targettable characters
                    No: Game Over
                        [Action Count reset to 0]


-> Counterattack Pattern:
Has Schizo (right) had five turns?
Yes: Tremor on all characters (used every sixth turn)
No: follow Basic Pattern

-> Special KO Pattern:
Is Schizo (right)'s HP 0?
Yes: Right Breath 2 on all characters
No: follow Basic Pattern


- STRATEGY: As you can see, Schizo is actually two bosses for the price of one,
and this will escalate the difficulty level, as well as the need for actual
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strategic tactics as opposed to randomly and aimlessly bashing away significantly increases. What you see is actually two dragon-like heads on one body, thus, you can move your attack confirmation arrow left and right in accordance to where they are. You'll get nowhere if you don't know which ones they are, as both of them have elemental inclinations to one specific element, and the rest are normal, even the one that their particular element is supposedly weaker to. The one on the left is Ice based and absorbs Ice type attacks, of course, whilst the right one thusly absorbs Fire as it's based on Fire. And when you think about it, it's truly an easy concept to grasp. All this in mind, we need to make some preparations that can be benefical to us, and prove to us advantageous in this conflict. Also first note that, like all bosses, Schizo is consummately immune to Gravity attacks and magic. First of all, I suggest that you have the Enemy Skill Materia equipped, for reasons discussed later in the strategy, as it'll prove to be a lifesaver... literally. The Restore-All combination is a must have (with Regen), so if you don't, take your scrawny little ass back out for some more training to level it up. Note that all subsequent Restore spells after Cure are necessities in this fight, however, Cure won't prove to be of much use. As for another thing, Barrier leveled to M-Barrier is immensely useful, as it helps reduce said enormous damage from the magic attacks by half, but be sure to pair it with an All. You theoretically could have Ice2 and Fire2 on, but they serve no major purpose, as one side is immune and it only does mundane damage to the other. You even might also want to consider equipping one character with Aurora Armlet and the other with Fire Armlet, for obvious reasons. Haste Materia at this point is useful, too, when used, so, it's a good suggestion, especially for you people negligent to lvling up.

First off, as we've covered, everyone of this boss' attacks does monstrous amounts of damage. The elemental attacks usually do within a huge damage spectrum of 1000+. I know, that's a lot, but it's the truth. Tremor, on the other hand, does from 700+ damage to above... on all characters! So, needless to say, you need to keep your HP up. Ok, prioritizationally speaking you should really focus on attacking whenever you get the right opportunity (mainly when your HP is comfortably high), and that should normally be with some ultra-powerful attacks. Some of these include but are not limited to: most summons past Ramuh (be careful with Kjata, as it heals him), Cloud's Lv2 Limit Breaks (if he's developed his first Lv3 one, great. OMG Cloud's hit Limit Break puberty!), Death Gigas with Vincent, or most any other Lv2 or higher Limits with other characters. You can free up a Materia slot by substituting Haste for Red XIII and use his Lunatic High, but it's more appropriate to have him in with higher Limits such as Lv2s+. Howling Moon can elevate his attack damage to about 1000+, given he has the right weapon. Note: sometimes the bosses combine both of their unique elemental attacks into one, causing overly catastrophic damage to one character. As I said, Bahamut and Odin are summons that can do about 2500 or more damage, and Alexander (if you have him) can hit for 3000+. Comet can do 1000+ damage, and Comet2 (gratz if you have it), can even hit for 2000+ damage, which is a nice asset to you in this battle. Three last notes: In order to kill off this boss completely, both heads have to say byebye. Its Breath 2 attack, each head does as it's dying, and does for about 1400 damage to all characters, this is why I recommended Big Guard. But note that if a character has Aurora or Fire Armlet on, HP healed will also be sliced in half. And also, its Agl becomes drastically slower once it loses a head, and one remains. For winning you get a Dragon Fang, but I suggest that at least at some point you steal a Protect Ring from Schizo (right).

Your party regroups, somehow unphased by the recent intense battle, and simply joins back together without saying one word expressing exhaustion, excitement, pain, or anything. Anyway, afterwards, continue on down the path which Schizo previously impeded passage to. We may now encounter a random enemy in this path called the Blue Dragon, and it's exceedingly obvious that it's excessively

difficult. It, first of all, has twice the amount of HP as Malboro, making it
the largest HPed regular enemy thus far, and it backs it all up immensely. It
has a rather good amount of attacks, too. The first of which is Great Gale. It
goes for around 800 damage to all characters, which I personally find to be
beyond insanity. Treat this thing as a damn mini-boss. The thing's regular
attack hits for 1600+ damage to one character. Hell, this thing surpasses most
bosses, Goddamnit! It even initiates Odin to use Gunge Lance instead of Steel
Bladed Sword, a trick only most bosses pull off. Blue Dragon Breath does about
600 Ice dmg to all, as well. Scared yet? Its other physical attack where it uses
its tail instead of biting does about half of its other, if not a little less
(~800 or so). Then, Dragon Force is a stat increaser. It's immune to Gravity
(also somewhat reminiscent of bosses and what not) and it absorbs Ice, and
has no weaknesses, so go semi-nuts. Great Gale will be used right away when its
HP goes below 4400 and 2200, likewise for Blue Dragon Breath (if its MP is
above 20) when its HP moves below the 6600 mark. There is even the Cuahls that
are found here, but pose little threat. Their Light Spell is their only attack,
and it's nothing much at all. 1300 HP is quite pathetic, too, so don't fret at
all when you're exploring around this area here (not that there's much to
explore around here, anyways).

Anyway, on the outside, grab hold of the right side of the door to the mountain.
Square's made another miscalculation, yay! Correct me if I'm wrong, but it's
supposed be colder at higher altitudes yet you do not have to watch your body
temperature. Freaky o_O As you make it over the top and peak over the mountain,
continue forward, and there it is. In all its majesty, it's Knowlespole, The
Crater. Watch the kickass CG opening introduction to it, and then pick your jaw
up and press on.

=-=
                        Area #35 - The Crater
=-=
-> Enemies: Sculpture, Gremlin, Grenade, Killbin, Gigas, Wind Wing, Ironite,
Jenova-DEATH(B)
-> Items/Weapons/Armor: Ether, Hi-Potion, Kaiser Knuckle, MP Turbo Materia, Neo
Bahamut Materia, Poison Ring
=-=

Once you enter, there is some little talking about a long time ago, and how
something [huge] fell down and crashed upon this land, and that left a grand
scar on this planet. This is that scar, Knowlespole. What you see before you is
the energy the planet has amassed to heal itself, and is truly a stupendous
site to behold. Sephiroth, being an insane bastard who wishes to merge with
said planet, has harvested this energy, and is attempting to use it to call
unto Earth, Meteor. After the little talking, you can head on down, but, you
shall be encountering some new foes, and they're not the friendliest faces to
be acquainted to.

First and foremost, we have the Grenade, which is a three-times-as-powerful
version of the Bombs we ecountered earlier on. They have 2000 HP, which isn't
too much, but the problem lies within their attacks, and their power. First is
its physical attack, which isn't that much in itself, but that's not what
we're concerned about. What is of notable mention is its Bomb Blast attack,
and that's done after three attacks have been dealt to it. Afterwards, the Bomb
thinks it funny to just self-destruct on one of your characters, and simply
destroy them with about 3400+ damage. Hilarious. Also, in this case, you aren't
supplied with any Exp, AP, or Gil, so killing it with a summon is best. It's
immune to Earth, also. And when it comes in packs, it really hurts. It also has
an attack called Gush which does about 300 damage to one character. Now,
Sculpture, hmm, Sculpture? What is there to say about Sculptures? Not much,
really. Fire Shell is its only powerful attack, doing Fire damage to

characters. It also has another attack, which just so happens to be physically based, but, all it does is about 160+ damage to one character, which when you think about it, is actually quite pitiful. Gigas is the next enemy in the area. Apart from perhaps being the largest and most imposing enemy you've encountered in the whole game thus far, it's quite the pushover. Sure, it's not that easy, but we've faced a lot harder, even for normal enemies. Blue Dragon, anyone? Anyhow, he has a few attacks, one of which is his Moon Wars. You'd think this move would be stronger than it really is, but that is far from the case. It does about 450 damage to one character by dropping a huge fist on them. Physical attack by Gigas is when he stomps on one character for about 300 dmg. Go ahead and take the liberty of pilfering Gigas Armlets from it, too. Killbin is another enemy found here, and the one that I'll get to covering now. This is a confusing enemy, but powerful, to boot. It can attack with two different elemental attacks. One of them being Ice2, and the other one being Fire2. They all do about 750+ damage to one character, while its physical attack does about 200 at one person. Wind Wing is an enemy with a wide variety of attacks, and 1900 HP. Sadly, no weaknesses. They are not random enemies, either, and are in comeuppance for coming in contact with the wind at the Crater. You can Manipulate it for the White Wind (also from Zemzelett), and can feel the Aero3 spell for Wind damage. It's VERY powerful, but only uses it one out of twenty attacks. Tailbeat does around 200 damage, and Sham Seal is its other attack. Last is Gremlin, the easiest enemy around here, looks like a drugged up Furby. It has Bad Mouth and a laughable physical attack.

As we move down the first sloping pile of rocks, you see one of those psycho freakazoids worshipping Sephiroth die suddenly. Laugh at him unmercifully then continue on. You're now in an area where tons of energy has been accumulated, and it's quite eerie walking across it. If Tifa's in your party now, joy, but if she's not, you're not in luck, as she appears and tells you to take her pretty ass along with you, as if you're going to have it out with Sephiroth, she wants to have it out, too, as she has lost many things due to his insanity. You also get any and all HP/MP revived at this point, too. Anyhow, just move along inside further, and here, watch the next freak commit suicide by jumping off of that ledge ahead of you. Keep going down and across the linear path, and be damned sure you pick up the Neo Bahamut Materia. Now, head over to the savepoint, use PHS to reclaim some Materia from your last character (if Tifa wasn't in your party, that is), and save, obviously. From here, head to the right and jump the small little chasm, to where Cloud realizes the humongous airship flying here. The scene switches over to Rufus, Scarlet, and Heidegger talking inside. They all do their cliché sinister and maniacal laughing, about how they've arrived at the fabled..."Promised Land". He basically pisses on his dad's "legacy", and says that he'll be the one who gets it. Hojo then shows near Rude and says that the land belongs to no one, and that they all will gather here for the Reunion. You're then back to Cloud, and you should just keep down the path.

This next area can get real annoying. Ok, as you approach the freaks in the next area, where the wind is blowing ruthlessly (hence the name, "Whirlwind Maze") Talk to both freaks to get a Hi-Potion and an Ether. Ok, the basic thing here is to cross over the path when the wind is calm, as to avoid fighting a Wind Wing enemy. But, that might be beneficial if you never got the White Wind Enemy Skill from the Zemzeletts. Here there's a whole legion of those black-cloaked freaks walking up the hill, and dying. Go get the Kaiser Knuckle on your way up. Also in this area, we have a new enemy called the Ironite. It has the pestersome tendency to put you to Sleep, and can also do physical damage with two attacks. Its HP is nothing special, so go wild. In the next area, there's an even more challenging wind area to get by. In addition to blowing wind across, you also have to contend with waves of energy flowing across nonstop at peridodical intervals, but isn't much more precarious than the last one, you just have to be even more aware of your timing. Dun dun dun. At the

other side, you're in a strangly silent area. It's quiet...too quiet. Oh, crap,
it's Sephiroth, and he sadistically kills off two more of those freaks. Cloud
gets royally pissed off, and goes after him. He then disappears, saying that
that body's usefulness has run down. Walk around randomly a bit, and then some
mysterious voice comes out and says their purpose is to deliver that Black
Materia to their master.

After some more walking, the same voice comes out and proclaims that those who
carry Jenova's cells... then nothing else. Cloud's confused as to the meaning
of "master", then the voice replies "of course...Sephiroth". The heartbeat gets
louder as a laugh is heard, then Sephiroth comes from high up and slashes your
entire party in one sweeping blow. You get up, and then he unleashes Jenova-
DEATH on your hapless party.

```
================================================================================
-   BOSS: JENOVA-DEATH                                                          -
================================================================================
```

-> Monster's Name: Jenova-DEATH
-> Monster's Locations:
- Whirlwind Maze/The Crater (forced)
-> Monster's Level: 55
-> EXP for Defeating: 6000
-> AP for Defeating: 400
-> Gil for Defeating: 5000
-> Item Dropped from Monster: Reflect Ring x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 25000
-> Monster's MP: 800
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   140, 90, 1,   150, 70, 320, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                    MP  Tar  Type  Elem    Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Tropic Wind             12  1    Mag   Fi/Wd   Mag   16      100  X  X
* Red Light               8   1    Mag   Fi/Shu  Mag   18      100  X  X
* Silence                 24  1/A  Mag   -       -     -       100  X  O  (1)
```

(1) Silence [60]

--> Attack Pattern:

-> Basic Pattern:
Jenova-DEATH's initial IRV is 4
1/2 - Action Count is 0 at the beginning of battle
1/2 - Action Count is 3 at the beginning of battle
Is Action Count 0?
Yes: Does at least one character have Silence or is Jenova-DEATH's MP less than
     24?
     Yes: Has 1 been chosen out of Rnd[1..IRV]?
          Yes: Red Light x3 in one turn on all targettable characters
          No: Random chance of Red Light on random character (random chance of
              Red Light x2 in one turn [random chance of Red Light x3 in one

```
                    turn)
       No: Silence on random character without Silence
No: Is Action Count 1, 2?
    Yes: Action Count +1
    No: Is Action Count 3?
        Yes: Has 1 been chosen out of Rnd[1..IRV]?
            Yes: Red Light x3 in one turn on all targettable characters
            No: Random chance of Red Light on random character (random chance
                of Red Light x2 in one turn [random chance of Red Light x3 in
                one turn)
                [Action Count +1]
        No: Is Action Count 4?
            Yes: Has 1 been chosen out of Rnd[1..IRV]?
                Yes: Red Light x3 in one turn on all targettable characters
                No: Random chance of Red Light on random character (random
                    chance of Red Light x2 in one turn [random chance of Red
                    Light x3 in one turn)
                    [Action Count +1]
            No: Is Jenova-DEATH'S MP greater than or equal to 12?
                Yes: Tropic Wind on all characters
                No: do nothing


-> Counterattack Pattern:
Is Jenova-DEATH's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Jenova-DEATH's HP less than or equal to 3/4 of its MaxHP?
    Yes: IRV is 3
    No: IRV does change
```

- STRATEGY: You first off might want to know that this boss possesses Dex that's higher than most bosses you've encountered before. Don't be surprised if you suddenly find it stringing together three of its attacks in a row (Red Light has the least recovery time). Also, like all bosses, Gravity dun work, y'hear? Now, some in-depth attack coverage, ok? Its Red Light, as mentioned above, does Fire damage to one character, and that damage is usually from 400-650, which is quite a bit. And a lot of times it puts 2+ of these attacks together, and can aim them at one character exclusively, or spread it around to harm a whole group of characters. Now, the Tropic Wind is somewhat similar, but I'd more or less categorize it as generally being a weaker attack than Red Light; average damage is moreso 400 or slightly plus/below. Then, it's most devastating attack although it does no damage, is Silence. It can very much limit powerful attacks such as Comet and summons (newest one being Neo Bahamut). It's always great to have some Echo Screens on hand. Big Guard is great here, although note that when healing it halves the amount that is restored. Regen should be part of your moves now, definitely, and that'll be a huge asset to you. As you can see, the apothegm of most of its attacks is Fire, so, Fire Armlet can be a great axiom to have your accessories based on. All right, all powerful attacks will do, and to help amplify your performance here, use any move/spell/Limit that induces Haste status. Reflect Ring after!

After the fight, your whole party is amassed amongst the Black Materia, which is magically floating in the air after the fight. Talks about Jenova's Cells, and about all of that random, senseless crap the strange, invisible voice was speaking about before you engaged in combat. Tifa is in utter amazement that in all this time, it's been Jenova, and not Sephiroth, they've been after. But, Cloud says that he'll explain this ordeal to her later, and all he has his mind focused on right now is beating Sephiroth. Don't make me laugh, Cloud, he could take a crap on your mom's dead face, then wipe his ass with your spiky head and you still couldn't do jackshit about it. Apparently, you haven't been after the real Sephiroth at all (thus, he said that body was of no more use), and that

the "real" Sephiroth is just over this pass. After a strong statement by Cloud, he goes up to collect the Black Materia. Tifa then suggests that you shouldn't move on in possession of the Black Materia, and that you let someone hold onto it. Choose to give it anyone, as it all leads to the same, indubitable outcome, with no bearing on the actual storyline. Afterwards, talk to Tifa, and then you move up the path nabbing the MP Turbo Materia, and you also see the one whom you've handed the Black Materia over to right there. Use the savepoint and heal if you need to at it.

Move along and get the Poison Ring from the chest to the left then proceed to the following area of The Crater. Heh, now we have a whirlwind "trial" harder than the last one. There's now lightning bolts striking at predictable times (about every four seconds between strikes). Plus, you have the same old energy flying across predictably, along with the wind blowing. It could be an obstacle to be reckoned with, but nothing to difficult if you're not inebriated or half-way asleep. As you approach the upcoming place, it all goes white, and Cloud tries to calm Tifa down by worrying her even more... The scenery switches over back to the two's home town of Nibelheim. This is an illusion Sephiroth has created to confuse your party, and he stalwartly says to proceed on, 'cause as long as you know it's an illusion, you'll be ok. Tell me that after your experience about five minutes from now, Cloud. Anyways, the first thing that happens is Sephiroth arriving in Nibelheim on that fateful day, five years ago.

My goodness, he comes with the regular two soldiers, but it's not Cloud as the other guy with the gigantic sword. It's some guy with black hair triple as spiky as Cloud's. Sephiroth is trying to psyche Cloud out, and he doesn't buy into it. Heh, you'll see... This person is known as Zack, and is obviously Aeris' boyfriend from Gongaga, who ran off on SOLDIER mission and was never heard from again. Sephiroth starts laughing, and then the so-called "illusions" disappear. Talk to Tifa to proceed to a new screen (note: it adds more to this if you have Vincent in your party). Now, it's that moment when Sephiroth completely incinerated Nibelheim in that abysmal inferno pit. Cloud expects it correctly, saying that it's not going to be him running out of the Shinra Mansion to the rescue, and indeed it isn't. It's Zack again, who does the same actions as Cloud did in the Kalm flashback, and Zangan's even there with the "you're still sane?" line. Tifa doesn't wish to watch this, and she insists that Cloud doesn't, either. After some more minor reassurence on Cloud's part to Tifa, the screen switches to where Cloud previously viewed Sephiroth walking all devilishly through the flames. Cloud expects Sephiroth to tell him that he wasn't in Nibelheim five years ago, and then...he appears... The startlingly resounding chord of his theme plays, and he says that alas, Cloud finally understands the truth. Cloud, unsurely, says that what Sephiroth truly wants to do is confuse him, though.

He then says that not even seeing those horrific images won't affect him. We'll see. Cloud explicitly remembers the heat, pain, and rage in his heart, and depicts it in detail. Sephiroth goes on to say that all Cloud is is a puppet, and he has no heart, and that he is incapable of feeling pain, or comprehending "human" emotions. Apparently, what has just been shown to Cloud is the brutal reality, and, what Cloud claims he remembers, is nothing but an illusion... Your party members have nothing to say but "Cloud..." so talk to Sephiroth again. He asks if Cloud understands now, but he doesn't want to understand. However, he does have a question for Sephiroth: "why?" He then disappears near the other characters, and scares the living hell out of them. Sephiroth now wants to take Cloud back to his old self, or more specifically, the one that relinquished control of the Black Materia, that one day... Cloud is a, a... "failed experiment"? And one who proved useful? Now, Cloud was created by Hojo fives years ago, after the hellacious incident at Nibelheim, and implanted with Jenova's cells, her knowledge, as well as the power of the Mako. He was meant to be a clone of Sephiroth, but failed, and poor Cloud did not even

receive a number. That, everyone, is Cloud's unmistakable reality. Tifa has
something to say now, and it leads into a small yet deep and heart-felt chat.
Sephiroth then asks Tifa why she's frightened by his words, and asks her if he
should show everyone what is in her heart. He disappears, and Cloud asks Tifa
if Sephiroth speaks the truth. Go talk to her again, and you reassure of who
you are, and not to be afraid, and finally opens up and expresses a lot about
himself, something he's never done before now. If you think about it, this is
ever so slightly like the story of Inuyasha. Tifa is confused and muddled, and
doesn't know how to express how she feels, and asks for you to give her a
little time to sort things out among herself.

Sephiroth appears near the back of town, now, and tells Cloud that the ability
to change the appearance and power of one solely belongs to Jenova. Then, he
explains how Jenova has merged and fused with Tifa's memories, creating what
Cloud is. I know, it's confusing. He disappears again, and then reappears
right behind them and tells Cloud to think! Heh, after Tifa told him not to.
Sephiroth then is wondering why he just addressed him as "Cloud", as he truly
never was dubbed a name. Cloud tells him to shut up, as he's apparently too
confused to think of a better comeback, and then Sephiroth asks if you remember
that picture they took before departing for Mt. Nibel five years ago, and then
Tifa. Sephiroth then marches over to the the dead body of the photographer and
picks it up (the picture which he claims Cloud couldn't feasibly remember). He
then offers to show it to Cloud, and Tifa, reluctantly, begs and pleads with
him not to, but he says he wants to, as he should be in the picture. Notice
that he's not to sure of himself when he says that. But then he has his stupid,
Barret-worthy logic of "even if I'm not, this is just some fantasy world
Sephiroth made up" crap. Illusory my foot. As you take a look, there's Tifa in
the middle, Zack on the left, and Sephiroth on the right. He continues to say
that he remembers what really happened and that the picture is phony. But,
Cloud, didn't Sephiroth just get done telling you how you received those
memories? He then tries to think back to when he enlisted in SOLDIER, but he
can't remember, as that wasn't after the Nibelheim fiasco. He then starts going
off the deep end in confusion, and then the flashback abruptly ends and you're
back at the Crater, where you see Rufus and then rest of the main Shinra crew
in a new area.

They're admiring the grandeur of the Materia amassion at the top, and there's
one main orb there, too. It's rich with Mako on the exterior, and on its
interior, it's a treasure trove of Materia. Hojo with his scientific self
butting in says that the Promised Land is fiction, a legend. But, as we've
already learned in the case of Temple of the Ancients, legend = a fancy name
for reality. Rufus then bashes Hojo to hell, calling him a second-rate
scientist. Now, at this point, the ground starts violently shaking, and an eye
opens up to reveal itself in the wall. Hojo then identifies this creature as
none other than the legendary Weapon. He didn't believe it at first, but now
he sees it (man, you're wrong about a lot of things, Hojie, my man). He then
describes its purpose, as detailed in the reports of Professor Gast. Then he
shows the report to Rufus, which he never saw, as Hojo's a little secretive
devil like that.

Back at the previous screen, the remainder of your party is wondering if Cloud
and the others are all right, or if Cloud's impending doom upon the Earth
again, or something rather. Now, whoever you put in charge of the Black Materia
is then transported into a vortex of seemingly infinite nothingness. Tifa shows
up on the scene while everyone is gone, and tells the character to move along,
as everyone else's up ahead. Little does the character know, that Tifa is
Sephiroth with the momentum in his brain to mascarade as her and trick them
into bring the Black Materia along. He disappears and the rest of them show up
there, and then the screen switches back over to the scene with the Shinras,
where apparently all has calmed down. Scarlet's paranoid, like any typical

blonde after so many thoughts have gone through their head at once. Overload! Rufus makes the suggestion to get back to the airship to move along with the inspection. And, all of a sudden, Cloud, Tifa, and whoever the other character was appears from out of nowhere.

When asked where they came from just now, Cloud doesn't know, and duly states that things'll soon become out of control soon. He then says to everyone (yes, including the Shinras, as apparently he has a fiber of human compassion in him, somewhere). Rufus, being the arrogant bastard that he is, refuses. Hey, I thought they were leaving, but, apparently, since Cloud said to let him handle the situation, he wants to be a stubborn little bitch about it. They should name this guy Rufina or something. Cloud depressedly says that everything begins and ends here, where the Reunion is, and then the character who you entrusted with the Black Materia intervenes in the conversation. Cloud then strangely and slowly walks up to whoever has been put in charge of the Black Materia as you press the directional buttons and few times towards them. He asks where the Black Materia is (and now Tifa keeps calling Cloud's name), and the character who possesses the Black Materia at present says it's safe, and then Cloud asks them to hand it over to him. Apparently Cloud can't hear Tifa's voice, and the BM person is concerned for him. Tifa yells for the character not to hand it over, but they can't hear her, either.

Cloud then suspiciously says "leave the rest to him". Then, Sephiroth appears and disappears quickly, calling for Black Materia, then afterwards, Cloud, for some reason, thanks the party, and apologizes. He especially apologizes to Tifa, as she's been so good him (and from that, imply whatever you wish...;P), and he's speechless, pretty much. He makes little to no sense here, like a Downs Syndrome victim sniffing cocaine out of a balloon, says, that he never lived up to being "Cloud". Tifa then starts sobbing and crying profusely, and Hojo, being the evil, megalomaniacal bastard that he is, is laughing at this, as he now sees that his experiment was a success, instead of a failure, as was previously believed. Hojo, not knowing experiment well, apparently, doesn't know and asks where Cloud's number is, and Cloud replies with the obvious answer. This baffles Hojo even more. Cloud begs Hojo to give him a number, yet Hojo tells him to basically shut the hell up and die, as he's nothing more than a "miserable failure". Huh, what the hell!? Cloud starts levatating after the semblance of Sephiroth flashes for a brief moment. Ok, now, Hojo explains that the real Sephiroth died 5 years ago, and Cloud was an attempt to clone him.

He also explains Cloud's unusual birth, and the abnormality of how he came to be. Jenova and Mako were combined to create him. Now, he sees that the Jenova Reunion Theory has at last been proven. Now, another of the story's aspects is explained here. Jenova has been dismembered, and her body, discombobulated, but at the Jenova Reunion, her body will once again become one. I guess this pretty much explains why Sephiroth has been carrying around three different Jenova pieces, BIRTH, LIFE, and DEATH. Also, Hojo has made many clones throughout the five years, and all of them are starting to gather, and Hojo has been waiting for this moment for this whole period of time.

Hojo was wrong with his calculations as to where the clones would gather, as he originally believed they'd go to Jenova in Midgar, but as she left, they followed. Now, the camera switches to Cloud standing upside down on the trove of flavorfully abundant Materia at the top, and he pretty much states what Sephiroth's ambitious intentions truly are. Cloud starts curling up like an idiot, and some voice says "that's how it got started". After another bickering sentence from Hojo, the voice eerily agrees with him on how it couldn't figure it out, either. This is officially weirding me out. However, he did know that their desideratum destination was wherever Sephiroth's main terminus was. The voice (which I think now is Cloud) says that he wasn't pursuing Sephiroth. But, he was being summoned by Sephiroth??? The anger he

bore Sephiroth compelled him to Sephiroth. Now, Cloud talking like an Eagor wannabe says the he's brought the Black Materia for Sephiroth. You now get to walk upside down, and where you go is right to the center, and the encasing of Mako. Then, the casing falls a little bit to reveal Sephiroth inside. This, ladies an gentlemen, is the REAL Sephiroth.

Hojo is astounded! Hojo is excited about the impending catastrophic doom of the earth, for some reason, and Tifa literally calls him a dumbass. Rufus then states the painfully obvious fact that they have to get their asses out of there on the double. Rufus asks of you that you come with him, as he still wants to hear more. Cloud is still up there, and you see him on the verge of total insanity, flying around like Sephiroth after getting high. He then gives the Black Materia to Sephiroth, causing the Mako and Materia fall to the ground, and this leads to the unleashing of Weapon. Brilliant, Cloud, you've sentenced the earth to an even more calamitous fate than before. And, with the Black Materia in Sephiroth's possession, Meteor shall be summoned after such long elongation. Now, time for an explanation that you all might need as to this whole Sephiroth explanation, as he's supposed to be dead. You've been facing the only successful clone of Sephiroth thus far, with the tatoo #1 on him. The real Sephiroth is dead, and how, you'll find out later. But, if the real one is dead, then how in God's name are the clones being controlled? This is not really simple to answer, and the game doesn't really ever explain it thoroughly. Basically, though, Sephiroth just has super powers, is what I expect. Now, another thing is about the Reunion, which also may be confusing to you. Ok, as you know from Hojo's longwinded speech, Jenova's parts were supposedly going to merge and become one with her again, however, as Hojo also stated, there's "Sephiroth's Will". It is controlling them, and since Jenova lives inside of Sephiroth in essence, they are returning to her in some way.

Anyways, after the Black Materia's possession is relinquished to Sephiroth, all goes to hell. The planet's inevitable destruction is upon us, and the insurrection of Sephiroth is impending. Only sheer and utter cataclysmic chaos can ensue, and all that can come of Weapon's release is a decimating annihilation of the planet, as it's in danger of damnation. The hellacious beast flies out of the crater in indelible pursuit of the airship, and you watch as your party frantically makes their escape from the ultimately inescapable Weapon. Watch as you view perhaps the most awe-inspiring CG cinemas in this game thus far. It truly shows the raw impressiveness of Squaresoft, and really shows off the times. An immense chaotic future lies in the bowels, and you're going to be impelled to the ultimate limit for the rest of the game.

The next scene is kind of strange, as it first shows Cloud and Tifa walking in a boundless void of nothingness. Then, the scene switches back over to the train station in Midgar with the train guy asking Cloud how's he's feeling. Cloud is in confused agony, obviously, and the guy feels bad for him. Tifa then makes the scene and asks him how he's doing. Redundancy alert! He doesn't do anything but spew out random moaning and groaning sounds pointlessly. Aww, c'mon, Cloud, don't be a pansy. He gets up after realizing that it's Tifa. The whole conversation gets kinda strange after he gets up. As she heads back a little, he does a momentary freak out. If you ask me, that's just an excuse for Cloud to yank out some of that spiky hair that everyone makes fun of. It keeps on going for a while, talking about how long it's been and all. This whole strange scene, apparently, is a flashback to when Cloud returned to Tifa five years ago in Midgar. I know there'd be some idiot asking me what on Earth was going on here, and that brief answer was to prevent that from occuring. Anyway, Tifa thinks to herself that it's actually been seven years. Huh...? He has got his wish of joining SOLDIER, and he quit after the Sephiroth incident, and now he's a mercenary, getting stipends for his skills. Cloud was also scrupulously honest about what went down after Cloud left from Nibelheim. She did feel, however, that there was some oddness about some of the things that he spoke to

her about. He knew certain things he shouldn't've, and some he didn't know
that he should've. She also heard that he was going far away, and she didn't
want that. She told him about AVALANCHE so that she could be with and watch
him. Next, the scene switches back to the present where she is laying in bed.
Barret is tending to her, and he asks her how's she doing and all of that, and
also says that she's been sleeping out cold for quite a while. He asks why she
doesn't ask about "him", obviously meaning Cloud.

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=====================================================================
                    Area #36 - Junon's Shinra Building
=====================================================================
-> Enemies: Attack Squad, SOLDIER: 2nd
-> Items/Weapons/Armor: None
=====================================================================
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She starts to get out of bed, and she answers by saying that she's scared.
The conversation drags on meaninglessly, mainly about Cloud and his current,
unknown condition, which is quite impertinent to the main situation at hand.
Situation in question is Weapon being unleased to wreak havoc on the planet,
and Sephiroth summoning Meteor. Although, that whole chain of events was
brought about by Cloud himself, so... Also, Barret informs Tifa of how long
she was asleep when asked, and he replies that she's been sleeping for nearly
seven days straight. When asked about Sephiroth, Barret replies that ever
since you guys flew away hastily (more like in an intense panic), that the
North Crater has been surrounded by a barrier of light, protecting it, and
preventing any unsolicited intrusion, and that Sephiroth lies within its
confines. Man, Barret finally showing some signs of sagacity, it's a surprise,
eh? Apparently, Weapon has been on an inparadoxically congrous and totally
uncontrollable rampage on the earth, as we knew from when it was awoken and
released would happen. Could it be that Weapon is protecting Sephiroth, Tifa
wants to know.

Rufus is now fighting against Weapon. And, as much as it pains Barret to say
it, he admits that Rufus has got some guts. She then inquires about Meteor,
then Barret opens the window, revealing Meteor on a collision course for Earth.
Oh, shit. Afterwards, go over and talk to Barret and then Rufus comes in the
door. He talks about Cloud and Hojo and about Meteor. Essentially, it's all but
over now, but when you have Cloud...er, everyone on your side, you usually pull
through. Rufus mentions a task that there might be for you, and at that moment,
fat 'ol Heidegger with his laugh as if he had an octopus up his ass. He
delivers startling news about the preparations for a "public execution" being
complete. What the hell? Barret gets pissed, understandably. I wouldn't want to
be publically executed by the people who we've been trying to execute this
whole damn time, either. Rufus says that all of them are going to be executed
on grounds for bringing about this whole armageddon situation. It's like a new
apocalypse is among you. No, I'm not siding with Rufus, but, he's making some
sense. In America, it takes killing an abortion doctor to be executed, yet in
the world of Final Fantasy VII, they let you push it to unleashing total,
inevitable destruction upon the earth. He then states the true reason for this
senseless execution, and that's that the mindless masses are ignorant, and they
would feel more at ease if someone was killed for this situation which is bound
to cause mass hysteria. Then, Barret takes back whatever small praise and
compliments he had for the jackass, who's nothing more than a big pansy. Rufus,
being the one who he is, couldn't care less, and wonders what the hell that has
to do with the gas station.

He walks off, giving you all some last moments together, but Heidegger says
that he'd rather tie their arms now. That fat bastard, when I get my hands on
him...! Well, they are escorted through the sizeable building, and you have
control of Barret for now with his arms tied up. I am led to come to the

conclusion that the good people at Squaresoft are racist. This reminds me, somewhat, of the movie Roots, for some twisted reason. Anyway, keep down the walking ways following where Tifa was taken, as the game doesn't enable you to speak with anybody around here. Well, in the next room, you find a savepoint, but at this one, it disables PHS, for obvious reasons. This next area may seem familiar to you if you pointlessly explored some of Junon's extra areas, but, still, it matters not to you. Delve into the next area. The next room is where you'll supposedly be executed for the ultimate crime, of undoing the natural balance of nature, and, of course, bringing catastrophy upon the earth in the form of a monstrosity known as Weapon. Only a disastrous fate can occur, at this point. There're tons of Shinra executives here, along with Scarlet, running the whole damn thing. Note the really, really, really strange looking person in the purple suit. Wow, Scarlet is more evil than most of you probably thought from the start, although most of you probably already knew that she was a derranged, demented bitch when she was first introduced. All great games have one. It's like the glue that holds everything together. Now I shall shut up, as you more than likely want me to continue.

Scarlet wants to start with Tifa, as she's jealous that Tifa's breast size is twice as large as hers, and wishes to rid the world of those sumptuous, juicy things. Sweet, sweet Tifa. Barret goes into a ferocious conniption, insisting that he'd rather them start with him, instead of Tifa, so that the world could admire her breasts just a little bit longer. Scarlet, being the crazy woman that she is, insists that the camera aim their way, as audiences, apparently, enjoy sad and tearful farewells. Her psychoticy is unparalled even by the most insane of bitches in the world, and trust me, I've known a lot... Tifa is unfriendly introduced to the gas chamber, where her execution is scheduled to take place; Scarlet wants it to be a slow and excrutiating death. The guard unties her. As she's tied down to the seat, Scarlet bitchslaps the hell out of Tifa, and then she walks away, closely followed by the guard, who is like a male version of Elena; he drops the damn key and doesn't even recognize nor acknowledge the clinging of the key on the ground. Just outside, the alarm goes nuts, and there's an Emergency, and... Weapon is approaching!!! Oh, crap! Military personnel are ordered to take their positions, and the whole place goes straight to hell in a fit of panic.

Everyone evacuates the execution room like scolded dogs, except for Barret and the person in the purple suit who gases Scarlet and unveils his true identity to be Cait Sith. Rock on, fluffed dude! You now have to fight against two Guard Squads as Cait Sith and Barret. They have three attacks (Machine Gun, Smoke Bullet, and Grenade), as well as 1300 HP. You can dispose of them rather quickly, and also win 8-inch Cannon from them. Although, beware, Smoke Bullet induces Sleep, which can get tiresome...literally. Note: if you forgot to set up Materia for the new characters (unless they happened to be in your party previously), you can just run from the fight if you don't think you can manage or hold out. But, in that case, you don't receive any reward(s). Barret is surprised that Cait Sith would do this, as he's a part of Shinra, and Cait Sith replies nanchalantly that he's against capital punishment, and he hates that dumb broad, Scarlet, so let's go help Tifa out. Cait's gonna keep watch at the entrance while you go to the gas chamber door and attempt valiantly to open it, but to no avail. The scene goes over to Heidegger running around like a cat on Livewire. Rufus and him are peering out the window, where they see Weapon, and then goes into another amazingly detailed and action-packed CG cinema that is simply breathtaking. It comes in at a blindingly fast rate from the ocean, all the while there are soldiers firing cannons at it (which is impossible to even scathe the monster in pursuit of disaster). They also fire the "big cannon" at Weapon, but alas, it's unharmed. Tifa, in the chamber, can feel the seismic blasts, and is startled, to say the very least, but also, the gas starts flowing around here. She tries to hold her breath and turn away and call Barret for assistance. He's frantically trying to break in and come to her rescue,

but your final choice is to have her reach for the key on the ground with her foot and her long, smooth, healthy...er, legs.

But first, go talk to Cait Sith, and you guys have to get out of the room. Barret steadfastly promises that he'll save Tifa, somehow. As you're leaving, the door is closed shut behind the two of them, not allowing access to it. Jesus, this just keeps getting worse and worse. Scarlet sinistrally laughs, saying that now there's no hope, and you cannot save Tifa. Bite me, Scarlet. Cait Sith calls for an alternate method, and that's to get to the airpad. Barret finds this call of action ludicrous first, but Cait simple replies that in dire situations such as this, you need to take chances. You'll be finding SOLDIER: 2nds around here, and they have a physical attack, called Fight, if you Manipulate them, and it does for around 200 damage or somewhere around that vicinity. They also have Sword of Doom, which is a bigger concern to you here. It will do about 700 damage to one character in one, slower, emphasized blow. Now, just continue along the beat path to the right side, and the screen switches to the outside area where calamity and crisis is ensuing. Just run down the walkway passed all the commotion, where apparently the inhabitants are totally unphased by the local beasties, and just continue about their small routines around here, such as battling and fending off the imposing Weapon which threatens their very existence. You know, the usual stuff. Everyone, also as you saw, is firing very unmeticulately at the Weapon, and they actually dream of accomplishing anything by such means, hinting at their insanity. Ah, yes, they're going to prevent an ancient monster that was created for the sole purpose annihiliating everything when the planet was in danger, from killing you all with normal cannons. Makes sense. You'll see Yuffie being photographed along the way. Then, after the scene, and Weapon comes out of the water, so that you can get a look at its sheer, awesome magnificence. She then joins your party (that is, of course, if she's even in your party by now).

In the next area, which happens to be the airport, go onto the exaggerated elevator, and head on up. Ok, start making it to the right towards the large airship. It's like Airforce 1 and Titanic in one. Barret is skeptical of why Cait Sith brought you out here, and no, he's not a traitor, but he just must've made an incorrect turn somewhere along the way. This notably pisses Barret off, and then he starts posing and some other crap like that. Back at Tifa's dim situation. Man, she can really hold her lungs. Must those big bre...er, lungs. You are now to move your body parts using the four main buttons on the controller, , X, O, and Tri. Ok, I could make a few dirty comments right now, but, since I'm not really up to it, use your imagination. Here's how to fully free Tifa: First, press X to extend her legs outward. Now, press X yet again to reach for the key and reel them in. Now, press X+Tri at the same time to have her pick up the key from her feet and keep them in her mouth. Now, press either +Tri or O+Tri (whichever matters not). This frees one of her arms, and then press that same combination to free her other arm. Now, you have to shut off the gas (which surprising never can kill you...). The switch is in the back left corner to turn it off. Now try to open the door, and it plays Weapon piercing through some metal with its laser beam, making an opening for Tifa to escape, and then the Big Cannon decapitating its damn head off. Apparently, this monster wasn't as disastrous or destructive as everyone once thought. It plummets into the ocean, and then it goes back to Tifa's current scenario.

Tifa and Scarlet have a small verbal scuffle through the steel door, and then Tifa makes her hasty escape. Now you have to scale this whole side of Junon, basically. Heh, and you thought Gaea's Cliffs were bad... Not only this, but guess which psychopathic bitch who's probably having her period and her pitiful henchmen are chasing after you. I bet you she's one of those violent types... Haha, one of the guards goes falling down to the bottom after slipping up. Loser. Once you climb down a certain point (along the darker side of the wall), the ignoramuses just stop, enabling you to retreat unscathed. At one point

while descending, Tifa falls and she lands safely on the ground below. Get up,
and run to the right shortly and then head up and start to cross the enormous
cannon. It says "Sister Ray" on it. Anyway, just move along leisurely to the
very end of the cannon's tip, way above the seemingly endless expanse of ocean.

Scarlet makes the scene as you're nearing the edge, and states that although
the public execution proved unsuccessful, seeing you plummet into the water
some hundred stories down might be enjoyable. She then goes up and slaps Tifa
across the face again. Oh, crap, she's done it now. Tifa gets pissed, and then
you engage in my favorite part of the game. The two women start slapping one
another, and you slap by pressing O. It doesn't matter if you win or lose the
small catfight, but if you lose, you get to bear the shame of losing to that
wild crazy wench. Then, you hear a voice yelling to you from the air, telling
you to run to the end of the cannon. It's your group arriving in the airship,
then you see an awesome scene with Tifa running and jumping off, and grabbing
onto a rope, and then flying away. Hold on tight, and don't let those knockers
hit you in the face!

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                    Area #37 - Onboard the Highwind
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-> Enemies: None
-> Items/Weapons/Armor: None
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Onboard, Tifa asks basically what you guys are doing with the airship. Cait
Sith says he doesn't have time to explain it now, and simply says that now,
you're in possession of the airship, Highwind. Now, don't get the idea that the
Shinra're being generous, as it's actually the fact that it's Cid's airship.
Cid "Highwind". I'm sure there are some idiots out there who couldn't catch
onto that right away. Well, now the we've learned that that particular Weapon
wasn't as detrimental nor portentous to the earth and the general population.
Guess it was just a little pretentious little bug if that's all it took to kill
the thing. Once you gain freedom to move about again, head on inside the
awesome vessel. Go down to the lowest level and attempt to cross over the
bridge. You see Barret and Cait Sith talking there, about Barret being pissed
that no one told him they could fly an airship. Barret, count your blessings
and go cry in a corner or something. All right, head across into the main
room, where you're greated by Cid, who's also touted as the best flyer in the
world. He welcomes to aboard his impressive vessel, the Highwind. At last,
you're away from Scarlet and her bitchy demonization. Now, the proceeding
conversation between the party starts to get kind of pointless, and then you're
once again commanding over Tifa. Barret really has nothing to say. If you talk
to Cait Sith he says he cna give Shinra information to you when you need some,
but as strange as it may be, he never does. Talk to the main pilot of the ship
up at the front, and he tells you not to talk to him, as he's a nervous, Lv3
Pilot in Training. Vincent is glad you're doing ok. Go down to Red XIII and
talk to him to trigger a chain of events.

You talk about Weapon being on a rampage, and Meteor is coming to obliterate
the planet. Tifa is confusedly wondering what to do in desperate times like
these, but she ultimately has no idea at all. Barret then reiterates his
infamous line "there ain't no gettin' offa this train we're on" from earlier in
Gongaga. Everyone's trying to cheer her up, as she's lost without Cloud here,
and does necessarily believe that you can triumph without the spiky-headed
little guy. She misses the small mannerisms of Cloud, such as egotistically
standing around giving orders. All the idiosyncrasies she misses, like what
he'd tell her if things were bad, and how he randomly pissed himself at night.
After some more useless banter from the group about Cloud and Tifa and other
things of the sort, you can move around again. If you talk to the Lv3 Pilot in

Training, Cid tells you that he still has to teach him some things like how to land, and also, how to readily differentiate your anus from a crack in the wall. He also tells you to go to the Operation Room to prepare. Talk to Cid himself and you get a long talk about how he always thought Cloud was odd, and so many oddities happened around him, and he tries to kindly and nicely reassure Tifa that she'll see him again. Red XIII, being a Goddamn pessimist for once, brings up the worst of possible situations; that Cloud is still burried and entombed deep in the North Crater, where the ground may have engulfed him. Tifa is confused, and asks if what he meant by "deep within the earth" was the Lifestream, and sure as hell, it is, but he gives a more detailed explanation as to that possibility's feasibility.

You see, the Lifestream occasionally surfaces and gushes from cracks at the bottom of the expansive ocean, and that Cloud may be in such a place. Barret is a little dramatic about the whole thing, saying things like "does Cloud always gotta be around?", as quite frankly, they did fine without him in the beginning. What he's failing to mention is that, in the beginning, there was no demonistically powerful and psychopathically derranged being who is in search of becoming God by wounding the earth with a giant Meteor, which would ultimate send the earth out of its natural allignment, and send you hellaciously plummeting out of orbit, where you will surely experience the most excrutiating death imagineable out in infinite void. Y'see, only minor details like that before Cloud came along. Cait Sith still spews the same BS about him telling you anything about the Shinra, yet he still never gets around to that. Anyway, depart for the Operation Room. Heh, and also, if you notice the jacinths here and there of random things such as women and Chocobos around the ship.

In the Operation Room, talk to the guy near the front of the entrance, and he allows you to amalgamate your desired party, and one of the characters, annoyingly for some, has to be Tifa. Now, if you're someone who doesn't want Tifa with you, or failed to train her correctly (tisk, tisk, for shame), it can really bite. If you talk to the guy at any time after that, you can use PHS again, save, or get your HP/MP restored. Now, after you're all set up and ready to continue, head back over to the cockpit, where the rest of your party is. If you talk to Red XIII, he gives small valuable information about there being an island near where the Lifestream pours out, but he doesn't remember much else from what Seto told him. Vincent gets very philosophical here, saying that too much hope is the opposite of despair, and an overpowering love may consume you in the end. Cait Sith says that all is calm back at Shinra, finally, and that you should be more focused on searching for Cloud. Barret has a word or two to say also, mainly about Cloud and the Shinra. Anyway, when you're ready go up and talk to the now Lv4 Pilot in Training, and choose "we're going". Now this owns all. You now get to pilot the Highwind, as your new vehicle. Its controls are quite simple, too. D-Pad Down to ascend, D-Pad Up to descend, O to fly forward and D-Pad right/left to turn, and also, Triangle to reenter the ship, and lastly, X is to land the ship on grassy areas only. If you get out of the ship, O is to get back in, by the way.

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                            World Map/Road to Mideel
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All right, so, in all of this expansive world you have to explore, there're now so many things you can do. I suggest putting finding Cloud on hold, as you can do that at your leisure. The first thing I suggest doing is, if you didn't do it when I told you to, go back to Nibelheim and get Vincent, or, get Yuffie from any forest in the world. Also, if you want, go back to any of the major continents and reclaim any of the Enemy Skills you may have missed previously. For a little bit of fun, you can just go annihilate the Midgar Zolom, which you

likely couldn't do before. There are some towns to revisit, so if you happened to have missed some items in then before, get them now. Also, if you speak to people in the towns, most of them point you in the right direction, which is good. You can also head back over to Fort Condor, and using the section for that of my FAQ, beat it. Go back to Cosmo Canyon, and head on into the Item Shop. Y'see, the rope has been let down, allowing you access to the room in the back, where there's the Full Cure Materia on the bed, and Elixir and Magic Source in the bag. Our the intrepid party members we have can fight off huge and powerful beings like Jenova, yet they couldn't just hope over the damn rope which served as a crappy baracade. Maybe they were just being polite, who the hell knows? If you want, head back over to Costa del Sol for the Weapon Seller there, as well. Also, the Gold Saucer has been temporarily shut down due to Meteor coming.

Any other things you want to accomplish, do so, and then we have to continue on with the story, so don't get caught up and entangled in having too much fun. Mainly, you can get an Elemental Materia near Tifa's piano back at Nibelheim, and also read a new and semi-startling note on her desk. Anyhow, when you're absolutely sure that you're ready, make your way to the Southeast of the World Map, to the only place that you haven't already visited. This is Mideel, but, as comes new places to go to, comes a new slate of enemies to go over. First, the most powerful in the area is located near the beach shores off the coast of Mideel. This is the Sea Worm, and it's enormously reminiscent of the Land Worm you may have or may have not encountered back in the desert in the Gold Saucer/ Corel Prison. It's just more freaky-looking due to more colors, and it's even more imperilingly forboding. It comes with a high 9000 HP to subtract from it, as well as three attacks, that are very stereotypical of a monster like this. But first, lemme cover its elemental status: it ostracizes usage of Gravity and Fire by immunizing itself from them, first off. Next, it can absorb Earth magic which could've been a force for Sea Worm to reckon with if it had been otherwise. Lastly, don't oscillate using Ice magic, as it does twice the normal damage on account that Sea Worm has an abnormal susceptibility and weakness to it. Now, its attacks come into play. Sandstorm, which definitely isn't a strong or formidable attack, does about 140 damage to each character, but also causes Darkness. Earthquake, on the other hand, is a powerful attack, which does large damage to everybody. And lastly, it has Crush which practices about 300 damage unto one character. Crysales is an annoying enemy that is found within the Jungles of Mideel. They have 1500 HP, and can use Sleep Scales to put one character under the Sleeping status. And also, their physical strikes do from 200-400 damage (I've never gotten much of an exact figure). Head Hunter is also a Jungle-included fiend. It possesses more HP than Crysales (2000, to be exact), and, also, two attacks. The first of which is Sickle, its physical move. It does small damage, so don't worry. Raising Dagger does quite a bit more damage, and is its main attack. You can win Tranquilizers from it, also. You'll sometimes be pitted against the Hippogriff, an enemy in the same aire as Griffin's and Valrons. It'll always use L2 Confu on its first turn, but that will miss any character whose level is not a multiple of 2. Hippogriff will fly into the air when its HP goes below 50% and it's attacked physically. It has a Beak attack on the ground (which has the same stats as the air version, but the different is purely academic). It'll do around 300-400 damage to one, so nothing too much to worry about there. It also has an attack called ??? (not to be mistaken with ???? Enemy Skill). It'll do around 1000-1200 damage, and as such is Hippogriff's most powerful attack. Hippogriff's range is far when it flies into the air, so use long-distance type attacks to bring it down then. Last enemy around here is the Spiral. They are bland enemies, and aren't anything bad. They have a few attacks which aren't scary whatsoever. Also, they sometimes come along with Chocobos with Chocobo Lure in place. 2800 HP is what it has in that department, as well.

Anyway, when you're ready enter the town of Mideel.

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                          Area #38 - Mideel
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-> Enemies: None
-> Items/Weapons/Armor: Contain Materia
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Mideel, surprisingly enough, is a tranquil and peaceful town, which doesn't
meet the description of the game right now, in my opinion. First of all, we
need to cover what you can buy and the exploration of this town. The Item Shop
here rocks ass, selling Hi-Potion (300), Phoenix Down (300), Ether (1500),
Hyper (100), Tranquilizer (100), Remedy (1000), Tent (500). Definitely purchase
yourself a few of those Remedies. Also, on this visit, there'll be a small
white Chocobo running around, and you must talk to it when it's not near the
lady. This Chocobo likes Mimett Greens, but, the game calls them Samolen Greens
for some reason. Choose to give it some if you have any (if you don't, you
might want to make a little pitstop at the Chocobo Ranch to buy some). Now,
Tifa has the irresible urge to tickle it, as it's so adorable. Man, I've never
wanted to be a Chocobo until now... Anyway, if you wish to get the Materia
here, choose the option to tickle behind his ears. You now get the Contain
Materia from it. Note that it can be found in the Weapon Shop as well. Speaking
of Weapon Shop, the one here sells some great stuff, which goes well in
conjunction with lvling up outside Mideel; Crystal Sword (18000), Crystal Glove
(16000), A-M Cannon (18000), Crystal Comb (17000), Crystal Cross (18000),
Crystal M-phone (18000), Partisan (19000), Winchester (18000), Crystal Bangle
(4800), and Wizard Bracelet (12000). Heh, and in the Materia Shop, the White
Chocobo runs rampant in there, as well. What is there to buy at said Materia
Shop, you ask? Well, I'll tell you. HP Plus (8000), MP Plus (8000), Transform
(5000), Gravity (8000), as well as Destruct (9000). Accessory Shop also is
great here, and it sells off, for bargain prices, actually, Amulet (10000),
Fire Ring (8000), Ice Ring (8000), Bolt Ring (8000), Fairy Ring (7000), Jem
Ring (7500), and White Cape (5000).

Anyway, head under the main overpass and into the main part of the city, where
once you go in far enough, Tifa notices a small dog by itself. Tifa sees a bit
of her own situation in the dog, seeing as how it probably was lost and
seperated from somebody it loved dearly. Then, the two men say some pokey-
headed person washed up on shore about a week ago holding a gigantic sword. The
person in question also had amazingly weird blue eyes he had. He just described
Cloud to a fault, and Tifa overheard the conversation, and butts in on their
little chit-chat session. She runs up to inquire about the person they found,
and they say that a villager found him down the coast a week ago, and brought
back here to Mideel. Tifa, agitatedly estatic, proclaims that it just has to be
Cloud. The rest of your party congratulates you finding him, and then she asks
where he can be located. They answer by saying that he's at the clinic just up
ahead, and they make a bolt for the clinic.

She rushes inside and asks where Cloud is. He's in the other room, but the main
doctor says that with the way you came in here, you'd think Meteor was falling,
or something miraculous happened, like Cid went one sentence without cursing.
The doctor sadly informs her that Cloud is in quite terrible condition, and
he's being tended to by a nurse. Never thought you'd see Cloud in a wheelchair,
did you? Now, Cloud starts spasming while some weird sounds play. He's in an
immensely terrible pain, as he's afflicted with an advanced case of Mako
poisoning. Cloud has been exposed to large quantities of Mako protractedly, and
has undergone an extreme level of amnesia. He's all alone, in a place far from
our reach, and everyone feels bad for him. The doctors ask that they all wait
outside, to leave Tifa and Cloud to themselves. She's confused, and begs Cloud
to say something...anything. She has come this far believing solely in the

memories that both of them have together, and she wants to refuse to believe
that any of this is happening, as it's too cruel for her to bear reasonably.
Cut back to the rest of your party, who are speaking with the doctor and the
nurse. They ask if Cloud'll be all right, but, due to the severity of his Mako
poisoning (the worst he's ever encountered), he doesn't really know. Mako
poisoning is basically Mako-drenched knowledge, and so much was crammed into
his brain at one time, and really, no normal human could've survived it. It's
quite miraculous. The doc truly suggests that you not give up hope, as
something awful could occur to Cloud. And besides, "hope" is the only thing the
party has left now, anyway.

Tifa emerges from the clinic, and she's asked how she's doing. She apologizes
for worrying them all, and she wants to tell everyone something. They follow
her back to the inside. She says that she doesn't care about anything, only
Cloud. She honestly wants to just be by his side through thick and thin, and,
pretty much, the whole party supports her decision. They salute her steadfast
decision, as well. She then says that she's sorry for doing it at a time like
this, but, if it wasn't a time like this, she wouldn't have to do it. The rest
of them say that they'll be back later to check on them, and tell her to stay
strong, and to hang in there. Now, back on the Highwind, your party is.

This is a pretty depressing mood set, and everyone's confused as to what they
are going to do now. Everything seems stacked against them, and it seems like
they have a Goddamn bone to pick with everyone, Barret, especially. He really
doesn't know what to do, and one option he excludes is for someone to tell him
to wait until Cloud makes a recovery. Well, that pretty much singles out the
major option. He's trying to act like the whole boss of everything, acting like
somewhat of a leader for now, and that's when Cait Sith butts in. He has some
good news, but Barret pretty much, from the start, bashes him. He then says
that both "Gya ha ha" and "Kya ha ha" (obviously mocking the laughs of some of
the major bigheads at Shinra) are up to something (no good, of course). He asks
if you wish to eavesdrop on them. Man, Cait Sith always pulls through, doesn't
he? Anyway, back at the Shinra Headquarters, you see Reeves, Palmer, Heidegger,
and Rufus, all in the conference room which you went all covert on earlier.
Rufus brings up the two issues at hand, both of which are destroy Meteor, and
remove the barrier from around North Crater and finish Sephiroth once and for
all. Then he asks for some input from the three others, and Heidegger starts
with his "gya ha ha", and says there's already a solution to the first problem.
He says they're going to smash Meteor to a zillion pieces by, namely,
collecting the Huge Materia from each region. While Rufus ponders this option,
Scarlet makes the scene in her famous prostitute outfit. She explains that Huge
Materia is a special kind of Materia, with high density and is made through a
compression process at Mako reactors. Hmm, so maybe that's what she was talking
about back at Gongaga...

Then she states the proportions of it to be 330 times more powerful and
concentrated than that of any regular Materia. So, the postulate of this plan
is to gather it all together, and then ram it into Meteor, destroying it
completely. Rufus' first concern is whether or not they have the technological
capabilities to take on such a feat. Heidegger states that the Huge Materia
from Nibelheim, and the only other places that they need are from Corel and
Fort Condor. Troops have already been dispatched to Corel, and should be
arriving there shortly. Back on the airship, Barret goes insane when he learns
about them going to Corel. First they destroy it and reduce it to nothing, and
now this, my goodness gracious. You refuse to allow the Shinra to get ahold of
the Huge Materia, and on top of that, Barret wants to shock Cloud with it. Cait
Sith then gets Barret pissed off funnily. Barret then brings up the tough
subject of leadership. He says that he isn't cut out or qualified to be a
leader like he used to think, and he suggests that Cid, who is sleeping through
all of this, be the leader. They get into an argument, as Cid thinks it'd be

too much of a pain in the ass. But since he's the captain of the Highwind, it's only natural that he assumes the position of group leader. He agrees to the responsible job after some deliberation. For once, something went to his heart and touched him; his ship's going to save the planet. The solemn mood of the ship suddenly changes.

Now, you're in control of Cid, and you first have to go to the Operation Room. You see Yuffie ready to puke, and then Barret comes out, and says that once he is prepared with any proper accoutrements, you're heading for the big Corel Reactor, so hurry it up. Talk to Yuffie and she's flattering herself, but at the same time, she's ready to vomit all of the place. Anyway, mosey to the Operation Room and prepared. Save, HP/MP Restoration, and PHS are in here, again. After you're all set up and prepared, run on back to the cockpit, where Barret is quite explosive when spoken to. Cait Sith states some redundant information, yet, he also says there's another place that has it, but he can't necessarily remember. Red XIII suggests that you visit Tifa and Cloud every so often. Note: you can get free rests at Mideel's clinic. Vincent is envious of Cid, of his go-get-'em attitude, but, his emotions and feelings vanished mostly during his long slumbering hibernation. When you're ready, go talk with the Lv6 Pilot in Training and opt to take off. So, fly over to Corel after departure.

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=============================================================================
                     Area #39 - Corel (revisited)
=============================================================================
-> Enemies: Bagnarada, Boatfloat, Bomb, Cokatolis, Needle Kiss, Search Clown,
Gas Ducter, Wolfmeister, Eagle Gun, Attack Squad
-> Items/Weapons/Armor: Ultima, Huge Materia
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Anyway, back at Corel, you can do the usual stuff, but, I've already described exploration of this town enough in the first section of Corel, so look there if you're really that lazy that you can't explore this small, hellhole of a town by yourself. Anyway, like I said before, if you go to the Gold Saucer, there's Dio who's shut the place down for a while, and is contemplating whether or not he should be open for business at such a crucial time. Hell, the savepoint back there is even gone. Anyhow, if you did that, head back to the city and talk to a few of the local inhabitants of Corel. They say that the Shinra soldiers that Heidegger recently dispatched have already been by here, and said that they were here to conjure up Corel's huge Materia. They plan on bringing it by the coal train, and that runs from the Corel Reactor. So, head to the East side of town, and to where you earlier came across that long bridge.

Cross said bridge over to the other side to get to the next area, obviously. It, as you should remember, is a sizeable little hike where mainly Bombs have habituated themselves. From the other side, you're back on the train tracks, where you have to make it back to the rollercoaster. You remember, right? The savepoint is still there, so use it, possibly. In the next area, head across the tracks and you're right in the presence of the forboding reactor, where it hits the usual chord. Try to run inside, and you are stopped by guards. These enemies are Attack Squads. They have 1300 HP, and you fought them in the Junon Shinra Building. They have pathetic attacks which are laughable, so, just a few strikes should kill them. But, they have the propensity to put your characters to Sleep and Dark, so watch out. Now, a whole train comes out of the Shinra Mako Reactor; runaway train! The chase is on.

Now, you hop in a train of your own, and head after them in hot pursuit. Cid is figuring out how to run and maneuver the train, and then calculates the time this should take, putting you on a time limit of 10 minutes. All right, start driving the thing with Triangle and Up alternations, and once you catch up with their train, you guys make a jump for it. Ok, let's get this thing

started!

On the first cart, you fight an enemy called Gas Ducter. It has a few attacks, one being Smog Alert, which Silences and causes moderate damage. The physical attack it possesses does about 200 damage to one character or more. It has no weaknesses or invulnerabilities. However, if you stupidly decide to utilize Bio, you'll find yourself detrimentally healing the thing, instead of aiding your plight. The next cart has two Air Ducters, so, just use the same tactics as with the last cart, just expect the battle to be generally twice as difficult. On the next one is a very imposing enemy called the Wolfmeister. Surprisingly, it possesses a sword that shames Sephiroth's, and even Cloud's! It has two attacks called Big Guard and Heavy Sword. In Heavy Sword it attacks you with its cyclopeanly monstrous sword for a good amount of damage. Its Big Guard does exactly what it says it does, and can be learned by way of Enemy Skill. It also attacks with its fist, doing about the same amount as its Heavy Sword. It s weak to Water, and has 10000 HP, so, be prepared. Aqualung is a very useful spell. This bastard is quite tough, so, attempt to drop it out of existence before he receives the opportunity to use Big Guard. I've recently discovered that Wolfmeister has another attack called Atomic Ray, which is weaker than Heavy Sword and its physical attack. It'll do around 900 damage to one your characters through non-elemental magic damage. The next Cart has the Eagle Wing, which is insanely powerful. Its 17000 HP is quite intimidating, to say the least. It has a weakness to Lightning attacks, so that should be one of your main focuses. Summon forth Neo Bahamut, Alexander, and Bahamut (and other powerful summons) to do your bidding. It's immune to Earth and Water, so refrain from using them. Demi2 is good to hurt it a lot from the start, and Demi isn't half bad, either. Single Wing Fire does about 450 damage, and Dual Wing Fire does about twice as much. Keep those HPs up! Trine is quite useful, too.

All right, this next part is kind of difficult, and is assuming that you actually have a good amount of time left after the Attack Squad battle. You must alternate between moving the lever up and down, and the incessant banter of your party members. The whole point of this is to stop the train from crashing at full force into Corel, which would make a bigger mess of things, at that. Also, if you manage to stop the train in time, you receive the Huge Materia, as well as getting the Ultima Materia for free, instead of for a whopping 50000 Gil. As you walk into town (assuming you stopped the train), you're now heralded as heroes, and Barret's bad reputation over here is abolished. Everyone's very optimistic, and say that since they're coal miners, they'll just dig a hole and hide from Meteor. If you stopped it, a kid comes up and gives you an amazing rock (Materia) he got from the bottom of that there well. It's the Ultima Materia. And, since they're greatful since you fought a horrific battle for them (if you didn't prevent it, they're pretty much in despair), you get to stay at the inn today for free. Now, head up to the top and enter the house near the inn. In here, talk to the lady, and she gives you Barret's Catastrophe, regardless of whether or not you stopped the train. Now, since we have that Huge Materia, we need to go to the next place that the Shinra are expected to strike, Fort Condor.

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=============================================================================
                         Area #40 - Fort Condor
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-> Enemies: None
-> Items/Weapons/Armor: Huge Materia, Phoenix Materia
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=============================================================================
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All right, after reaching Fort Condor, go up and talk to the man at the entrance, who proclaims that they have been fighting and fending off the malign Shinra for quite a long time. And, since it's not like the Shinra to ever give

up, they're still prepared for a long, full-scale war against them. He asks that if you don't have anything else to do, will you help them? Choose yes, and you're welcomed into the fort. Head inside, and then climb up the rope in the small rocky room. Continue up the ladder and get into conversation with the man at the table. He suggests that you get down before they engage in war with the Shinra. But then, your party insists that they help with their fight against the Shinra, as they, of course, have a bigger problem with the Shinra then just about anybody in the world. He then gets into explaining what is at the top of this mountain (from the outside it looks like a wonderous golden bird). It's a Mako Reactor, but, at the top of that reactor, is a Condor. Then, he also says that, apparently, there is special (Huge) Materia up there, but the Condor's impeding passage, so, Shinra has unleashed troops to dispose of it. They plan on finishing off Fort Condor to reach the Huge Materia. Once the conversation is over, head downstairs.

Take a rest down here, and then when you wake up, save your game progress. Now, in the Item Shop, they're selling off the following: Hi-Potion (300), Phoenix Down (300), Ether (1500), Hyper (100), Tranquilizer (100), Tent (500), S-mine (1000). In the Materia Shop across from the Item Shop they have Throw (10000), Manipulate (10000), Deathblow (10000), Destruct (9000), and All (20000). Next, make your way up by climbing the set of stairs to the left, then run up the steps in the room. Talk to the man overlooking the outside and surveying to see when the Shinra're coming. Or, look out the window to see the Condor and its egg. The tan guy here explains their strategy, and primary course of action. We already know that the enemy is going to climbing to get up, so, that puts us at somewhat of an advantage. He begs you to use your own money to buy soldiers and place traps, etc., as the good people at Fort Condor are pretty much penniless. You must also do the commands, and lead them into full-frontal warfare. Also, if the enemy manages to achieve penetration, you'll have to fight them off yourself immediately. Then, you can ask of him any questions you'd like. The conditions for victory is to beat everybody, or to just kill off the commander in charge, which lowers stipulations. There is four types of enemies. The Wyverns are bird-like creatures that fly at high speeds. The Stoner and Tristoner are ineffective versus them. Beasts are ground/monster kinds, and move sluggishly, but, their attacks are devastating. Barbarians are human types who attack indirectly, so you have to be on your toes and keep your wits about ya. Then, there's the Commanders, who are the enemies who need to be subdued, but, it's not gonna be that easy.

Now, your mobile soldiers are Fighters, Attackers, Defenders, Shooters, Repairers, and Workers, and the immobile ones are Stoner, Tristoner, Catapult, and the Fire Catapult. Fighters are good at defending and attacking, but not are not efficient or deficient against any particular enemy. Attackers move extremely speedy, and can expand the front line nicely. Strong vs. Beasts, yet weak vs. Barbarians. Defenders have high endurance and durability, however, they are slow and strive against Barbarians, but fall prey to Wyverns. The Shooters like to attack indirectly, however, their durability is unapplaudable. They are strong versus enemy Wyverns, but are weak to Beast. Repairers fix up allied aircraft, however they are not suited for fighting. Workers are able to plant Torpedos, which have high attack roborancy, but, Workers themselves do not. Torpedos explode when they are touched by an enemy, and damage not only the enemy, but anything in the immediate area. Now, Stoners: they launch rocks and boulders at the opposition, causing extensive damage to all of its victims. Tristoners launch three boulders simultaneously, resulting in the same effect as the Stoner, just more widespread. Catapults fire rocks a great distance, doing damage. And lastly, there's the Fire Catapult, which launches flaming bombs a long ways, doing high damage, as well.

If you choose "about funding", they say they need 3000 Gil for each battle, and state their current profit margin. You then get to choose how much Gil you want

to donate to their desperate cause, or, none at all, which you eventually need,
as that enables you to continue. Choose any amount--the higher the better. And,
under the "other issues" title, and he explains how to set troops and little
bit on preparations. Then, once they're all set, you press X to initiate
combat. Also, keep in mind that soldiers can only be arranged near the shed in
the beginning, due to the fact that if they're too far away, you can't give
them successful instructions; they only can be placed on the horizontal line at
the bottom. They can be commanded by pushing Select Button. They can report by
pressing the O button, and the cursor shall move to whomever filed the report.
And, also, press the X button and you'll be enabled to hear the report without
even moving. Shinra, being the conniving bastards that they are, will send
platoons in on you on a routine basis. When you're ready, proceed into battle
by clicking on "enough", and then "okay, ready".

Now, it's time that you take a look over at the Fort Condor section of the FAQ,
for tips on this, strategy, and much more in-depth overlooks at the above, plus
top ways on how to beat opposing enemies. To summarize it, it'll be taking you
a long time to do, and you'll more than likely need some help if this is your
first time playing through the game. Anyway, once it's over, you head up to
see what happened with the condor, who just looked like it died, and its egg is
hatching. When you get up there, you see the baby condor hatch, and then fly
away. From here, you can pick up the Phoenix summon Materia. All right, now, go
back inside, and from there, head downstairs. From here, go up to the table and
talk to the man that you had spoken to previously. After some talking, he gives
the only retribution he has for your kindness, and it's more than generous. It
is the Huge Materia. Your party is momentarily angry, as they think that they
fought for nothing, as that man had it the whole entire time, and then he
honestly admits, that the whole time, it was to save the condor. They were
forcefully made by the Shinra to aid in the construction of the Mako Reactor
here, and since that was the case, he knew this had to be of some importance,
so he took it. He now gives it to you as a token of his gratitude. Your leader,
Cid, then makes a suggestion; that you should go back to Mideel and check on
Tifa, who they fear may've collapsed taking care of Cloud in his critical
condition. So, it's off to Mideel with yas!

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===============================================================================
                      Area #41 - Mideel (revisited)
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-> Enemies: Ultima WEAPON(B)
-> Items/Weapons/Armor: Elixir
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Heh, from your arrival in town, head over to the town nearest the clinic, and
take the Elixir from the bed. As you leave, the old man interogates you, and
demands to know if you took something. With either choice you make, you can
keep it, and then leave. Anyway, you have to go to the clinic, and I first
recommend that you talk to the nurse. She says that Tifa has been trying her
best, and that there's been no change in condition with Cloud, and that Tifa is
finally showing signs of being tired. Then, since you all look terrible and
miserable, she offers to let you sleep here free of charge. You take her up on
the offer, and then you're free to move around again. The doctor says that
Cloud's state has remained unchanged, and that you'll have to wait with time,
like fine wine, time is of the essence. Heh. You now need to go over and Talk
with Tifa (let me ask you, just how obvious was that?). She's in utter despair
whilst Cloud is in his agonizing confusion. She fears that if he's never better
for the rest of his life, what would she do? Then, the ground starts shaking
and rumbling violently. Cloud exclaims that "they're coming..." Cid is confused
by Cloud's statement, and holds onto Tifa. The doctors are worried, too. All
right, step outside, and the whole city is in a state of emergency, and panic
prevails. The Lifestream is gushing up through the earth's surface, as well

as it...Weapon. Tifa rushes outside, curious as to what's happening, but Cid
tells her to get back inside quickly, fearing for her safety. Cid reassures her
that he'll be all right, and he ain't going to die that easily. Then, Weapon
attacks the damn place, and it's in total chaos. This is a different Weapon
than what you encountered in Junon (this is Ultimate, that one was never
identified), there's more than one. Time to fight.

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===============================================================================
-   BOSS: ULTIMATE WEAPON                                                     -
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-> Monster's Name: Ultimate Weapon
-> Monster's Locations:
- Mideel (forced)
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Curse Ring x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 100000
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 3,   120, 170, 100, 50
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Peerless, Manipulation, Death
Sentence, Death

-> Attacks:

```
* Name                 MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Ultima Beam          40  A*   Mag   Hid   Mag   24      100  X  X
^ Claw                 0   1    Phys  Pnch  Phys  32      100  X  X
* Quake2               28  A/1  Mag   Eth   Mag   24      100  X  O
  Escape               0   S    -     -     -     -       I    X  X  (1)
```

(1) Ultima Weapon escapes from battle with no reward

--> Attack Pattern:

-> Basic Pattern:
Action Count increases by 1 every turn Ultimate Weapon takes
Is Action Count 1?
Yes: Quake2 on all characters
No: Is Action Count 2?
   Yes: Claw on random character
   No: Is Action Count 3?
       Yes: Ultima Beam on all characters
       No: Escape on self (battle ends)

-> Special KO Pattern:
Is Ultimate Weapon's HP less than or equal to 20000?
Yes: Escape on self (battle ends)
No: follow Basic Pattern

- STRATEGY: This fight is actually a tough one to beat, but not because of

its HP, as there has been regular enemies that put that to shame, but, its attacks do a very large amount of damage, that can destroy your party quickly. You're going to need a lot of preparations to win this fight, trust me, I guarantee it. First of which should be the Enemy Skill Materia, as it's useful to have Big Guard, which ultimately comes with Enemy Skill. Another thing you might want to keep in mind is that you currently have three Elemental Materias, meaning that if you travel back to Kalm, buy three Quake Materias, and pair them with Elementals on each characters armor before hand, Quake2's effect shall be negated. Along with that, there's always the issue of curing and restoring HP when it's down at hand, and that's a simple one to solve. For certain, you're going to need Restore-All combination on someone, and from the start of battle, cast Regen. And from there, whenever someone needs curing in the bout, they can cast Cure2. Of course, like with any of the other bosses in this game, Ultimate WEAPON is immune to the effects of Gravity. But, as an added bonus to itself, since it's capable of utilizing the effects of Earth/ Quake magic, it is automatically immune to its effects when harnessed against it. Now, the Ultima Beam it possesses does a huge amount of damage to all characters, and so does Quake2 (I've already mentioned how to nullify that, however). Its physical attack ("Claw") does large (2100) damage to one character. Note: Haste is always a good Materia to have on a character in this fight, especially when you want to unload a barrage of strong attacks against it before it gets to do many of them itself. I strongly recommend linking a Materia that does not possess any elemental property (such as HP Plus= Elemental), to cancel out Ultima Beam damage. Before too long, you should have WEAPON beaten, and watch it fly away, while your battered party semi-celebrates their hard-fought victory. With WEAPON away, the threat of it is temporarily over, and the next time you encounter a showdown with it is later on, so quit your worrying. Note: on its forth turn it will escape (Quake2, Claw, Ultima Beam, then escape), regardless of whether or not you did any damage to it. If that is what you decide to make your course of action, I suggest that you at least steal a Curse Ring from it (making sure you heal your characters accordingly).

After it flies away, all is calm and peaceful...but for how long...? After a little bit of meaningless bickering amongst your party members, the ground starts to shake again. It's the main stream of the Lifestream kicking up, and it's a much bigger tremor than the last one. A bigger WEAPON is coming up than the last one, apparently. Your party runs off in a fretful panic, and Cid warns Cloud and Tifa, by way of yelling at the top of his lungs, to get the hell out of here. Back at the clinic, Tifa is rather fearful, and asks the doctor what they should be doing with Cloud. He suggests taking refuge in a wide open space, so they get him out of there, as the structure's collapsing, and Tifa makes a hasty getaway with Cloud, where they fall into the Lifestream. You see them sinking to the bottom, where it seems to be endless nothingness. After Tifa stops spinning around at the bottom, she wakes up, confused as to where she is. But, she's obviously more concerned as to Cloud's whereabouts right now. She starts hearing some very strange sounds, and they startle her. She starts talking insensically, as if someone was talking to her, accusing her of things... She then pulls a Cloud, and starts weirding out. She starts panicing, and then hears gunshots all around here, while those strange sounds are being heard. She calls out to Cloud to help her, and then she continues to sink further, to where weirdness ensues. She doesn't know where she is, and rightfully so, and she sees Cloud in pain. She comes to the realization that "we're not in Mideel anymore". She believes that she's inside of Cloud's subconciousness. There are many paths that extend from the center of the room where Tifa starts, and you see Cloud at the end of each one. She sees that he must be searching for himself. She says that she's going to help, to bring the real him back. Ok, once control is relinquished over to you, go up and talk to the Cloud to the North side of the screen to begin this interesting intermission.

Cloud is sitting there, pondering, and when you talk to him, he says that those ahead of him are the gates to Nibelheim, where it all happened, and where Sephiroth passed through five years ago. He gets up, and then Tifa makes the decision to start from here, as it call connects to Nibelheim. Now, start to run into Nibelheim, and Tifa turns around and comforts Cloud, as it's not going to be easy, what they're about to embark on. As the screen moves in on Nibelheim, you get to enter it now. Tifa, in an almost haphazardous manner, begins to point out tons of memorable spots around town, such as the well, inn, and the only truck in town. She asks if this is what he remembers, as it's what she recalls..."their Nibelheim". Cloud then appears, sitting against the truck, waiting for you to talk to him. She starts saying how five years ago, Sephiroth and Cloud came, and asks if Cloud can again show her what happen. He starts to remember, and then a figure of Sephiroth appears, asking the same questions as in the memory you viewed back at Kalm. And Tifa randomly gives side commentary as Sephiroth speaks. Then, Cloud makes the scene, along with the two other useless guys. Tifa then says that she's been way too afraid to admit something to Cloud, fearing that if she told him, something abhorrent might happen.

The fact of the matter is, Cloud wasn't there, nor did he come to Nibelheim on that day five years ago. She waited at the gates of town for quite some time, hoping to God that her Cloud would come and appear in town, but it never happened. She says that is was only Sephiroth and the other person (who is a bit later identified as none other than Zack, the kid with the black spiky hair). Back outside on what I call the "subconcious grid", Tifa and Cloud talk some more about who really came to Nibelheim that fateful day, and it was Sephiroth as well as Zack. Tifa regretfully informs Cloud that it really was not him that day, and leaves Cloud with the words "you must find the answer yourself...", and leaves him to his searching, alone.

All right, after that, the next Cloud you need to go to is the Cloud over to the West, where he's recollecting upon that one starry night at the well, where Cloud that one night. He's wondering if it was really...if that memory was only a lie. Tifa tells him to keep soul searching, checking all of those little, minuscule emotions, and by doing so, it'll all slowly but surely come back to him. The screen then moves up to the starry night, where the heavens were filled with many illuminations. Now, Tifa and Cloud are on the well, with Cloud depressed, and searching the deepest reaches of his soul. He starts to remember Cloud and Tifa as little kids, sitting there at the well, talking innocently, without a care in the world. Tifa explicitly remembers those clothes she was wearing, and Cloud being so small. Wow, and for those of you with sharp eyes, you'd notice that back then, Cloud had red eyes, before that Mako infusion. She then recalls Sephiroth once saying that Cloud comprised his memories and ideas from stories that were told to him by Tifa. But, Cloud didn't just "imagine" this sky, no, he remembered it.

Tifa remembers the night so well, how it was just her and Cloud, alone at the well, discussing various subjects, such as the future. That was what made/makes her still believe that he's still "Cloud". The kid embodiment of Cloud then disappears and replicates at the top of the well, whilst Tifa is saying that although she believes in him (Cloud), he doesn't believe in himself. The screen goes back to the subconcious grid, and Tifa says that those memories alone aren't simply enough, and asks about his other memories, but then she corrects herself. Memories are something that, apparently, have to be conciously recalled, and that is the reason that they can occasionally be mistaken for something different. After a little bit of thinking, Tifa lights a lightbulb in her head, and comes up with the brilliant plan for Cloud to remember some memory that solely has to do with Tifa directly. She says something, and he remembers it, and he says something and she remembers it, as well, and that's how they shall be able to distinguish their memories together from others. Tifa

then tells Cloud talk to her about any important memory that he has, about anything.

But to keep things really on target, and probably answer her own curiosity, she asks why he ever wanted to enlist in SOLDIER, anyway. For the longest while, Tifa believed that it was a sudden, flesh-of-the-moment decision. He says these words for his justification: "...I was devastated... I wanted to be noticed", and he believed that if he became stronger, he really would be noticed and recognized. Interesting logic there, Cloud, as if your hair alone weren't enough to merit you at least a passing glance. Tifa interrogates to find out just who he wanted to notice him, and it was "you" (Tifa) all along. He then shows her why, and the camera zooms in on young, ankle-biter Cloud. Cloud says that it's all right, though, as she had her own business to tend to back then, and it's understandable that she doesn't remember him way back then. It is an important memory to him, although he hates to say it. He offers to show it to Tifa, and she says yes, that she wishes to see it, too.

Now, go up and talk to the last Cloud you haven't yet made interaction with, near the East side of the screen. He speaks about tender memories, which is sealed up. A sealed secret...wish, hmm? Now go up and talk to little child Cloud who has run up to the window and speak to him. He asks Tifa if she has any clue as to where this window leads to, and then it goes through to Tifa's house, where the three (Tifa, kid Cloud, and the sealed-memory Cloud) are standing around in her room. The small Cloud talks about it being the first time in her room, as before, he only peered up at it from outside of its confines. Then, out of nowhere, little kids pop up in the room along with a miniature Tifa. They were looking out of the window, saying Cloud's coming, and you also see a confusedly tormented-looking Tifa there, silent as hell. She remembers that, although they were next door neighbors, they didn't really know each other all that well. All of the kids gather 'round Tifa as Cloud appears in her room, and Tifa (current one) says that she really doesn't necessarily recall Cloud ever being inside of her room ever. Young Cloud starts talking in the third person about Tifa, saying how she was always with this threesome. Goddamn, I don't know about you, but I wish I was a damn part of it.

Also, Cloud used to think that they were all stupid, and there was apparently some animosity between them. Do I hear envy and jealousy, anyone? I guess it wasn't too much tension between them directly, but, he thought that they all (including Tifa) were stupid, as they always acted so damn childish, laughing and giggling at every little trinket. Tifa, being the intelligent one of the two, says that you *were* children back then, and that was rightful justification. He now sees that after all of this time, and admits that he was the stupid one, shutting them all out and not giving them a chance. Momentarily, he turns around and says how he always wanted to be accepted and be part of their group, but they were always closing him out of it, which led him to the realization that he must have been different, and that he was not like those immature kids...

Then, Cloud starts pulling a Sephiroth and starts self-replicating himself, and an embodiment of himself comes out from within himself, to say that he hoped that they'd invite him into the house, and that's the reason he stayed around, and he admittedly states that he was so prejudice and weak. That same night, he asked Tifa if she would meet him out by the well, so that they could talk, but, there was a part of him that mysteriously told him that Tifa would not show up there, and that she despised Cloud entirely. Man, was he mistaken, as it's been Tifa now that has been helping his ass nonstop. But although she was surprised at the suddeness of the invitation, she still came, although it is the truth that they were never that close during childhood. Even though that is true, she proclaims that once Cloud departed for Midgar from Nibelheim, she thought about him constantly, and consistently looked through the newspapers to

see if there were any articles or headlines on Cloud, and to see if he managed to successfully join SOLDIER. Young Cloud asks if you'll tell that to the real Cloud later on, and that that he would be exultant to learn that.

Next up, Tifa asks if what happened on this day was special at all, and it sure as hell was. This is the day Tifa's mother died. However, I'm not sure if that would be important to her or not... A new, emotional-sounding chord starts to play, heralding the idea of the say Tifa's mom passed away. Tifa then is seen back in the corner by her window, saying that she wants to see her mother, and the runs off on the brink of tears. The scene switches over to Mt. Nibel, which probably forbodes her beyond much other things. She's curious as to whether there is anything that lies beyond the mountain. Also, the three boys that are in Tifa's "threesome" (if one of them dies, let me know, 'cause I want to join) are there with Tifa, surveying the mountain, saying that no one has ever crossed over that mountain and kept their livelihood. Tifa wonders if her mom crossed the mountains and makes the exclamatory remark that she's going! They all walk off into the mountains, but, there is one intelligent kid that leaves, and then you see Cloud come. At the bridge, the rest of the kids leave as Tifa is crossing, but Cloud still follows. On the next screen there's kid Tifa, kid Cloud on the ground in infinite whiteness, and Cloud along with "shadow replica" Cloud standing. Talk to shadow Cloud to trigger some people coming out to the kids' rescue, and they get mad at Cloud for bringing Tifa to a place like Mt. Nibel. Man, if they only knew the half of it...!

They pick Tifa up while scolding Cloud unjustly like the calous bastards they are, bringing up the worst possible situation of Tifa dying. He only scarred his knees in the rapid descent from the bridge, but she seems to be seriously injured. Nothing she can't handle; her breasts probably broke her fall and served as a landing trampoline for her. The end result was, however, that Tifa ended up in a coma for seven straight days, and there was a lot of doubt as to her survival, and now he's angry that he couldn't save her. He has also felt that, ever since that time, Tifa has blamed him for the mishap, and that caused Cloud to lose control, get into fights, with total disregard as to the recipients of said uncontrollable fights were. Then, that was the first time he heard about Sephiroth, and he thought to himself with a twisted motif that if he became powerful like Sephiroth was, people would probably notice him, and stop picking on him so damn much all of the time. I swear, this guy receives too much wanton ridicule.

Mainly, though, he wished for Tifa to recognize him more, and she realizes the error of her ways now, and apologizes to Cloud now, after all of the misfortune has happened. Great, Tifa, I still love you anyway. How about that threesome now, that you've ditched all of those amateurs back at Nibelheim? ;) Cloud then says that it's not her fault at all, but, she says that she remembers when you two were eight, and not that particular incident. She now knows the he wasn't created five years ago, and that all of her memories aren't make-believe or made up. She again reassures Cloud (man, this reassurence is a big recurring theme in this game, isn't it?), and says to him to hang in there just a little bit longer, as he's almost found the real Cloud after such mass confusion and torment.

She then makes the suggestion to head on back to Nibelheim (first Cloud you visited) again. So head back there and talk to him. As you guys make it back to the reactor, there is a bit of talking first, which isn't really thrilling to sit through, but it isn't that long, thankfully. And also, praise God that you don't have to make it through Mt. Nibel, and it immediately transubstantiates your position to right when Sephiroth slashed the living hell out of Tifa, and watch as she thuds disgustingly on the floor at the hands of the wicked Sephiroth. Zack then makes the scene, and instead of rescuing or aiding Tifa as would be expected (since, apparently, Cloud did just that five years ago), but,

he just runs up towards Sephiroth to ATTEMPT to kick his ass, but after some talking about how Cloud remember's that guy's name as Zack. Tifa is exuberent that Cloud was able to recall that. In the Jenova chamber, you later see Zack completely destroyed and crippled by Sephiroth, catapulting him from the room, and he lands right on one of those freakshow, Materia-enhanced creatures containers, while Tifa asks if Cloud saw it all happen. Then, a dark figure who is in a SOLDIER uniform, steals Zack's Buster Sword, runs into the Jenova chamber, and just up and impales Sephiroth through the stomach with his sword. He says to give him back his mom, and is town, in an enraged fashion. He pulls out the sword, and starts stepping away, saying that he had so much respect and admiration for him, and now, it's all diminished. He reveals himself as Cloud, and that's what really happened. It was Cloud the whole time, one of the solders who came, and the one who watched Tifa outside the reactor. He never made it in SOLDIER, and tons of flashbacks happened, showing what really happened. So climatic, huh? He kept his promise to Tifa to come when she was in trouble. Then, Sephiroth comes out pissed off, marching out with something in hand. Zack tells Cloud to go and kill Sephiroth.

He stops Sephiroth dead in his tracks, and Sephiroth stabs him, and lifts him high off the ground. But, Cloud telegraphs this bravely, and throws Sephiroth off the side to his inevitable demise. Cloud then stays there and sits there in pain, the hero that he is. That is how the real Sephiroth died, and why he was dead back there in the North Crater when you were there. Damn, Cloud had some serious audacity back then, huh? If only he had the balls to do that now, we wouldn't be getting our ass kicked by Sephiroth constantly, and Meteor wouldn't be in that indelible spot in the sky, where certain doom is impending. Back out on the subconcious grid, Tifa talks to the little Cloud, who says farewell. All of the Clouds join together to become one, and he's finally found himself. The truth has been discovered, and no longer is his soul tormented. Yes, no more freak outs of any sort. Man, why couldn't we do this before he handed over the Black Materia to Sephiroth, huh? Anyway, you can take one final look around his subconciousness if you'd like. And I thought my mind was messed up... Anyhow, talk to the newly merged Cloud, who has all the answers (and who's laying on the ground bidding farewell to his creepiness with one final mini-freakout), and then he gets up. Afterwards, it's like their own little reunion, as they've both rediscovered each other once again. Heh, and in pure stereotypical fashion for some anime -ish comic relief, she says "You stupid jerk!! You has us all worried sick!!". I'm sure Barret would have some objections to that, but whatever. Actually, scratch that, Cloud starts hearing a voice, but so does Tifa, and they come to the realization that they are located in the Lifestream. You then decide to leave, and join everyone back at the surface. Damn, you've just been through a whole hell of a lot.

Back at Mideel, you're laying down after being transported mysteriously back to the surface. The Lifestream looks suspiciously like my toilet water after taking a long piss. Tifa and Cloud wake up after doing some talking and that kind of crap. You're all sort of worried for each other for a moment, but then, after a little scene, you all find yourself back on the airship in the Operation Room, no less. Here, we see Cloud apologizing to the party and almost caught speechless. He shamefully admits to never being in SOLDIER, and he made up and lied about the stories about him being in SOLDIER 5 years long since past. He, wanting to be in SOLDIER and attain glory, left Nibelheim to attempt it, but failed. He could barely bear the shame; then he heard a story from Zack. And, from that, he made up his own fantasy illusion of what he'd seen in real life, and he's been living in it ever since, and, he continued to play at that charade as if it were the real truth of the matter. Also, he says that he is physically built, and has the body mass of someone enlisted in SOLDIER, and then he gets into the subject of Hojo cloning Sephiroth, and how, in reality, it wasn't really that difficult in its nature. Basically, in a nutshell, he followed the same procedure as when they're creating members for SOLDIER, but,

they aren't just exposed to high concentrations of Mako energy, but are also injected with the cells of Jenova. And it is because of that, that you can only be strong if you plan on entering in SOLDIER, and it has nothing to do whatsoever with the fabled Jenova Reunion, either. But, weaklings like Cloud get lost in the scheme of things. In a sense, Cloud was created by Jenova's Cells, Sephiroth's strong will, and his very own weaknesses. And, "Sephiroth's Will" part explains just how Cloud was able to be used as a puppet by the master puppeteer, Sephiroth, on a few occasions before. Cloud is the master of his own illusionary world in which he deluded himself into living, but now he refuses to entangle himself in that fantasy anymore. He shall live his life truthfully from here on out, and then some of the group poke some fun at him.

Cloud also is going to do everything in his power to stop Meteor and Sephiroth, as he's the reason Meteor is even falling. All right, let's get over this "It's all Cloud's fault" crap, as we all know well and good that Sephiroth would've kicked his ass and taken it anyway. The game lifts this solemn note, and there is a whole new flash of inspiration amongst the party, all yelling Barret's famous quote "There ain't no gettin' offa this train we're on!", and, "The train we on don't make no stops!" Rock on!!! Your group is reborn anew, and with a new willingness to hand Sephiroth his ass.

Anyway, as you start to leave the Operation Room, the guy in there stops you and says that he was deeply moved by Cloud's story, and that it struck a major chord with him. He can relate to Cloud in terms of weakness, and tries to get you you riled up. Now, set your party up the way you want it. If you have a newfound love for Tifa and not just for her breasts, you might consider including her in your main party. In the cockpit, you do some talking about your mission perogative, and Cait Sith mentions an Underwater Reactor at Junon, which is now obviously where you need to fly over to. It has the only Huge Materia left, so prepare yourself first and let's go. Now, talk to the now Lv8 Learner Pilot (who's overcome his fettish of yelling in panic before going), and let's take off!

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=============================================================================
                   Area #42 - Junon's Underwater Reactor
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-> Enemies: SOLDIER: 2nd, Roulette Cannon, Slalom, Death Machine, Submarine Crew, Ghost Ship, Hard Attacker, Guardian, Underwater MP, Gun Carrier, Senior Grunt, Diver Nest, Corvette, Carry Armor(B)
-> Items/Weapons/Armor: Battle Trumpet, Leviathan Scales, Scimitar
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All right, before I get into this place, I'd like to cover all of the different things you can do now, so if you want, redirect yourself to the appropriate section if something catches your eye or sparks your interest. First of all, if you go back to Mideel, it's reduced to a heap of garbage, like Corel, just magical. Its shops become pathetic, also, selling things from near the start of the game. I've seen some better stuff in Midgar... Now, remember not too long ago Dio had closed down the Gold Saucer to the crisis and state the world was in, and his contemplation of whether or not it's the right time to be in business? Well, now he realizes that this is the ONLY time if any that it should be open, to help people ease their minds from the impending calamity. You can also head back to Nibelheim now for the Final Heaven Limit Break for Tifa, covered in the Limit Breaks section. If you wish, you can partake in the game's absolutely most rewarding sidequest, called Chocobo Breeding, and this leads to some of the game's best treasures (one is truly *the* best). It also branches out into a few other mini-sidequests, which I cover throughout the FAQ, so look for them instead of being lazy, please? If you read those sections you'll be able to tell if you can go to them now, or if you have to wait til later, or what. All right, though, when you're ready and done leisurely having

fun, mosey over to the seashore city of Junon.

All right, you have to make it above this desolate town, and you'd naturally
assume that you, again, have to use Mr. Dolphin to get your asses up there.
This, however, is not the case this time. It seems as though Mr. Dolphin has
magically vanished from the coasts of Junon, and he never, ever comes back,
either. So how in the hell are you going to get to the top, you ask? Well, it's
a very simple matter, and requires just about as much thinking and work as it
takes you have a dolphin vault you to the top almost effortlessly. You have to
go up the the guard in the small town in the Northeast corner by the door, and
also, pay him an unfathomable quantity of Gil. Jesus, I'm almost reluctant to
state it, as it's gonna make you hit bankruptcy...1...0...Gil. Yes, 10 Gil, the
horror! I suggest you go out and obliterate a few thousand enemies to come up
with that kind of coinage. Damn, this guy's really hurtin' for money, allowing
and outsider (who is potentially detrimental to their plans) into a top secret
facility, and 10 Gil. Wow. Anyway, utilize the elevator here to make it to the
top of the city. First, the guy by the window says that they're collecting the
Huge Materia straight from Junon and bringing it to the airport. Ok, outside on
the airport where the Highwind once was, you can eavesdrop on two soldiers
talking about how they're going to take the Huge Materia from here and directly
transport it to Rocket Town via Gelnika. Thank you, Neo Elenas! I hope you
enjoy Shinra's new "2+2=22" daycare program! The enemy wasn't just standing
right next to you overhearing every damn word you just said. Nope, not THE
ENEMY. In the next area, continue down the city streets until Cloud stops.

He says that something seems like it's missing, but he could be mistaken. Umm,
talking insensically is not good for you Cloud, go back to school and stop
skipping just to look at those pictures of Tifa in the shower. That's my job.
Anyway, continue down the city streets two areas from here. Head down to the
bottom end at this point, where you see idiotic guards training. They head down
to the end and the main leader says not to go that way, as that's the
Underwater Reactor. Now, if this doesn't light any bulbs in your head, I hereby
expel you from using this FAQ henceforth, and I hope that your family dishones
you. Anyway, head down to the bottom where the idiots have gone. Man, is it
just me, or are the Shinra becoming more idiot-infested every time you
encounter them. I guess the standards to become a Shinra member have
significantly decreased ever since Meteor and Weapon have come along. Also take
note that the enemies start appearing here, so let's cover them now.

First off we have the Slalom, which is an easier and simpler to beat version of
the Air Ducter. It has two attacks (they're the same, except "Smog Alert" turns
into simply "Smog"), and the regular attack is just as pathetic, if not more.
They usually come together, but not always, and don't count on Bio working,
either, as it absorbs it. HP of Slaloms is about half of the Air Ducters, too.
Roulette Cannon is the next thing I'd like to cover. It looks a lot like an
amped up version of the Rocket Launcher from before in the Sector 5 Reactor
(whew, that was a long time ago, eh? *softly sobs*). They haven't a notable
aspect about them besides their weakness to Lightning and Immunity to Poison.
Also, their HP can be a handful, however nothing you're not accliamated to
dealing with by now. You'll be finding SOLDIER: 2nds around here, and they
have a physical attack, called Fight, if you Manipulate them, and it does for
around 200 damage or somewhere around that vicinity. They also have Sword of
Doom, which is a bigger concern to you here. It will do about 700 damage to one
character in one slower emphasized blow. You can steal Remedies from them, too.
Next I shall delve right on into Death Machine, which is a pain, but nothing
that you should fret more than three seconds over. It has three attacks, and
2500 HP, but the only threat lies within the attacks it actually possesses, the
first of which is 100 Needles, which is a worry, and a good attack. Matra Magic
you have already seen before, but it's more powerful this time around, but you
can still make its acquisition by having the Enemy Skill Materia set up. Lastly

it has W-Machine Gun which does fair damage. It can only be found on the top story if you trip the alarm off, and further minimization of the threat comes from it only coming with one at a time. Next we have Ghost Ship on the slate, which is a powerful enemy, even for this stage in the game. It has 6600 HP, with a plethora of attacks. It's immune to Gravity and Earth, weak to Holy, as it's an undead creature, and cuts Water damage in half. CentoElmos Fire does a good amount of Fire damage, and so does Goannai. Its physical attack is not that formidable, so don't worry about it. Note that it is only found in the tunnel located underwater. You can Morph Guide Book from them, which is extremely important, and I cover it in #SO5K of the FAQ. Submarine Crew isn't really worth the damn mention, but, Hand Grenade is a medium-powerful attack.

Next up we have the Diver Nest, which has Wind and Water attacks, which hurt, but it also has a weak little physical attack, which hits for around 150-250 damage, which is laughable at this stage in the game. Remember when that would seem immolating to you? Ok, I don't know why I'm suddenly reminiscing, but I'll stop. Anyway, it's strong against Water, and immune to Earth, so, avoid the usage of those spells. Underwater MP is a pathetic enemy, barely worthy of mention, but you can steal the Shinra Alpha from it, so do so and kill them. Next up, Corvette! Nope, they're not a badass car (in which case the Devil Rides should've been named Harleys, respectfully), but they are an insane enemy that is like the Sword Dance from Shinra HQ only purple in coloration. They have four attacks (Bodyblow, Gash, Slap, Spinning Cut), and each do moderate damage. 3200 HP is not much to deal with, so, just eliminate this enemy (which poses little threat from the get-go, anyway) as quickly as hell. It is immune to Earth, and, like many enemies in this vicinity, halves the effects done by Water. Corvette will use Slap when its HP is 2400, 1600, and 800 (if alive). At 2400, Corvette has a 1/4 chance of using Gash more than once in one turn, at 1600 it has a 1/3 in chance, and at 800 it has a 1/2 chance of doing this. Otherwise (if HP > 2400) it has a 1/5 chance of linking together combo attacks. Gun Carrier is a moderately powerful enemy, but, nothing you can't take. Its physical attack does a good 300+ damage to one, while Normal Shell, while being its strongest attack, isn't horribly powerful, praise the lord. It has around the same amount of HP as the Corvette enemy which I just got done going over, and it is weak to Lightning; so expose that wound and dump the salt water on it (Lightning). Senior Grunt is a semi-pathetic enemy, with a small little accrued repertoire of attacks, but none are seriously hazardous. It more than likely will come with Underwater MPs, but all of them are quick to rid yourself of. Hard Attacker is a medium-level enemy, and has two attacks, a physical one, and Oil. Oil, obviously being its main attack (it has a name, duh!) still isn't much to handle. It does physically-based fire damage on one character (for ~320 points of damage. It halves damage from Fire and Water, and possesses 2500 HP. Last but not least there's Guardian which is like a merger between Death Machine and Hard Attack, is a dangerous enemy which poses somewhat of a threat. It has W-Rocket Punch, Rocket Punch, and Jumping Blow, all as attacks, and each does semi-sizeable to sizeable damage. It has no elemental preferences or anything, so go nuts.

Anyway, once you enter the door where the guards coincidentally led you to, and you are greeted unfriendly by two of the guards, who are stupidly trying to decide who'll take the elevator lady out. Then, you're forced into doing pitiful battle with the weak simpletons. They turn out to be laughably weak Submarine Crews, which didn't even merit much of an explanation in the enemy overview of the area. Just dispose of them within a few seconds, and then you have simply frighteningly mortified the lady in the elevator, but, she kindly cooperates with you, and takes you down to the bottom floor, to the Underwater Reactor. But, she's also quite pissed that you just slaughtered two perfectly good men in that brutal onslaught. Oh, well, you can have Barret. Down at the bottom, you're immediately forced into combat again versus weakling Submarine Crew enemies. After their massacre, continue along timely. The dog is

impeding passage to the nearest door, so head down the hallway through the door
located at the other side. Continue around the bend and through to the door,
and in the postliminarily subsequent area, save, and proceed onward. In this
next place, we immediately spot another elevator to descend with. Now, in this
next area, an eerie sound is heard throughout, and you just have to head up to
the upcoming section of the Underwater Reactor. This next place is very
interesting, and looks a lot like Chrono Cross in a way. You are in the
underwater tunnel, and there are tons of sea creatures swimming around in your
view, but blocked away by strong supportive glass. Hey, mommy, it's Mr.
Dolphin, lookie! Simply run around the corner once you're through admiring
the place and enter the main reactor.

The next, small room is strangely silent; go and press the button to close
the door, fill the tanks with water, and pretty much serve as an underwater
elevator to transport you, subsequentially, to the proceeding area. Now we
start playing the Mako Reactor music here, to start us off in this place. Yeah!
Wait a minute... Aw, never mind. Run along the catwalk and you shall
undoubtedly notice two huge submarines which put U571 to shame. Along the
walkway at the other side, you come to another door along the linear
pathway to the core. The new area yields a savepoint, so utilize it wisely.
Keep on forward. Fight through the Submarine Crews in this next area. They're
all surprised to see you're here, Cloud. No, morons, I only infiltrated this
place five damn minutes ago and wiped out half of your men already. They also
say you're not getting the Huge Materia. Umm, yeah we are. In the next area,
make it around the corner and Cloud notices the Huge Materia. It's being taken
away, and in this next area, Reno makes the scene, and he also leaves you to
fight the next boss: Carry Armor.

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================================================================================
-   BOSS: CARRY ARMOR, SUB-BOSS: LEFT ARM, SUB-BOSS: RIGHT ARM)               -
================================================================================


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-   BOSS: CARRY ARMOR                                                         -
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-> Monster's Name: Carry Armor
-> Monster's Locations:
- Underwater Mako Reactor (forced)
-> Monster's Level: 45
-> EXP for Defeating: 2800
-> AP for Defeating: 240
-> Gil for Defeating: 4000
-> Item Dropped from Monster: God's Hand x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 24000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   90, 200, 1,   80, 55, 300, 0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(immune), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Seizure, Haste,
Peerless, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                     MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
--------------------------------------------------------------------------------
```

```
* Lapis Laser                10  A*   Mag   -     Mag   50     255  X  X
^ Damage Attack               0  1    Mag   -     Mag   16     255  X  X
  Release [1]                 0  1    -     -     -     -      I    X  X  (1)(2)
  Release [2]                 0  1    -     -     -     -      I    X  X  (3)(4)
  Remove                      0  AA   -     -     -     -      I    X  X  (5)(6)
```

(1) release character from Imprison from Right Arm's Arm Grab
(2) Miscellaneous/Animation
(1) release character from Imprison from Left Arm's Arm Grab
(2) Miscellaneous/Animation
(5) removes Left Arm and Right Arm from battle
(6) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Carry Armor's initial IRV is 4
2/3 - Carry Armor moves on to first attack decision
1/3 - Lapis Laser on all characters at the beginning of battle
Is Action Count 0?
Yes: Does at least one character not have Imprison and has 1 been chosen out of
     Rnd[1..IRV]?
     Yes: Lapis Laser on all characters without Imprison
          [Action Count +1]
     No: Action Count is 0
No: Has Right Arm used Arm Grab and character is in its grasp?
    Yes: Damage Attack on character in Right Arm's grasp
    No: Has Left Arm used Arm Grab and character is in its grasp?
        Yes: Damage Attack on character in Left Arm's grasp
        No: follow "Action Count is 0" pattern

-> Counterattack Pattern:
Is Carry Armor's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 1
No: Is Carry Armor's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 2
    No: Is Carry Armor's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 3
        No: IRV does not change

-> Special KO Pattern:
Is Carry Armor's HP 0?
Yes: Is a character in either Right Arm's or Left Arm's grasp?
     Yes: Release [1] on any character in Right Arm's grasp and/or Release [2]
          on any character in Left Arm's grasp
     No: Are Left Arm or Right Arm not under KO?
         Yes: Remove on Left Arm and/or Right Arm
         No: KO immediately
No: follow Basic Pattern or Counterattack Pattern

-   SUB-BOSS: LEFT ARM   -

-> Monster's Name: Left Arm
-> Monster's Locations:
- Underwater Mako Reactor (Carry Armor battle) (forced)
-> Monster's Level: 45
-> EXP for Defeating: 1500
-> AP for Defeating: 90
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 -> Gil for Defeating: 0
 -> Item Dropped from Monster: None
 -> Item Stolen from Monster: None
 -> Item Morphed from Monster: None
 -> Monster's HP: 10000
 -> Monster's MP: 100
 -> Att, Def, Df%, Dex, MAt, MDf, Luck
    80,  200,   1,    80,   55,  300,    0
 -> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
 (immune), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
 -> Immune: Darkness, Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
 Petrification, Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Seizure, Haste,
 Peerless, Manipulation, Death Sentence, Death


 -> Attacks:

 * Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
 -------------------------------------------------------------------------------
 * Arm Grab                  0   1    -     -     -     -       I    X  X  (1)
 ^ Arm Punch                 0   1    Phys  Hit   Phys  20      100  X  X
 ^ Damage Attack             0   1    Phys  -     Phys  15      255  X  X
   Release                   0   1    -     -     -     -       I    X  X  (2)(3)

 (1) Imprison [100%]
 (2) release character from Imprison status
 (3) Miscellaneous/Animation


 --> Attack Pattern:

 -> Basic Pattern:
 Left Arm's initial IRV is 12
 Is no character in Left Arm's grasp?
 Yes: Has 1 been chosen out of Rnd[1..IRV]?
      Yes: Does at least one character not have Imprison?*
           Yes: Arm Grab on random character without Imprison
           No: 1/2 - Arm Punch on random character without Imprison
               1/2 - do nothing
      No: 1/2 - Arm Punch on random character without Imprison
          1/2 - do nothing
 No: Damage Attack on character in Left Arm's grasp or,
     Is a character in Right Arm's grasp?
     Yes: Damage Attack on character in Right Arm's grasp
     No: Damage Attack on character in Left Arm's grasp is the only available
         option

 * - it is not possible for at least one character to not have Imprison


 -> Counterattack Pattern:
 Is Left Arm's HP less than or equal to 1/4 of its MaxHP?
 Yes: IRV is 2
 No: Is Left Arm's HP less than or equal to 1/2 of its MaxHP?
     Yes: IRV is 8
     No: Is Left Arm's HP less than or equal to 3/4 of its MaxHP?
         Yes: IRV is 32
         No: IRV does not change

 -> Special KO Pattern:
 Is Left Arm's HP 0?
 Yes: Is a character in Left Arm's grasp?
      Yes: Release on character in Left Arm's grasp
```

```
       No: KO immediately
No: follow Basic Pattern or Counterattack Pattern


-------------------------------------------------------------------------------
-   SUB-BOSS: RIGHT ARM                                                        -
-------------------------------------------------------------------------------


-> Monster's Name: Right Arm
-> Monster's Locations:
- Underwater Mako Reactor (Carry Armor battle) (forced)
-> Monster's Level: 45
-> EXP for Defeating: 1400
-> AP for Defeating: 95
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80,  200,  1,   80,  55,  300,  0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(immune), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Seizure, Haste,
Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Arm Grab                  0   1    -     -     -     -       I    X  X  (1)
^ Arm Punch                 0   1    Phys  Hit   Phys  20      100  X  X
^ Damage Attack             0   1    Phys  -     Phys  15      255  X  X
  Release                   0   1    -     -     -     -       I    X  X  (2)(3)

(1) Imprison [100%]
(2) release character from Imprison status
(3) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Right Arm's initial IRV is 12
Is no character in Right Arm's grasp?
Yes: Has 1 been chosen out of Rnd[1..IRV]?
     Yes: Does at least one character not have Imprison?*
          Yes: Arm Grab on random character without Imprison
          No: 1/2 - Arm Punch on random character without Imprison
              1/2 - do nothing
     No: 1/2 - Arm Punch on random character without Imprison
         1/2 - do nothing
No: Damage Attack on character in Right Arm's grasp or,
    Is a character in Left Arm's grasp?
    Yes: Damage Attack on character in Left Arm's grasp
    No: Damage Attack on character in Right Arm's grasp is the only available
        option


* - it is not possible for at least one character to not have Imprison
```

```
-> Counterattack Pattern:
Is Right Arm's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Right Arm's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 8
    No: Is Right Arm's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 32
        No: IRV does not change

-> Special KO Pattern:
Is Right Arm's HP 0?
Yes: Is a character in Right Arm's grasp?
     Yes: Release on character in Right Arm's grasp
     No: KO immediately
No: follow Basic Pattern or Counterattack Pattern
```

- STRATEGY: This boss is a real pain in the [insert TOS violation here] ass. But, we're going to give the bastard an ultimatum: delete all of its polygons and data from the game, or be terminated! Huh, what's this!? It's not complying!? Oh, well, looks like it's time for it to learn the true meaning of ignominy. First of all, you'll definitely want a decent supply of MP with whoever has the Enemy Skill (and for you laymen, that means put Enemy Skill on someone, as well!), so that they can utilize Big Guard frequently, to cut the damage done by Lapis Laser down to a minimal 700 damage or so. In accordance, you might also consider equipping a character with the Restore-All combo, as to expedite the healing process after sustaining the unmerciful effects Lapis Laser, even if it is dramatically reduced. You might need to redeem yourself sometimes by reinstating Big Guard, to reinforce Def. Also, as an added bonus to having Enemy Skill placed, you can use Trine a lot, too. The enemy is weak to Lightning magic, being the mechanical foe that it is, so, Bolt? will work quite nicely. Bolt3-MP Turbo Materia combination can cause 3000+ damage to it in one strike, but does start to drastically reflect from an MP standpoint. Also, as a perk of being a boss, it automatically immunizes itself to the effects of Gravity so refrain from using it, however mouth-wateringly tempting. One Demi3 spell could take out 9999 HP if applicable, and so could Demi2. A useful summon here is Ramuh, and it is a good idea to do the Ramuh-Elemental combination on your strongest attacker's weapon, as to be able to hit for around ~1250 or more with each connecting blow. Remember that without proper protection, Lapis Laser can really put a damper on your life. Anyway, any of the usual attacks for bosses will do quite nicely, and suit you to killing this boss with rapidity. Note: it's three bosses in one, the two arms, and the body. If the body dies, everything dies.

Afterwards, the submarine has the the docking bay, taken off. Damnit, Reno, I'm gonna rip out your intestinal track and feed it to you next time I see you! The rest of your party suggests that you get in the other submarine and frickin' follow the bastards who stole your Huge Materia and made off like bandits. Make it to the other side of the screen where you see all of the guards loading onto the submarine. Along the way get the Battle Trumpet, Scimitar, and Leviathan Scales. Nope, not the legendary summon, but some key item. You see, on the submarine, that those idiotic guards who were probably trained by Elena, and are running around fretfully. Go and kill them all! Bleed, suffer, massacre, die!!! "You're not taking over this ship!" Again, yes we are...

In the submarine, you continue the continuous onslaught, and hear their perpetual agonizing screams continually. Afterwards, use the savepoint that is there just screaming "hey, dumbass, use me!" Go through the door to the bridge, where you can take the losers in here prisoner for a few laughs, or fight them just to feel sinister and an Exp hog. Cloud starts to sound like the biggest pussy on Earth, saying that he can't take this roaring and cramped space, so,

you learn something new about Cloud every day, and today he's clustrophobic.
Cid gets it started, and Cloud feels better driving, so he does so. When you're
ready, you can read the manual on how to maneuver this thing and pilot it
correctly and efficiently, sit in the seat and get this thing on the road, or
leave it alone for the time being. Ok, after any preparation, sit in the seat
and start this sucker up. The controls for this are as ensues: D-Pad controls
move you in their respective directions, while Tri moves your forward, X
backwards, and   is to shoot. So basically, a lot of buttons come into play. I
suggest reading that Submarine Attack section of the Gold Saucer area of this
FAQ for more information. Anyways, you have 10 minutes to track down the red
submarine with the Huge Materia and destroy it. Note: the yellow ones are
insignificant. You now have a new vehicle, the "Shinra Sub" for usage under-
water, and can be left at any docks, such as near Junon or Costa del Sol.
Intercepting transmission from Shinra, you answer it in place of the regularly
assigned guards. They divulge their whole next mission to you, and you just
make affirmative confirmation. You have to make it to the airport now, and
come back for the Huge Materia later on. First, though, just find the Huge
Materia at the ocean's floor, and proceed to the Junon airport.

Note that the strongest enemy in the game now prowls the ocean floor, Emerald
WEAPON, so unless you wish to become intimately acquainted with your ass, stay
the hell away from it at all costs. Well, when you arrive at the airport, you
see the Gelnika flying off to Rocket Town with the Huge Materia it has
accumulated in a nice-looking CG scene. You all then agree to chase after it,
since it's headed to Rocket Town, of course. Press onward to Rocket Town, your
next destination.

=-=
                       Area #43 - Rocket Town (revisited)
=-=
-> Enemies: Attack Squad, Rude/Attack Squad(B)
-> Items/Weapons/Armor: Huge Materia
=-=

It's funny when you arrive, as you notice that everyone is there looking at the
rocket off in the distance solicitously. Talk to any of them to find out that
Shinra is going to launch that rocket into space, and we already know why in
the hell they're doing it in the first place, although all of the denizens of
Rocket Town seem to be clueless. They are preparing the rocket and stuffing it
with tons of Huge Materia, and they actually intend to cram that bitch into
Meteor. Wow. There's even some ordinary citizens around the rocket waiting to
see a "spectacular event". Well, as you may have guessed, you need to make
your way over to where the rocket resides, and here, you'll have to fight
through numerous soldiers who wish to prevent the "terrorists" from reaching
the ship. What the hell? Last time I checked, terrorists aren't people who
risk their life and limb in order to protect a world who obviously doesn't give
a damn about them. Anyways, all of the pathetic guards that try to stop you
from getting onto the rocket are more Attack Squads. Watch as they pitifully
try to impede you getting up (heh, almost all that you need to do is watch, as
little effort or fighting goes into schoolin' these sumbitches).

Note that there's one Senior Grunt, but he's just as damn easy to own. At the
top, at the entrance to the rocket, there's Rude, along with two Attack Squads.
The little bastard wants to have at you again, and he doesn't run like Reno
does. You see, Reno was apparently traumatized by people throwing yellow
porcupines at him when he was a kid, and I guess that explains why he's so
crappin' afraid of Cloud. Also explains why he always says he's gonna kick your
ass, yet he never gets around to it. C'mon, Reno, we only want to mutilate you
and a turn your internal organs into stew, nothing to be afraid of. Anyway, it
is now time to fight.

```
===============================================================================
-   BOSS: TURKS:RUDE, SUB-BOSS: ATTACK SQUAD (X2)                             -
===============================================================================

- Note: look under Attack Squad's enemy entry for its information

-> Monster's Name: Turks:Rude
-> Monster's Locations:
- Rocket Town (disk 2) (forced)
-> Monster's Level: 42
-> EXP for Defeating: 3400
-> AP for Defeating: 80
-> Gil for Defeating: 3000
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Ziedrich x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 9000
-> Monster's MP: 240
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60,  60,  5,   78,  30,  160,  9
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(immune), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Grand Spark            0   1    Mag   Hit   Mag   20      100  X  X
* Bolt2                  22  1/A  Mag   Lit   Mag   20      100  X  O
* Cure2                  24  1A/A Mag   Res   Cure  786     255  X  O
* MBarrier               24  1A/A Mag   -     -     -       I    X  O  (1)
^ Shoulder Attack        0   1    Phys  Hit   Phys  48      90   X  X
  Escape                 0   S    -     -     -     -       I    X  X  (2)
  Remove                 0   AA   -     -     -     -       I    X  X  (3)(4)

(1) Magic Barrier [100%]
(2) escape from battle
(3) removes any Attack Squad not under KO
(4) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
If Rude's HP is less than 1/4 of his MaxHP, Pre-Select character is the last
character to attack Rude
On Rude's first turn,
2/3 - Is any character besides Tifa available?
     Yes: Shoulder Attack on random character besides Tifa
     No: 2/3 - Shoulder Attack on Tifa
         1/3 - Rude: "..." appears on screen
1/3 - Grand Spark on random character besides (Tifa)
For all subsequent turns,
Is Pre-Select character not immune to Lightning?
Yes: Is Rude's MP greater than or equal to 22?
     Yes: Bolt2 on Pre-Select character
     No: do nothing
No: Is Rude's HP less than 1/4 of his MaxHP and is Rude's MP greater than or
```

```
      equal to 24?
      Yes: Cure2 on self
      No: Does Rude not have Magic Barrier and is Rude's MP greater than or
          equal to 24?
          Yes: 3/4 - do nothing
               1/4 - MBarrier on self
          No: restart Basic Pattern

-> Special KO Pattern:
Is Rude's HP 0?
Yes: remove any status effects from Rude
     Rude: "Ugh..." appears on screen
     Remove on all allies not under KO
     Escape on self
No: follow Basic Pattern
```

- STRATEGY: Heh, personally, I don't think this should be considered a boss fight, as it's so easy, but it is, so whatever. No major preparations have to be made here, as the fight's easy enough as it is, that if you really wanted to, you could be him, along with his Attack Squad buddies with physical attacks alone. The only thing I majorly advise outfitting someone with Steal, so that you can loot one of the game's best armors, Ziedrich, from him. So, just kick back, relax, and exonerate any worries from your mind about this even resembling a difficult battle. Just take out his Attack Squad bastards with little to no effort, and your attacks probably do fairly exorbitant amounts of damage to them, as well. Or, if you want, just annihilate them with some of your magics (-All) or summons to take them all out at once.

As you enter the rocket after the battle comes to a subtle conclusion, there is a guard in there who wants to fight you as revenge. Kill him quickly and proceed into the cockpit. In here, Cid sees his fellow crew members, and they say that they're gonna launch this rocket as a Materia bomb straight into Meteor. Cloud tries to intervene, and Cid promptly tells him to shut the hell up. Cid > Cloud > j00. They say that they originally planned to run it into Meteor using Auto-Pilot, however, the main device being broken prevents this. They have Shera working on the repairs, and knowing Cid, this noticeable pisses him off. Cid says that he's gonna handle the thing, and for them simply not to worry about Auto-Pilot. As they're dismissed, Cloud goes up to question Cid as to what in God's name he is doing, and explains that generations of accrued knowledge and wisdom are embedded in that Materia, and says that since they're going to use it to stop Sephiroth, there's no Goddamned way we can lose that bitching Materia, got that? Cid knows what he's saying, and the game suddenly hits a solemn chord. But, honestly, Cid explains, that he doesn't give a rat's ass if it's science or magic, and that if he had to, he'd go with science. He explains why, and now, you're heading into outer space for the first time. People have been dreaming that for eons, as they've only been able to roam this world like peons. He gives some long-winded lecture to Cloud, and he says that he's still going threw with this. Cloud still attempts to talk him out of it.

Cid puts it all into perspective (at least to him), and tells whoever isn't in this, to basically get the hell out. His main priority is getting into space. Suddenly, there's a transmission from the fat tub of lard bastard, Palmer on the intercom. Shera has apparently finished her work quickly this time, and Palmer has launched the ship. Cid gets a little sad that there won't be any countdown to the launch, and you blast off. Watch the kickass FMV that ensues, and you're sent into outer space. The time of reckoning is now, and it leaves Rocket Town with such majesty. Man, is there anywhere this game doesn't take us? Cid is happy to the verge of tears that he's finally in outer space. Congratulations, Cid. He checks to see how the course is set, and it is headed directly for a collision course with Meteor. You then learn that Palmer, being

so fat that the lard leaks to his brain, scrambling them, has locked the Auto-Pilot device, and there might be no way to alter its set path. Cloud starts to lose small hope, and asks "this is the end?". Cid livens him up, saying that he's still young, Goddamnit, and he's giving up that damn easily. Jesus. Cid has immense drive and determination not to collide with Meteor, and he shows you that he never leaves home without an Escape Pod, in case of emergencies like this arise. Well, I sincerely doubt that he ever anticipated any emergency of this magnitude. No one really expects some crazily powerful psycho to unleash a calamity of such cataclysmic proportions on the earth in an attempt to somewhat become God. At least, I hope they don't...

Cid then says that he's deciphered the Escape Pod code, and they shall make a hasty escape just as they're going to crash into Meteor. Also, Cid doesn't really give a damn what you do with the Huge Materia, as all he cared about was journeying into space and fulfilling his life-long fantasy. All right, head through the right, and then climb the ladder up. Approach the Huge Materia, and Cid informs you that it is structured so that you can only access it via a code which you must input from the control panel. Ok, then, examine it, to try and operate it. You have three minutes to input the right password from the keys , O, X, and Tri. If you enter the correct one, the Huge Materia is yours. But, as is expected of your party, you don't know crap, and must input the code randomly. Cid does try and help you out throughout your guessing spree, however, but it ultimately boils down to you randomly choosing codes like mad. Anyway, if you want the code, it is O- -X-X. Note: only if you get it wrong does the 3 minute time initiate. If you don't get it from there (imbecilic jackass if you don't; the code's right here), you won't be able to get it ever again. As you leave to the cockpit again with the Huge Materia, head down, and continue to climb the next ladder and continue this process down the linear walkways and corridors of the spaceship.

As you keep going, tank 8 explodes, trapping Cid badly under some rubble and debris. They try and aid him from under the wreckage, but fail miserably, but, nobly. Cid commands them to get the hell out of there while there's still time, but Cloud steadfastly says "I can't go without my friends". Cid starts swearing at them to get out, but there's no getting through to Cloud and that spiky mug. Cloud doesn't give a damn what Cid says, and continues to try and help, but alas, it is to no avail. Cid starts to reminisce about tank 8 really actually malfunctioning like Shera once cautioned him about, and starts talking to himself, saying that Shera actually was right in her past analysis all of those years ago. He starts to lose hope, and out of nowhere, Shera shows up, and in a nutshell, Cid makes amends with her for all of his cruelty and heartlessness. With the combined force of all three of them, they are able to help Cid out, and then you are to proceed on to the Escape Pod Cid so briefly mentioned previously. As you are dispatched from the ship, and awesome CG ensues, in which the ship is launched towards Meteor, and causes an insane explosion, and Cid bids it farewell. People on Earth are happy as hell, and Bugenhagen even feels the damn effects from inside of his apparatus. Afterwards, a piece of Meteor is blown off, but, vastly it remains as one in the core, and it starts to combobulate again. The citizens of Earth are demoralized afterwards, as now inevitable catastrophy is impending.

Afterwards, your whole team is back in the cockpit of the highwind. Cloud, for one, is depressed that Rufus' grand plan was a complete and total failure. So, you decided to leave the fate of mankind up to the Shinra, huh? Ok. Anyway, after some more depressing statements from your now denobled party, Tifa says that you need to think logically, and stop the damn bitching. Uncharacteristically, Cid crossreferences to Tifa's statement to build on it, saying that she's damned right. He says that if you worry and complain too much (like they're doing, albeit an ungodly amount, to boot), everything starts falling apart before you, and become worse and worse. Barret asks him, since he

seems so optimistic all of a sudden, and asks if he's up to something. Again,
Cid, showing us a new side of him, says that he's actually been thinking! So
has Cloud, and both about pretty much the same things; the planet, universe,
ocean, and pretty much everything imagineable is in there somewhere. Cid then
goes into saying how once upon a time, he saw this planet as such a huge thing
in the everlasting cosmos, but, viewing it from space made him change his
perspective on it entirely. He now believes and knows that it's actually so
small and that floating in the dark makes you feel pretty powerless ultimately.
But, of course, to make things worse, there's Sephiroth inside it like a viral
disease, which is a huge detriment, as we know. Cid now views this planet as a
sick, trembling kid in the middle of the intimidatingly expansive galaxy, and
someone has to protect it from chaos, and that someone is you. He has touched
everyone, and starts an impulse of inspiration amongst the party, even Barret.
He then asks Cid if he's got a plan, and that pretty much stumps him. Red XIII
then hears a cry of the planet, and they're all confused as the Ancients should
only hear that. He then suggests that you make it back to Bugenhagen in Cosmo
Canyon who may have some answers. And, in FF7 logic, that means he does have
answers. Talk to the Lv10 Learner Pilot and head out, crew!

```
=-============================================================================
                      Area #44 - Cosmo Canyon (revisted)
=-============================================================================
-> Enemies: None
-> Items/Weapons/Armor: Bahamut ZERO Materia, Key to Ancients
=-============================================================================
```

Upon entering Cosmo Canyon once again, you can, of course, do a little shopping
around, as there is a really useful Materia Shop here. They supply a surplus of
HP and MP Plus Materias. Also, note that it is the first time now that you can
go and obtain Cid's ultimate weapon (detailed in #SI9U of the FAQ). Anyway,
where you are headed this time around is Bugenhagen's planetarium observatory,
so mosey over to there. Talk to the old floating man who's, well...floating in
this apparatus. You explain your current precarious scenario to him, and asks
of his wisdom and guidance. He says that when you have lost your way, you need
to take a long look at one's self, and that there is always something in the
deepest annals of your heart; something buried or forgotten, it has to be what
you are looking for. Of damn course, this is exactly the type of nonsensical
banter that you'd expect from 130-year-old man who levitates off the ground.
Cloud informs him of this, and how what he's saying makes no friggin' sense. It
sure as hell is easy to say, but Cloud doesn't remember an inkling. Bugenhagen
continues insisting that you continue searching, as it has to be in there.
Cloud decides to call everyone here, as it's only appropriate. But, of course,
he's no intelligent enough to figure that out by himself, and relies upon
another party member (that's with you) to suggest that.

The whole point of this evades most of your party members, and to them is as
confusing as all. Cloud mentions Aeris, however, and he vividly remembers her
with ardor. But, that cannot be it, as he hasn't forgotten her ever. He talks
very emotionally about her, and then Tifa claims that she was the same, as was
Red XIII, and Barret. Cloud goes into saying how Aeris once told him that she,
and she alone, was the only one capable of preventing Meteor, but now she's
gone, and there's little hope of that now. After some talking from the party
(and they don't know what the hell they're talking about), Cloud gets an idea
out of all of it, and it seems somewhat unardent at the moment, saying "what
did Aeris know" and "why did she face Sephiroth without running away?" They
talk about the City of the Ancients, and it intrigues Bugenhagen's interest,
and he says that he doesn't know what triggered it, but he hasn't felt like
this in ages. You're all a little astounded to learn that a 100+ year old man
is going to be accompanying you shortly on a dangerous trip to the City of
the Ancients. Red XIII suggests that it must be the planet calling Bugenhagen

which is capturing his interest, and then Cid, being the cool-as-hell bastard
that he is, replies facetiously to Red XIII's comment. As everyone leaves the
room, Cloud stays after to ask if he could leave the delicate Huge Materia for
safekeeping, and he gladly complies. He teaches you how to use the machine to
get to the planetarium, and you just set it all there. Damn, is that huge or
what? Bugenhagen expresses his astoundment over the awe-inspiring rare Materia,
which according to him, must have a special conciousness enclosed in it. Now,
examine the blue one to get the Bahamut ZERO summon, which tubulerly owns ass.
Note: you must have Bahamut and Neo Bahamut to get this here. Now, leave Cosmo
Canyon, and depart for City of the Ancients, and also, Bugenhagen is amazed at
the wonderous Highwind you possess. Now, talk to the Lv11 Learner Pilot and
head for your submarine parked at Junon.

... Yeah... you may be a little confused as to why I told you to go here
instead of the Forgotten City like previously stated. The answer is simple, and
it's because without what you're about to obtain, you can't do this correctly.
We have to uncover the Key to Ancients which resides down here in the deepest,
darkest depths of the ocean. From Junon, head Northwest and once you reach the
Northmost tip of the Western Continent, proceed Northeast into a little
underwater cavern that leads to something that initiates a small interlew in
your submarine. The ship can't positively ID the thing, but it does say that it
appears to be thousands of years old. Your group naturally makes the assumption
that it is from the Ancients' time. And, they're correct, so make it back to
Junon, park, and then fly to the City of the Ancients.

=-=
          Area #45 - City of the Ancients/Forgotten City (revisited)
=-=
-> Enemies: Diamond WEAPON(B)
-> Items/Weapons/Armor:
=-=

All right, heading on back to the City of the Ancients, of course, you have to
the usual pass through Bone Village, then through the formerly-Sleeping Forest,
and back at that intersection initially in Forgotten City. You obviously have
to explore the only area of this place you technically have yet to explore.
To get to said unexplored place, you must first take the left path at the
previously mentioned intersection at the entrance. From this point, keep moving
on up to the top of this newer area and take the turn to the right, instead of
entering the house on the left and you're there, at not-so-long last. Then, in
here, Bugenhagen is almost is entranced by the wonderousness of the ancient,
age-old machine in the middle, and just casually floats on over to it, and he
pretty much hints that he knows what it is, and Cloud is God-forsakenly
curious. Bugenhagen then asks that you give him a moment, or, in translation,
it means to just get your ass over there and talk to him immediately. As you
approach Bugenhagen on the suspended platform with the marvelously remarkable
machine on it, and he states that the knowledge of the Ancients is here,
swirling around in extraordinary abundance and it's telling him just one thing.

Now, that one thing is painfully obvious even without him relaying the
Ancients' wisdom via way of message, and that's that the planet is in crisis.
Oh, crap, it would've taken a rocket scientist over-dosing on smart pills to
figure that one out... And, it can't just be any crisis, no.. this is FFVII, so
it has to be a crisis "beyond human power or endless time". But, then it gets
interesting, saying something that you don't know; "when the time comes, we
must search for 'Holy'". This, understandably, puzzles Cloud to limitless
extent, and also, as I would imagine, the vast majority of the party.
Bugenhagen the proclaims that Holy is the ultimate, unsurpassed white magic,
and one that can stand against Meteor, and it's pretty much the planet's only
last hope, and it's not even a guarantee. However, if a soul seeking Holy

arrives on the planet, it shall appear. Now, where can we get someone seeking the planet, hmm? Oh, how 'bout we go and check out that "Person-Seeking-Planet To Go" store over there. Yeah, it's right next to the "Kiss My Ass Hut". If it is summoned, Meteor and Weapon shall disappear and cease to exist, but, as always, there's a catch: every damn thing, perhaps even you, might go with it. Great. How about we go to space, and force Meteor down even faster, as that would at least put us out of our misery and seemingly false hope. Of course, Cloud has some objections, and is stunned to learn of this, but Bugenhagen gives us one of his typical answers of "it is up to the planet to decide". WTF?

He starts floating up into the air like he's constipated as he's saying this, and says that whatever is bad for the planet shall die, and whatever is good shall live. Now, I'm not going to get ahead of myself, but you've already seen Holy, but I'm not going to mention it now... Ooh, the suspense. Cloud, obviously not happy with what this whole thing has boiled down to, asks Bugen how to search for Holy. Again, we have to "speak to the planet". Yup, thanks Bugenhagen, you're a bountiful trove of useful information. Holy, aka White Materia, will bond the planet to humans, and then you speak to the planet. My God, he just complicated matters moreso than they just were a minute ago. Ok, and if your wish reaches the planet, Holy should glow a pale green, and that causes Cloud to go into momentary despair, saying, "this is the end". He then says that Aeris had the White Materia, which is...Holy. Damnit. Then he recalls the image of Aeris falling, and then Holy falling gently from the altar into the waters below, into nothingness, and that's why this is...the end. Learning this fact makes Bugenhagen go insane with constant Santa Claus "Ho Ho Hooo!s" Hehe. He then looks at some Ancient writing on the machine, which he can't even read, much less make out. He then says to look below the writing, and there's a note written by a scientist using his last strength in chalk, "key...in the music box".

Ho Ho Hooo! (sorry, I'm excited now) We're actually getting some place now. Then, Bugenhagen points out a music box over there, and we're going to put the key into it. "Key" obviously meaning the Key to Ancients which we recovered from the bottom of the ocean. Bugenhagen flies over and inserts the key, and he tells them to watch closely what happens. It doesn't look much like a music box, inconspicuously. Anyway, you have to remember this is the Ancients, a not so normal or sane-seeming race, we're dealing with here. Anyway, it causes a chain reaction which brings down the middle platform, and a rich fountain of knowledge and Mako comes pouring down and beautifully detailed and colored short scene. Step on inside, where you may find the answers you're looking for. Inside, is one of those beautiful and serene looking sights in the entire game. Magical energy is abound, and the ancient machine is glowing celestially. Walk up to it and you see an image of Aeris dying (note: this was just a screen to project an image) and the White Materia tumbling easily into the water, and it glowing pale green at the bottom. By jove, I think we've got it! Then you realize what Aeris was doing before her sickeningly untimely demise was praying for Holy. God, you gotta love that girl. He then divulges the dream he had after first relieving the Black Materia to Sephiroth to the party. She made the ultimate sacrifice in the hopes that the party could put an end to Sephiroth once and for all. Cloud gives Aeris some last wishes of his, apologizing to and thanking her. He promises her that he'll finish what she what she so bravely started. Your party then suggests that Cloud is crazy in saying "he'll", and what he really should say is "we [they]".

The next puzzling mystery, however, is why Holy hasn't started moving yet. I mean, it's been a while since he fell digustingly and repulsively limp on Sephiroth's Masamune, and it still hasn't activated. What the hell is going on? Bugenhagen suggests that something is getting in its way. It must be "him"... Sephiroth, as he's the only one that could do it. He must be keeping Aeris' spirit from returning to the planet. Damn, he's one calculated bastard. After

the party joins together again, start heading out. You then receive a call on
your PHS from none other than Cait Sith. He starts giving information on how
Rufus removed the Junon Cannon, and this noticeably confuses Cloud, as that
thing is humongously large, as those you with at least one brain cell that
even has a structural deviation should remember. Rufus plans on destroying
Sephiroth with it. Well, it incapaciated Weapon, so why not the most powerful
being in the universe, right? The cannon usually operates using Huge Materia,
but they already used it all in the Rocket Plan (and you have the rest). Sucks
for them, then, huh? It has been rendered useless, so he decided to relocate it
to somewhere where a lot of Mako has accumulated... Midgar. Then, you see a
helicopter flying over Midgar where the enormous rocket is in all of its
majesty. Jesus Christ.

Back at the Shinra office, Rufus, Scarlet, Heidegger and Reeve are there,
addressing some important issues heralded by the Junon theme song. Rufus says
that it is Reeve's job to make adjustments on the reactor's output of Mako,
and he really isn't necessarily thrilled at this. Scarlet, who's probably
having an affair with him (and every other damn guy at Shinra), says not to
worry, and that he doesn't have to worry about it. She makes it all easy and
says to open it all the way, and it'll all flow at maximum speed. Heidegger
busts in with some comments on defeating Sephiroth, and disappearing Meteor.
Scarlet, flattering herself and tooting her own horn, tells "Mr. President"
to remember that it was her idea to launch Mako Reactor powered shells. Well,
it was also your idea to launch a Huge Materia bomb at Meteor, and look how
well that turned out. Rufus' primary concern is whether or not the shells will
reach all of the way to the far Northern border, and she assures him of that
after a brief chuckle. However, she doesn't want him to refer to it as a Mako
Cannon, but rather call it, "Sister Ray". All right, now, cut back to your
party, and leave out to the World Map.

As you start to board the Highwind, Cloud goes "...?". We've come to expect
that a lot from him, eh? Well this time he's extremely just in doing so. An
awesome scene with Diamond WEAPON emerging from the ocean appears, and he looks
like something straight out of the Gundam series. As it starts daunting across
the ocean towards Midgar, it's your job to beat it. This is easy enough, and
you should be waiting for it for a while, giving you ample time to do
preparations (more detailing on these in the actual strategy). In the excess
time you have, you can go to the bathroom, shower, eat, fly across the world,
come back, twiddle your thumbs, and it should finally be there, presumably.
When it does arrive, however, be prepared for a tough match.

```
===============================================================================
-   DIAMOND WEAPON                                                            -
===============================================================================
```

-> Monster's Name: Diamond Weapon
-> Monster's Locations:
- Outside of Midgar (disk 2) (forced)
-> Monster's Level: 49
-> EXP for Defeating: 35000
-> AP for Defeating: 3500
-> Gil for Defeating: 25000
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Rising Sun x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 30000
-> Monster's MP: 30000
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50, 250, 1,   180, 50, 250, 0
-> Fire (1/2), Ice (normal), Lightning (weak), Earth (normal), Poison

```
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Peerless, Manipulation, Death
Sentence, Death
- Immune to physical attacks (not including Limit Breaks) except during
Countdown to Diamond Flash


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Foot Stamp              0   1    Mag   -     Mag   32      255  X  X
^ Diamond Fire            0   1    Mag   Fir   Mag   24      255  X  X
* Diamond Flash           0   A/1* Mag   -     Prop  -       255  X  X  (1)(2)
  Countdown               0   -    -     -     -     -       I    X  X  (3)(4)

(1) Dmg = [character HP x 7/8]
(2) Silence [100%]
(3) starts 3-turn countdown until Diamond Flash; Diamond Fire will be used each
    of the three turns, followed by 3, then 2, then 1 appearing on screen
    after each use of Diamond Fire, and finally 0 followed by the use of
    Diamond Flash. Diamond Weapon will also become immune to physical damage
    during this period.
(4) Miscellaneous/Animation


--> Attack Pattern:


-> Basic Pattern:
Diamond Weapon's initial Countdown BSV is 1
Is Action Count 0?
Yes: Diamond Fire on random character
     [2/3 - Action Count +1]
     [1/3 - Action Count does not change]
No: Is Action Count 1?
    Yes: Foot Stamp on character with highest HP
         [3/4 - Action Count reset to 0]
         [1/4 - Action Count does not change]
    No: Is the number of times Diamond Weapon has been attacked by a Limit Break
        or Summon greater than Diamond Weapon's Countdown BSV?
        Yes: Action Count is 2
             enter Countdown
             Diamond Fire on random character
             "3" appears on screen
             [Action Count +1]
             Is Action Count 3?
             Yes: Diamond Fire on random character
                  "2" appears on screen
                  [Action Count +1]
             No: Is Action Count 4?
                 Yes: Diamond Fire on random character
                      "1" appears on screen
                      [Action Count +1]
                 No: "0" appears on screen
                     Diamond Flash on all characters
                     [Action Count reset to 0]
                     exit Countdown
        No: follow "Action Count is 0" and "Action Count is 1" pattern


-> Counterattack Pattern:
Is Diamond Weapon's HP less than or equal to 1/2 of its MaxHP?
```

Yes: Countdown BSV is 2
No: Countdown BSV does not change

- STRATEGY: This is nowhere near being a difficult boss to overcome, but it does involve some strategical thinking. Well, first you must literally fly all the way back to the Midgar area and await its arrival. You're in for a semi-long match, but you should be more than adequetly prepared to face it. First off, may I suggest a few preparations to make at the Main Menu before you fight it as it's marching towards Midgar? Even if you said no and want me to go straight to the strategy, I'm still going to, since the strategy's effect would be totally null if you didn't know about the preparations, now wouldn't it? Well, first off, there're a lot of Materias that I'd like to suggest to you, since they'll be useful to the furthest extremeties of the imagination. Now, as one thing, you really should have strong and powerful magic types, whether they be of elemental inclination or of simply powerful types like Ultima, Flare, Comet2, or some more you may think of (some you may not have, though, but that's ok; you do not need them all, just some). Now, you may have just been wondering from a small bit earlier what I meant by "elemental type magics". Well, magic of the elements, of course, but, make sure they're level3 (ie. Fire3, Bolt3, Ice3, etc.) Nothing else will phase him too well. Another thing that may be perplexing you is that I keep yapping about recommended magic and not anything about strong Str stat or something like that. And, there is a major reason for it: Diamond WEAPON is totally impervious to physically based attacks by your characters. This is not as bad as it seems; all you have to do is, to your regular fighting strategy of normally all-out attacking, a discombobulation. To perhaps more magics and/or Limit Breaks. All right ok, as you see above, it only has one major attack of worry, two others are medium, and one is a 3-count timer that leads to the main attack to worry about. Some items you may be thinking about using could be Ethers, Hi-Potions (or any level higher than that), and perhaps Elixirs but they're not totally needed. I suggest some good powerful weapons, and some armors that block out a lot of negative effects, or raise defensive stat. Something like Ribbon perhaps could be in order, ya think? I think I should also recommend a party. My personal suggestion would be Tifa, Cait Sith and Cloud (also, Tifa could also be substituted for Red XIII if you wish to). Tifa doesn't pack much HP usually, but she more than makes up for that with her physical strength. Cait is just pretty much well-rounded for this battle, and the last two characters mentioned are good also. Cloud with his medium magic, usually high-up stats, and agility could prove a force to be reckoned with. Same with Red XIII. Also, some really, mightily suggested white magic is MBarrier/Big Guard, Haste, Barrier, and even Regen to really aid you. Note that you do not really need the party I suggested, and you can use any ones you want (I've tried with just about every single combination in the book, and won every time, but the above party is the one I've done it with the most ease with). Before I move on to the proceeding information and get into the actual in-battle strategy, I'd like to make a few last small statements about this boss: 1) It may be very huge, but, it's not as big or as tough as Ruby and Emerald; 2) He is perhaps the absolute most awesome looking boss in appearance in the whole entire game and 3) follow the below strategy *carefully*. With that being said, we begin the strategy *elipses* finally *elipses* I sure as hell hope you're ready for this one. Remember the few white magics I said you should have if you want an easier job in defeating Diamond WEAPON? Well, those are the first things you'll want to put in place from the get-go of the fight. They consist of Haste, MBarrier, Regen, and Barrier, and, you'll want to cast them unto the entire chosen group of fighters. After this, if this is done, the bout should not be all too difficult for you. But first after that, go straight to stealing from him to nab the Rising Sun. Two attacks of normality and regularity that you should be in no dismay over are its stomping move and its blast. Both can pretty much be healed with Hi-Potions, but, no need since you have Regen in place to revive tons of HP perpetuatually over time. Once Countdown begins you have three turns

to brace yourself for Diamond Flash (I hope your HP is at least above 2500 by this point, since the least I've seen this attack execute is 1324 dmg, and the most is 2186). It does that to all party members engaged in battle, and, if any are still left standing thereafterwards, they are instantly Silenced. But, this can be negated if you've equipped Ribbon armor that I suggested previously before. One can be found at Temple of the Ancients, by the way, others can be Morphed from certain particular enemies. Also, you'll probably be needing to recover slightly proceeding the punishing attack, and then let Regen do the rest. Thankfully due to Haste, you'll be getting a lot more turns than usual, as well. If you run low on MP with any of your characters, be sure to fix them up with some of the Ethers you have.

After there's a small scene in which Diamond WEAPON is marching away from the party, and then your party comes to a realization that it's not after them. Something else, rather. Somehow, Cloud says it feels and senses murder. Then, Cid says to make a beeline to the ship, and then Cait Sith calls as Diamond WEAPON walks away. Something "REALLY BIG" is coming! Back at the Shinra office, you hear that preparations are now in order for Sister Ray. Oh, crap. Rufus nanchalantly gives the signal to fire, and then you get to view the magnificantly colored CG cinema, in which Sister Ray powers up and unleashes an unfathomably empyreal and cataclysmic magnitudal blast. But, that's not before Diamond WEAPON unleashes its own onslaught of powerful energy blasts to wreak havoc upon the city of Midgar. Sister Ray's blow rips through Diamond WEAPON with the greatest of ease, making mincemeat out of it, and you watch as it falls into the ocean. If any of you were believing that Diamond's blast was going to be armageddon-concussively powerful, you're mistaken, but it does do a considerable amount of damage to Midgar. Then, it continues passed Diamond WEAPON with the power and speed at the same seismic proportions, and penetrates the energy field surrounding North Crater. It successfully carries out Shinra's desired desideratum in its usage, and accomplishes destroying North Crater.

Heh, I guess Cait Sith's message just a bit ago wasn't an overexaggeration. Back at Rufus' scene, he learns from an operator that the Mako powered cannon has defeated WEAPON, but I'll be damned if Rufus didn't start looking out his window in a bit and seeing WEAPON's rapid blasts making collision with Midgar, causing a lot of damage, as well as mass paranoia. Guess what! Rufus is dead! Awesomeness. Your probably-undying urge to kill him blugeonly has finally been satisfied! Anyway, back at the Highwind's cockpit, your team is discussing their next course of action. You're now out to kill Sephiroth's ass once and for all. How many times have you heard that one before? Anyway, after you regain control, speak with the now Lv14 Learner Pilot and you take off to the North Crater, unheralded by any of the usual music right now, as a solemn mood does preveil. Well, what do you expect after such a catastrophic scene? But, as you're flying, you get your normal tune to play, and you have to head out for North Crater.

As you ride up on the North Crater, a scene ensues with the Shinra theme playing inside the Highwind. Cloud asks Cid, since Sephiroth's barrier has been purged, if the airship can get inside. Cid says yes indirectly, saying that if the pilot's his student, he can go anywhere. Wow, he's got some major confidence in that kid... or maybe it's just his blind egotism. Thereafterwards, Cloud uncharacteristically apologizes to Cid for even asking that, and then Cait Sith is over there talking to Heidegger and Scarlet. It's a small argument amongst executives, who, as you know, are not on the friendliest of terms. They're talking about Sister Ray, shutting it off, its 3 hour cooling time, it being inoperable, etc. Reeve starts talking, seemingly to himself, but really, that's him controlling Cait Sith, and being the medium for Cait's messages. He's pretty much verbally owning Scarlet and Heidegger. Then, you see that whacked out Hojo, saying that he's going to help and supply Sephiroth with all the Mako he needs. Reeve orders Hojo to stop the madness, as Midgar itself

is in dire danger. He responds like so, "one or two Midgars?...it's a small price to pay". Psychopathic bastard... Reeve desperately tries to stop him, but he pretty much ignores him to hell, and is telling Sephiroth to show him how to go passed the powers of science, as before Sephiroth's presence, science is rendered obsolete. He hates this true fact, but he'll concede to it.

Back at the airship, Barret is demanding that Cait Sith speak, and throws out the best insult he's got; "ya big cat!" Depressedly, Cait Sith walks over to Barret and explains the Hojo situation the group aloud. The party identifies him as Reeve now, but Cloud doesn't really care, and asks if there is any possible way for him to stop the reactor, but he says there is no way in hell. Apparently, there's still some distrust lingering around for Cait Sith, but he still says that he can't make them trust him. Cid tries to pep him up, however, but Barret's just being a whining little pansy about the whole thing. Cait Sith says that reason he can't shut the reactor down is because it would cause all hell to break loose, in summary. The blast causes by doing so would be MUCH more powerful than when AVALANCHE exploded the #1 Reactor. Cait Sith then lays out your first priority; to get to Midgar and stop Hojo. Back at the Shinra conference room, Reeve is warning Heidegger and Scarlet to stay the damn hell out of the way. Heidegger tries to step up his authority, as Reeve is erroneous in his exorbitance, but Reeve still tells him off. Ownage! Apparently things are falling apart since Rufus' satisfactory demise. I doubt anyone'll ever want to apply for president position again, seeing as every last president has either been impaled or incinerated. The fatass insists on doing this his way in the president's death, and Scarlet says she's going to use the new weapon. They leave, and behind them, have guards escort Reeve out. On the ship again, Cait Sith (Reeve) apologizes, and asks them to come quickly. The party gets pumped again, and that really cool tune starts playing. To Midgar!

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==============================================================================
                    Area #46 - Midgar (revisited)
==============================================================================
```
-> Enemies: Behemoth, Cromwell, Crazysaw, Manhole, Shadow Maker, Grosspanzer, Maximum Kimaira, XCannon, SOLDIER: 1st Reno/Rude/Elena(B), Proud Clod(B), Hojo/Helletic Hojo/Lifeform Hojo(B)
-> Items/Weapons/Armor: Elixir x3, Megalixir, Aegis Armlet, Starlight Phone, Max Ray, Power Source, Guard Source, Mind Source, Magic Source, W-Item Materia, Pile Banger, Master Fist, Glow Lance, HP Shout, Missing Score, Mystile, Behemoth Horn
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==============================================================================
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As you start to fly near Midgar (entrance range is magnified by a lot now, so if you don't particularly wish to go right now, stray completely clear of it), you get a scene back in the Highwind. Barret says that even if you can get in there, Midgar is under martial law. And, your party can hold their own against the WEAPONs, yet they can't defeat any Shinra the comes in there way. Makes perfect, logical sense. But, I'm somewhat glad that this is the case, as an absolutely badass CG movie sequence ensues because of this in just a bit. It is at around this time that Cid comes in the ingenius idea to drop in by air. Now, in commando, GI-Joe style, the group runs off to fetch some parachutes, and then leap off the outside deck of the Highwind into Midgar. As you're readying to jump, you get to choose your party. So do so, then continue. With the party's adrenaline pumped, they hop over the side, and skydive down into Midgar from the sky, in pure airbourneness. This is an awesome CG cinema coming up. You all pop your parachutes and land in pretty different places, given the circularity of your descent organization. When you land, Cait Sith informs you that Heidegger is after you, and it'd be safer to run around covertly underground. Man, will this cat ever cease to amaze me? Follow him into the proceeding area where your whole party has gathered. There's also a savepoint here at your disposal, so make good use of it.

Go up and speak to Cait Sith and he opens the passage to areas under Midgar's streets. Head on down the ladder and we come to the first area in revisiting Midgar that is actually host to enemies. They aren't too hard around here, and the only one that might be of some worry is the Behemoth. If you want more details on these enemies, you may want to consider taking a small trip over to the Enemy Compendium section of the FAQ, as it covers everthing you could want about them, including enemies wherever you please. Anyway, as you climb down the ladder into the underground portion of Midgar and hit the ground, take the staircase right in front of you, instead of the path to the right for now. At the bottom, you see a ladder at the bottom of the screen; descend it to the below area. Once you have reached the bottom of the ladder, head to the left side and climb up the ladder, which takes you to a ledge resting way up high, and there's a green treasure chest there; nab it for Aegis Armlet. Afterwards, begin descending the ladder again and head back to where you climbed down the ladder in the area you're now in (damn tounge-twisting sentences). Take the right path, and as you jump the gap, the floor beneath you immediately gives way, and you fall down to the floor below. Head to the left and climb up the ladders placed along the red pipe. Run around the corner and down in the chute.

Here, there's two treasure chests, the one on the left contains a Starlight Phone, while the one on the right contains an Elixir. All right, from here, I suggest taking the ladder downwards and entering the other chute that is there on the right side of the screen at the ledge's end. You can take this up to where you can climb a ladder to the very top, and from that point you can run to the left and pick up Max Ray from that treasure chest there. Head back to the recent area where the two treasure just were, and then run up the big set of steps. At the top, use the savepoint in any way that you need to, and then continue into the air ducts. It's funny if you leave the game on, Cloud doesn't die of no crossventilation. Crawl along the ducts happily, and then you exit it in the railroad track area. I make the strong recommendation of taking the bottom path first. You'll find some party members around here saying that this is the wrong way, and that you should head north. Screw them. If we're supposed to go that way, then why in the hell are you guys standing around here in the "incorrect" direction? You will receive a Power Source, Guard Source, Magic Source, and Mind Source, respectively, at regular intervals throughout here, as well as the W-Item Materia at the end (definitely worth taking). Note that there is also a savepoint at the very end, too.

Anyway, once you head back to where you climbed in the tunnels from, take the North path, and you're unpleasently greeted by Elena. Have you come to give us more of your idiocy lessons? I thought that was on Tuesday... She is then closely followed by Reno, who tells her not to be so weak, and while he's at it, he should add in there "stupid" and "total dumbass". Then Rude comes in and spells it out for Elena; "We're Turks", he says, as she obviously needs it said like a 2nd grade retard. And you can tell she was looking for a job at the local 711, but accidentally happened upon Shinra, and they were impressed by her unparalled stupidity as they needed someone to fill the spot of teacher in Shinra's coveted "i dunt needd h00kd n fonix" division. Anyhow, she agrees with them, and they explain to you that they've been ordered to seek you out and kill, and despite the fact that their company is evidently in sheer turmoil, it still must be carried out. Anyhow, you're given the choice to fight them or not if you completed the sidequest at Wutai successfully, if not, you must fight them. At any rate, here we go...!

```
================================================================================
-   BOSS: TURKS:ELENA, BOSS: TURKS:RENO, BOSS: TURKS:RUDE                      -
================================================================================


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  -    BOSS: TURKS:ELENA                                                  -
--------------------------------------------------------------------------------

-> Monster's Name: Turks:Elena
-> Monster's Locations:
- Midgar (disk 2) - Sector 8 Underground (forced)
-> Monster's Level: 53
-> EXP for Defeating: 6400 (only if KO'd)
-> AP for Defeating: 800 (only if KO'd)
-> Gil for Defeating: 7000 (only if KO'd)
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Minerva Band x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 30000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    75,  90,  5,   85,  100, 190, 20
-> Fire (normal), Ice (absorb), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death
Sentence, Death

-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
--------------------------------------------------------------------------------
  Retreat               0   S    -     -     -     -       I   X  X  (1)(2)
  Advance               0   S    -     -     -     -       I   X  X  (3)(4)
^ Bewildered            0   1    Mag   -     -     -       90  X  X  (5)
^ Kick                  0   1    Phys  Hit   Phys  40      90  X  X
^ Throw [1]             0   1    Phys  Sht   Phys  24      90  X  X
^ Throw [2]             0   A    Phys  Fir   Phys  32      90  X  X
  Escape                0   AA   -     -     -     -       I   X  X  (6)(7)

(1) Turks:Elena moves to the back row
(2) Miscellaneous/Animation
(3) Turks:Elena moves to the front row
(4) Miscellaneous/Animation
(5) Confusion [80]
(6) escapes from battle - remove self, Turks:Reno, and Turks:Rude from battle
    - only Turks:Elena leaves reward
(7) Miscellaneous/Animation

Note: Elena says various quotes before many of her attacks

--> Attack Pattern:

-> Basic Pattern:
Elena: "Try this on for size!" appears on screen at the beginning of battle
Throw [2] on all characters at the beginning of battle
Has Elena been attacked less than twice?
Yes: Elena is in the front row
     1/2 - Throw [2] on random character
     1/2 - Kick on random character
No: Elena: "Yeow! That hurts!" appears on screen
    Retreat on self
    Elena is in the back row
    Is Action Count 0?
    Yes: Action Count +1
```

```
      No: Is Action Count 1?
          Yes: Elena: "Take THAT!" appears on screen
               Bewildered on all characters
               [Action Count +1]
          No: Is Action Count 2, 3, 4, 5?
               Yes: Throw [1] on random characters
                    [Action Count +1]
               No: Elena: "Take THAT!" appears on screen
                    Advance on self
                    Throw [2] on all characters
                    Elena is in the front row
                    [Action Count reset to 0]


-> Special KO Pattern:
Is Elena's HP 0?
Yes: Reno: "Let's call it a day." appears on screen
     Escape on self (battle ends)
     remove self
     remove all allies
No: follow Basic Pattern or Special Ally KO Pattern


-> Special Ally KO Pattern:
Is Reno's or Rude's HP 0?
Yes: Escape on self
No: follow Basic Pattern or Special KO Pattern


--------------------------------------------------------------------------------
-   BOSS: TURKS:RENO                                                            -
--------------------------------------------------------------------------------


-> Monster's Name: Turks:Reno
-> Monster's Locations:
- Midgar (disk 2) - Sector 8 Underground (forced)
-> Monster's Level: 50
-> EXP for Defeating: 4500 (only if KO'd)
-> AP for Defeating: 450 (only if KO'd)
-> Gil for Defeating: 3000 (only if KO'd)
-> Item Dropped from Monster: Elixir x1 [100%]
-> Item Stolen from Monster: Tough Ring x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 25000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 5,   80,  105, 106, 20
-> Fire (normal), Ice (normal), Lightning (absorb), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death
Sentence, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Turk Light             0   1    Mag   -     Mag   12      90   X  X
* Electropod             0   1    Phys  Lit   Phys  48      90   X  X
^ Short Staff            0   1    Phys  Hit   Phys  20      110  X  X
  Escape                 0   AA   -     -     -     -       I    X  X  (1)(2)

(1) escapes from battle - remove self, Turks:Elena, and Turks:Rude from battle
```

```
                - only Turks:Reno leaves reward
(2) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0?
Yes: Short Staff on random character
      [Action Count +1]
No: Is Action Count 1?
    Yes: 1/2 - Electropod on random character
         1/2 - Short Staff on random character
               [Action Count +1]
    No: Turk Light on random character
        [Action Count reset to 0]


-> Special KO Pattern:
Is Reno's HP 0?
Yes: Reno: "Let's call it a day." appears on screen
     Escape on self (battle ends)
     remove self
     remove all allies
No: follow Basic Pattern or Special Ally KO Pattern


-> Special Ally KO Pattern:
Is Elena's or Rude's HP 0?
Yes: Escape on self
No: follow Basic Pattern or Special KO Pattern


--------------------------------------------------------------------------------
-   BOSS: TURKS:RUDE                                                            -
--------------------------------------------------------------------------------

-> Monster's Name: Turks:Rude
-> Monster's Locations:
- Midgar (disk 2) - Sector 8 Underground (forced)
-> Monster's Level: 51
-> EXP for Defeating: 5500 (only if KO'd)
-> AP for Defeating: 600 (only if KO'd)
-> Gil for Defeating: 5000 (only if KO'd)
-> Item Dropped from Monster: Elixir x1 [100%]
-> Item Stolen from Monster: Ziedrich x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 28000
-> Monster's MP: 250
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   110, 130, 0,   70,  83,  190, 20
-> Fire (absorb), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death
Sentence, Death

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Grand Spark             0   1    Mag   Hit   Mag   24      100  X  X
* Fire                    4   1    Mag   Fir   Mag   8       100  X  O
* Cure                    5   1A   Mag   Res   Cure  126     255  X  O
```

```
^ Shoulder Attack          0   1    Phys  Hit  Phys  48      90    X  X
  Sentinel                 0   1A   -     -    -     -       I     X  X  (1)
  Escape                   0   S    -     -    -     -       I     X  X  (2)(3)


(1) Rude will randomly get in the way and take damage for attacks targetted at
    Reno
(1) escapes from battle - remove self, Turks:Elena, and Turks:Reno from battle
    - only Turks:Rude leaves reward
(2) Miscellaneous/Animation


--> Attack Pattern:


-> Basic Pattern:
Is any character besides Tifa available?
Yes: Is Action Count 0, 1?
     Yes: Shoulder Attack on random character besides Tifa
          [Action Count +1]
     No: Is Action Count 2?
         Yes: Grand Spark on random character besides Tifa
              [Action Count +1]
         No: Is Action Count 3, 4, 5?
             Yes: Shoulder Attack on random character besides Tifa
                  [Action Count +1]
             No: Grand Spark on random character besides Tifa
                  [Action Count reset to 0]
No: 2/3 - Rude: "..." appears on screen
    1/3 - Shoulder Attack on Tifa


-> Special KO Pattern:
Is Rude's HP 0?
Yes: Rude: "Reno! Elena! Let's pull out!" appears on screen
     Escape on self (battle ends)
     remove self
     remove all allies
No: follow Basic Pattern or Special Ally KO Pattern


-> Special Ally KO Pattern:
Is Reno's or Elena's HP 0?
Yes: Escape on self
No: follow Basic Pattern or Special KO Pattern
```

- STRATEGY: Jesus H. Christ. You know, we leave 'em alone for a little while, and they come back triple as powerful as ever before. If anyone knows where they're training, I sure as hell would like to know. Well anyway, with triple power, this boss combo can prove to be quite challenging, but nothing unmanageable. First off, we have Elena, who for some reason, is the strongest one of the three Turks, which completely baffles me. Please take caution that unless you're adequately lvled, you will die in this fight, as some of their attacks are crucifixing, to say the least. I mean, on average, Rude's physical damn attack does 1700 damage in itself, with medium Acc% frequency. Pair that in with all of their other annoying attacks and you got yourself one serious fight. But, me being the sexy and intelligent person that I am, have incorporated ways for bypassing most of this in this strategy. Who loves ya? All right, first of all, we deal with Elena. Her attacks are mainly Fire-oriented, meaning that if you use Fire Ring, it can drain those attacks and rejuvenate HP. If you were smart and bought some at Mideel. If you didn't, fret not, as I have yet another solution to your problem, but maybe not as favorable in the long run. It's to pair Fire2/3-Elemental on characters, and that nullifies the damage. She also has her "charming confusion" attack which I named that for obvious reasons, and that can be flushed by Ribbon or other

accessories which immunize you from Confuse status. Note: don't utilize Ice on her as it's absorbed.

Next up, we have the preparations for Reno at hand, and his attacks are mainly based on the Lightning principles. Of course, if you decided to use your character's accessory slots with protections for Elena (highly recommended, as her "burning flame" hits everyone for about 500 damage), you can use this formulated alternative, which is as simple as 1,2,3. Basically, equip your characters with any Lightning-Elemental Materia on their armor. This shall keep them from sustaining damage from Reno's attacks. Of course, there's the small, microbe -ish detail of his physical attack, which does only around 400 damage, and if you want to be picky, you can use a method I describe in the following paragraph for Rude's physical attack, the one that's actually a nasty little bastard to withstand. Another little idiosyncratic hypersensitiveness to Lightning; he absorbs it, so stay abstain from using them. My God, people... what did you expect? Almost all of his Goddamn attack repertoire is Lightning, and you expect his status information not to be at least be slightly reflective of that!?

Now, next sub-boss in question is Rude, who is unquestionably and undisputedly the second hardest boss of the not-so-dynamic trio. His Grand Spark, as you should know from the fight with him last at Rocket Town (damnit, why couldn't you just gouge your sword through his temple as he was laying there totally unconcious?), is a Lighting-inclined attack, just like some of Reno's moves. It has a slightly more devastating looking appearance to it when utilized this time around, as apparently he's pissed after losing previously, and puts all his furiousness into his blows this time. The obvious way to negate the move's effect goes hand-in-hand with the negation, so refer to the above paragraph on doing Lightning-Elemental on armor(s). Oops, just gave away the answer (^u^)E^ But, his main point of contension is his physical attack, which is highly unordinary, considering that his punch last time (and is usually the case with most bosses, of course) paled in comparison to Grand Spark, or anything for that matter. The damage inflicted by this attack is usually enormous, which is why we'll be needing some protection. The best way I can offer is to have some person that has Enemy Skill Materia equipped, cast Big Guard straight from the beginning of battle, which will greatly reduce damage sustained. Also, avoid any Fire usage against him.

Anyway, with all of the preparations out of the way, we can safely move on to how to beat them successfully. First of all, All combos can be really useful in this battle, as there's three of them attacking en-masse, as you know. A few suggestions would be Bio-All, or, powerful attacks that naturally attack all oppositions. One of them being Ultima, and that can do 9999 damage already if you're lvled up high enough. And Comet2 can put a damper of about 2000 damage per hit against all three Turk members. Keep in mind, too, that, since they're bosses, they claim the privelage of unsusceptiblizing Gravity's effects, that's a given. Any powerful summon (summons below Odin are usually pathetically useless in this fight, so you really shouldn't use them. Plus, they bring down HP at the same time) will do nicely, too. Bahamut ZERO should do around 7000 damage by itself, and with MP Plus paired, it could even do up to the 7500s. Neo Bahamut does around 4700 while Bahamut does around 3600. Alexander is considerably strong, and so is Odin, but completely avoid usage of Kjata, as it can heal them all for about 4000 HP! Also, multiple-hitting Limit Breaks can do the trick well, also. Remember to keep that HP up in this fight.

Now, after the fight, whether they died or simply ran off, you can continue North along the path. There are many different route combinations you can take, and it may behoove you to try all of them, as they lead to some useful items. But whatever you do, if you're remotely interested in these items, do not take the left path at as your very first turn on the "Y" junction. Anyway, heading

right and right leads to nothing but a dead end, however, heading right then
left takes you to a ladder leading into a tunnel which, in turn, takes you to
the front of the Shinra mansion. You'll see Cait Sith running out of the Shinra
mansion (that is, unless he's in your party), saying that Sister Ray's not that
way. Disregard him and march straight into the building. First of all, we have,
in the Item Shop, two treasure chests that were previously inaccessible due to
the lady clerk stopping you, but both of them will nail you Master Fist, and,
Pile Banger (which for some reason shows up as Pile Bunker when you pick it up)
Also, do not worry about the enemies in here, as they're still the same old
enemies from your last stop here, and they're far beyond laughable at this
stage of the game. Up on the 63rd floor, there's a Glow Lance, as security has
been lightened due to Midgar's crisis. Notice that there is no one in this
building besides the enemies. And most importantly, on the 64th floor, in the
back row of lockers, there's Cait Sith's ultimate weapon, HP Shout. Lastly,
you can find the Behemoth Horn on the long staircase if you chose Tifa's method
for infiltration during the raid on the Shinra HQ in disk one. That is all
for Shinra HQ this time around, so head back to the tunnel, and then head left
on the first turn to progress on with the story.

Mmm-kay, from the beginning of this next area, you find yourself out on the
Midgar streets. First, climb up the pipes and then get onto the main street,
and you'll encounter there, and huge robot, Proud Clod. Your party nearly shits
themselves, and then, it opens its cockpit, and out on its hand it carries
Scarlet and Heidegger. Great...more crap. The whine and complain about how you
treated them like nothing up until now, and almost totally disregarded them.
Well, what do you expect when one of you is reminiscent of a freight train and
laughs like a horse with a boot halfway up his ass, and the other is just a
wench who scares everyone...? They're also mad at you for killing so many of
their soldiers.. Well... we enjoyed splattering their internal organs
everywhere, asshole! The spewing of their blood from every imagineable orifice
urged us on with the malice intent of doing it over and over again, just to
make you mad. You should have seen our contentment... Ok, I'll stop now... But,
that's, according to the two idiots atop the hand laughing unbearably, all
over, as you're about to face their anti-Weapon (this thing would be demolished
by Weapon, and then used to wipe its ass with) artillery. It's Scarlet's proud
creation, and it apparently is going to obliterate your "worthless" party.
Yep, uh-huh, keep thinking that, Scarlet... Its name is Proud Clod, and Scarlet
as well as Heidegger are going to be controlling it in the fight, so don't
expect too much of a challenge.

```
===============================================================================
-   BOSS: PROUD CLOD, SUB-BOSS: JAMAR ARMOR                                   -
===============================================================================


-------------------------------------------------------------------------------
-   BOSS: PROUD CLOD                                                          -
-------------------------------------------------------------------------------
```

-> Monster's Name: Proud Clod
-> Monster's Locations:
- Midgar (disk 2) - Mako Cannon (forced)
-> Monster's Level: 53
-> EXP for Defeating: 7000
-> AP for Defeating: 1000
-> Gil for Defeating: 10000
-> Item Dropped from Monster: Ragnarok x1 [100%]
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 60000
-> Monster's MP: 320

```
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   102, 170, 1,   88,  120, 300, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Wrist Laser              0   1    Phys  Sht   Phys  16      100  X  X
* Beam Cannon              32  A*   Mag   Sht   Mag   20      100  X  X
^ W Machine Gun            0   1    Phys  Sht   Phys  28      100  X  X
* Materia-jammer           16  1    Mag   -     -     -       I    X  X  (1)
* Knee Blender             0   1    Phys  Sht   Phys  16      100  X  X
* Knee Fire                0   1    Phys  Sht   Phys  16      100  X  X
^ Big Hand Clash           0   1    Phys  Sht   Phys  16      100  X  X


(1) Reflect [100%]

--> Attack Pattern:

-> Basic Pattern:
Proud Clod's initial IRV is 5
Action Count is 0, 1, 2, 3, 4, 5, 6 (chosen randomly)
Is Action Count 0, 1?
Yes: W Machine Gun on random character (if 1 has been chosen out of Rnd[1..IRV],
     W Machine Gun x2 in one turn)
     [Action Count is 2, 3 (chosen randomly)]
No: Is Action Count 2?
    Yes: Big Hand Clash on random character (if 1 has been chosen out of
         Rnd[1..IRV], Big Hand Class x2 in one turn)
         [Action Count is 4, 5 (chosen randomly)]
    No: Is Action Count 3?
        Yes: Wrist Laser on random character (if 1 has been chosen out of
             Rnd[1..IRV], Wrist Laser x2 in one turn)
             [Action Count is 4, 5 (chosen randomly)]
        No: Is Action Count 4?
            Yes: Knee Fire on random character (if 1 has been chosen out of
                 Rnd[1..IRV], Knee Fire x2 in one turn)
                 [Action Count +2]
            No: Is Action Count 5?
                Yes: Knee Blender on random character (if 1 has been chosen out
                     of Rnd[1..IRV], Knee Blender x2 in one turn)
                     [Action Count +1]
                No: Is Action Count 6?
                    Yes: Is Jamar Armor not under KO and does at least one
                         character not have Reflect?
                         Yes: Is Proud Clod's MP greater than or equal to 16 and
                              has 1 been chosen out of Rnd[1..IRV]?
                              Yes: Materia-jammer on random character without
                                   Reflect
                              No: Big Hand Clash on random character (if 1 has
                                  been chosen out of Rnd[1..IRV], Big Hand Clash
                                  x2 in one turn)
                         No: W Machine Gun on random character (if has been
                             chosen out of Rnd[1..IRV], W Machine Gun x2 in one
                             turn)
```

```
                                   [Is Proud Clod's HP less than or equal to 3/5 of
                                    its MaxHP?
                                    Yes: Action Count +1]
                                    No: Action Count is 0, 1 (chosen randomly)]
                        No: Is Action Count 7?
                            Yes: Action Count +1
                            No: Is Action Count 8?
                                Yes: Charge on self
                                     [Action Count +1]
                                No: Is Action Count 9?
                                    Yes: Beam Cannon on all characters
                                         [Action Count +1]
                                    No: Action Count is 0, 1 (chosen randomly)


-> Counterattack Pattern:
Is Proud Clod's HP less than or equal to 1/5 of its MaxHP?
Yes: IRV is 1
No: Is Proud Clod's HP less than or equal to 2/5 of its MaxHP?
    Yes: IRV is 2
    No: Is Proud Clod's HP less than or equal to 3/5 of its MaxHP?
        Yes: IRV is 3
        No: Is Proud Clod's HP less than or equal to 4/5 of its MaxHP?
            Yes: IRV is 4
            No: IRV does not change


-------------------------------------------------------------------------------
-   BOSS: JAMAR ARMOR                                                          -
-------------------------------------------------------------------------------

-> Monster's Name: Jamar Armor
-> Monster's Locations:
- Midgar (disk 2) - Mako Cannon (Proud Clod battle) (forced)
-> Monster's Level: 62
-> EXP for Defeating: 8000 (only if KO'd)
-> AP for Defeating: 1500 (only if KO'd)
-> Gil for Defeating: 10000 (only if KO'd)
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 20000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   130, 200, 1,   110, 109, 330, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Seizure, Haste,
Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
-------------------------------------------------------------------------------
none


--> Attack Pattern:

-> Basic Pattern:
none
```

- STRATEGY: Although it's a super-intimidating-looking boss, don't let it fool you, as it's actually not that difficult if you know what you're doing. With its attacks, however, it does have the potential to be catastrophically powerful, but its run by two imbeciles, so I guess that's partially the reason. This time around, two brains are definitely not better than one, in this case. First of all, it comes with somewhat of a mini-boss, which is its armor that is some kind of breastplate, know as the Jamar Armor. It does have too much HP, making it kind of easy to kill off, so don't worry that much about that little department. What you should concern yourself with about Jamar Armor, though, is its one attack, Materia Jammer. If this attack hits, you can almost guarantee your loss in this fight, and say byebye to that victory you wanted. Hope you saved sometime soon. What it does is disables all ability to use any of your equipped Materia for the rest of the fight, limiting you to only the "attack" and "item" commands. Theoretically, it's possible to win this way, but it is highly improbable. You might want to unleash a few rounds of powerful spells (I'd save some of your more powerful summons until later against the actual Proud Clod's enormous 60000 HP) on the Jamar Armor, and that should be about enough to off it completely. From then on out, all you'll have to worry about is some of Proud Clod's powerful attacks, which is an issue in and of itself.

First attack is Machinegun, which it, a lot of times, uses two in a row of, followed by two Knee Fires on its next round. The Machinegun does about 800+ damage to one character, which isn't that much considering the stage in the game, but should be enough to at least phase you and tell you to "pay attention you lazy ass, you're fighting a fifty foot tall robot run by two morons who make retarded babies look intelligent!" The Knee Fire isn't that dangerous of an attack, and its effects can be drained or nullified using means mentioned previously. It does about 500 damage to one character of Fire elemental damage, obviously, and that alone should ring some bells in your head as to what to do. "Force Punch", I named that, because it looks like it's going to punch you, but all it ultimately ends up doing is almost creating a warped friction attack to hit one character for physical damage inflicting equivalent damage as the Knee Fire. Wrist Laser is its next attack, which it usually does in some sort of attacking pattern after machineguns, Knee Fires, and an attack, but I'm not 100% (reminder for later test: does Proud Clod have an attack pattern?). It does around 450 non-elemental damage points to one character, which is almost completely laughable at this point. Knee Blend is another elemental attack based on Ice (why do all the "knee" attacks possess its elemental properties?). Rainbow Ray, when used, may confuse you at the beginning, as it's seemingly aiding you in derailing the bucket of bolts by casting Reflect unto someone, but, guess what happens as you try to heal that person... that's right. Try to have Destruct Materia handy with DeBarrier, as to remove it right away. And, lastly, there's Beam Cannon, which is all but laughable. Its done after while it's on its hands and knees after being bombarded by damage, and really looks like the dog Heidegger and Scarlet were describing earlier. It does this at regular HP intervals (I believe it does it after every 20000 HP loss), and it does about 1300 of specially based damage to all characters.

All right, strategics in this battle don't play a huge part, as you'll usually just find yourself pummeling it randomly with everything you've got. A few points, though: first and foremost, you may want to keep the Aurora Armlet handy, as to drain the effects of Knee Blend with one character. Another effective way of healing said character is with Freeze on Aurora Armlet-equip character. Regen is useful, and if you have attained it, Cure3, also. If you don't have Cure3 and wish to heal all at one time, I find that the most effective method is the Enemy Skill, White Wind. Both of them are immensely useful after a destructive Beam Cannon. But, if none of them are available, or you're lacking, in shorter supply of MP, Cure2 could always be a mediocre alternative. All right, it's obvious that it is impervious to Gravity, and surprisingly, it's not weak or in any way affiliated with Lightning, so don't

try to massacre it with Bolt3s in an attempt to destroy it expeditiously. Barrage it with tons of your most powerful attacks, spells, and summons, and the fight should be over before you know it.

Once the fight is over, Scarlet and Heidegger are like "WTF! This is the Proud Clod!", then it explodes, taking them with it. Sweet. The party calmly regroups after the more than likely long fight, and don't say a word, yet decide to continue along hastily. Head North, and in the next area, you can nab an Elixir and the Mystile from the two treasure chests, then save your game progress. Run up the stairs, following your conspiratorial fluffed friend, Cait Sith, who by now has probably regained your trust. Note that you might want Barret in your party, if only for a moment, as in the next area heading up the stairs, you'll find Barret's ultimate weapon, Missing Score, and it only appears if Barret is in your group at that time. Keep going, you're almost at that heretic Hojo! As you keep making it up, in the next area, is where Hojo is insanely at work on the cannon. Go up to him, and you're party is fully intent on introducing Hojo to his insides. As you approach him, Hojo immediately addresses Cloud as "the failure". Cloud then demands that Hojo at least, in all of that mountains and mountains of IQ, that he remember his name as Cloud. Hojo then says that it pains him to see Cloud, to think that he ever has such little scientific sense, as he once evaluated Cloud as a failure, however, he was the only successful clone of the one and only Sephiroth; it's causing hatred to swell inside of him for his own self. Cloud doesn't give a rat's ass, he just wants Hojo to stop all of this nonsense. Hojo then evilly and benevolently explains his master plan, and that is to feed Sephiroth the energy that he supposedly needs. Cloud thinks this is immensely rash and nonsensical, and wonders why he'd do something like that, and Hojo basically tells him to shut it. But, then Hojo's mind must go through some strange transfiguration in logic, and says that Cloud actually might be cut out to be a...scientist??? He then calculates the energy level which is at 83%, currently, and that it is going too slow. He then makes one of the most startling statements in the game; Sephiroth is his son.

Yes, you hear me correctly, Sephiroth is the son of this whacked-out lunatic. Sephiroth always has looked down on Hojo, and this makes Hojo wonder what Sephy would think upon discovering that he's really Hojo's son. If Vincent is with you, this adds a little to the scene, but at any rate, he says that he offered the woman with his child (Lucrecia) to Gast's Jenova Project. While Sephiroth was in the womb, amidst the amneotic fluids, they injected Jenova cells, and this pisses everyone off, and Cloud calls it the "illusionary crime against Sephiroth". Further clarification to this can come from checking out the section right below the walkthrough, titled Lucrecia's Cave. Hojo then says that he has also injected himself with Jenova Cells, and wishes to experiment with them on your asses, the non compos mentis bastard. Get ready.

```
================================================================================
-    BOSS: HOJO, SUB-BOSS: POODLER SAMPLE, SUB-BOSS: BAD RAP SAMPLE          -
================================================================================


--------------------------------------------------------------------------------
-    BOSS: HOJO                                                               -
--------------------------------------------------------------------------------
```

-> Monster's Name: Hojo
-> Monster's Locations:
- Midgar - Mako Cannon - Top of Sister Ray (forced)
-> Monster's Level: 50
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0

```
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 13000
-> Monster's MP: 250
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60, 130,  5,   78,  60,  150,  6
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Capsule                0   AA*  MHPr  Res   Prop  -       255  X  X  (1)(2)

(1) reanimate an ally Poodler Sample or Bad Rap Sample model under KO with
    MaxHP
(2) revive KO [100%]


--> Attack Pattern:

-> Basic Pattern:
Hojo: "Gwah, haw, haw!!" appears on screen at the beginning of battle
Allies Poodler Sample and Bad Rap Sample are under KO at the beginning of battle
Is at least one ally under KO?
Yes: Capsule on all allies under KO
No: do nothing


-> Special KO Pattern:
Is Hojo's HP 0?
Yes: remove all status effects from Hojo
     remove all allies not under KO
     transform into Helletic Hojo
No: follow Basic Pattern


-------------------------------------------------------------------------------
-    SUB-BOSS: POODLER SAMPLE                                                  -
-------------------------------------------------------------------------------

-> Monster's Name: Poodler Sample
-> Monster's Locations:
- Midgar - Mako Cannon - Top of Sister Ray (Hojo battle) (forced)
-> Monster's Level: 42
-> EXP for Defeating: 2000 (only after defeating Lifeform-Hojo N)
-> AP for Defeating: 150 (only after defeating Lifeform-Hojo N)
-> Gil for Defeating: 2000 (only after defeating Lifeform-Hojo N)
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   93, 100,  1,   80,  55,  130,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
```

```
Manipulation, Death Sentence

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Fire2                    22  1/A  Mag   Fir   Mag   20      100  X  O
^ Bodyblow                 0   1    Phys  Hit   Phys  16      100  X  X


--> Attack Pattern:


-> Basic Pattern:
Action Count is 0, 1, 2 (chosen randomly)
Is Action Count 0?
Yes: Is second character in party formation not under KO?
     Yes: Bodyblow on second character in party formation
          [Action Count +1]
     No: do nothing
No: Is Action Count 1?
    Yes: Is first character in party formation not under KO?
         Yes: Bodyblow on first character in party formation
              [Action Count +1]
         No: do nothing
    No: Is third character in party formation not under KO?
        Yes: Bodyblow on third character in party formation
             [Action Count reset to 0]
        No: do nothing

-> Counterattack Pattern:
Is Poodler Sample's HP less than or equal to 1/4 of its MaxHP?
Yes: 2/3 - do nothing
     1/3 - Is Poodler Sample's MP greater than or equal to 22?
           Yes: Fire2 on last character to attack Poodler Sample
           No: do nothing
No: follow Basic Pattern


-------------------------------------------------------------------------------
-   SUB-BOSS: BAD RAP SAMPLE                                                   -
-------------------------------------------------------------------------------

-> Monster's Name: Bad Rap Sample
-> Monster's Locations:
- Midgar - Mako Cannon - Top of Sister Ray (Hojo battle) (forced)
-> Monster's Level: 34
-> EXP for Defeating: 2000 (only after defeating Lifeform-Hojo N)
-> AP for Defeating: 150 (only after defeating Lifeform-Hojo N)
-> Gil for Defeating: 2200 (only after defeating Lifeform-Hojo N)
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 11000
-> Monster's MP: 120
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   96,  120, 2,   89,  100, 160, 3
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence

-> Attacks:
```

```
* Name                      MP  Tar Type Elem Form PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Evil Poison               4   1   Phys Psn  Phys 12     105  X  X  (1)
* Big Fang                   0   1   Phys Hit  Phys 42     85   X  X
^ Whip                       0   1   Phys Hit  Phys 16     110  X  X


(1) Darkness [100%]


--> Attack Pattern:


-> Basic Pattern:
Bad Rap Sample's initial IRV is 4
Is Action Count 0, 1?
Yes: Whip on random character (if 1 has been chosen out of Rnd[1..IRV], Whip x2
     in one turn)
No: Is Action Count 2?
    Yes: Does at least one character not have Darkness and has 1 been chosen
         out of Rnd[1..IRV] and is Bad Rap Sample's MP greater than or equal to
         4?
         Yes: Evil Poison on random character without Darkness
         No: Whip on random character (if 1 has been chosen out of Rnd[1..IRV],
             Whip x2 in one turn [Action Count +1])
             [Action Count reset to 0]
    No: Big Fang on character with highest HP
        [Action Count reset to 1]


-> Counterattack Pattern:
Is Bad Rap Sample's HP less than or equal to 1/2 of its MaxHP?
Yes: IRV is 2
No: Is Bad Rap Sample's HP less than or equal to 3/4 of its MaxHP?
    Yes: IRV is 3
    No: IRV does not change


- STRATEGY: Manical looking, ain't he? As his only move, he summons forth
biological experiments somehow, to do his dirty work, while he just stands
there almost confusedly in a dazed state. His enemies are like ones you'd find
on the sunken Gelnika (however more powerful), and their attacks don't
really do too much damage. I say you should just disregard them completely,
and kick Hojo's ass into next week, which is an assessment easily attainable.
Also refrain from using high-end summons here, and use them later on. After
13000 HP is depleted, he metamorphoses into a new, strang(er)-looking form.
Note that Poodler Sample and Bad Rap Sample do the only damage that you'll be
seeing against you in the first Hojo battle; Hojo simply animates/reanimates
them, all the while uttering various phrases.


===============================================================================
-   BOSS: HELLETIC HOJO, SUB-BOSS: LEFT ARM, SUB-BOSS: RIGHT ARM            -
===============================================================================


-------------------------------------------------------------------------------
-   BOSS: HELLETIC HOJO                                                      -
-------------------------------------------------------------------------------


-> Monster's Name: Helletic Hojo
-> Monster's Locations:
- Midgar - Mako Cannon - Top of Sister Ray (forced)
-> Monster's Level: 55
-> EXP for Defeating: 0
-> AP for Defeating: 0
```

```
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 26000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80,  140,  6,    68,  60,  200, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Bio Gas                 15  1    Mag   Sht   Mag   16      100  X  X  (1)
^ Pile Banger             0   1    Phys  Pnch  Phys  50      100  X  X
* Silence                 24  1/A  Mag   -     -     -       100  X  O  (2)
* Sleepel                 8   1/A  Mag   -     -     -       100  X  O  (3)
* Confu                   18  1/A  Mag   -     -     -       100  X  O  (4)
  Regeneration            0   1A   -     -     -     -       I    X  X  (5)(6)

(1)  Poison [100%]
(2)  Silence [60]
(3)  Sleep [72]
(4)  Confusion [60]
(5)  revive KO [100%] to Right Arm with 100% MaxHP
(6)  Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Are both Left Arm and Right Arm not under KO?
Yes: Is Action Count 0, 1?
     Yes: Does at least one character not have Sleep and Confusion?
          Yes: Pile Banger on random character without Sleep and Confusion
               (1/3 - Pile Banger x2 in one turn)
          No: Pile Banger on random character (1/3 - Pile Banger x2 in one
              turn)
              [Action Count +1]
     No: Is Action Count 2?
         Yes: Does at least one character not have Sleep and Confusion?
              Yes: Pile Banger on random character without Sleep and Confusion
                   (1/3 - Pile Banger x2 in one turn)
              No: Pile Banger on random character (1/3 - Pile Banger x2 in one
                  turn)
                  [2/3 - Action Count +2]
                  [1/3 - Action Count +1]
         No: Is Action Count 3?
             Yes: Does at least one character not have Poison and Confusion and
                  is Helletic Hojo's MP greater than or equal to 15?
                  Yes: Bio Gas on random character without Poison and Confusion
                  No: Does at least one character not have Sleep and Confusion?
                      Yes: Pile Banger on random character without Sleep and
                           Confusion (1/3 - Pile Banger x2 in one turn)
                      No: Pile Banger on random character (1/3 - Pile Banger x2
```

```
                              in one turn)
                              [Action Count reset to 0]
               No: Does at least one character not have Confusion and Reflect and
                    is Helletic Hojo's MP greater than or equal to 18?
                    Yes: Confu on random character without Confusion and Reflect
                    No: Does at least one character not have Sleep and Confusion?
                         Yes: Pile Banger on random character without Sleep and
                              Confusion (1/3 - Pile Banger x2 in one turn)
                         No: Pile Banger on random character (1/3 - Pile Banger x2
                              in one turn)
                              [Action Count reset to 0]
No: Is only Right Arm under KO?
    Yes: Is Action Count 0?
         Yes: Does at least one character not have Sleep and Confusion and
              Reflect and is Helletic Hojo's MP greater than or equal to 8?
              Yes: Sleep on random character without Sleep and Confusion and
                   Reflect
              No: do nothing
                   [Action Count +1]
         No: 1/2 - Regeneration on Right Arm
                   [Action Count reset to 0]
              1/2 - do nothing
    No: Is Action Count 0, 1?
         Yes: Does at least one character not have Sleep and Confusion?
              Yes: Pile Banger on random character without Sleep and Confusion
                   (1/3 - Pile Banger x2 in one turn)
              No: Pile Banger on random character (1/3 - Pile Banger x2 in one
                   turn)
                   [Action Count +1]
         No: Does at least one character not have Silence and Reflect and is
              Helletic Hojo's MP greater than or equal to 24?
              Yes: Silence on random character without Silence and Reflect
              No: Does at least one character not have Sleep and Confusion?
                   Yes: Pile Banger on random character without Sleep and Confusion
                        (1/3 - Pile Banger x2 in one turn)
                   No: Pile Banger on random character (1/3 - Pile Banger x2 in one
                        turn)
                        [Action Count reset to 0]

-> Special KO Pattern:
Is Helletic Hojo's HP 0?
Yes: remove all status effects from Helletic Hojo
     remove all allies not under KO
     transform into Lifeform-Hojo N
No: follow Basic Pattern


--------------------------------------------------------------------------------
-    SUB-BOSS: LEFT ARM                                                         -
--------------------------------------------------------------------------------


-> Monster's Name: Left Arm
-> Monster's Locations:
- Midgar - Mako Cannon - Top of Sister Ray (Helletic Hojo battle) (forced)
-> Monster's Level: 55
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
```

```
-> Monster's HP: 24000
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   46,  150,  1,   90,  100, 150,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death


-> Attacks:

* Name                       MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
none


--> Attack Pattern:

-> Basic Pattern:
none


--------------------------------------------------------------------------------
-    SUB-BOSS: RIGHT ARM                                                        -
--------------------------------------------------------------------------------

-> Monster's Name: Right Arm
-> Monster's Locations:
- Midgar - Mako Cannon - Top of Sister Ray (Helletic Hojo battle) (forced)
-> Monster's Level: 55
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 5000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   150,  120,  1,   95,  80,  130,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death


-> Attacks:

* Name                       MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
  Berserk Text               0   -    -     -     -     -       -    X  X  (1)(2)
                                                                           (3)
(1) only attack that will be used if under Berserk
(2) "Right Arm's skill power is used up." appears on screen
(3) Right Arm will do nothing when under Berserk

- Note: Right Arm does not attack on its own. It is in battle to act as a
medium for Helletic Hojo to attack/perform actions


--> Attack Pattern:
```

```
-> Basic Pattern:
none

- STRATEGY: Yeah, as you see, this boss is actually three seperate bosses in
one. However, it is only necessarily required to kill the body (main Helletic
Hojo), for it, and the other two arms, to die. It attacks with some statuses
like Poison and Sleepel, which is negatable by Ribbon, and then if a character
is afflicted with said status detriments (I say "if" because they have quite
low Acc), you can remove them with Esuna. I suggest aiming Neo Bahamut at this
thing, and that right there will take out the Right Arm with precision and
speed, and do considerable damage to the other two targets. Note that if you
don't kill the body within an allotted regeneration time, the arm that is
killed is reformed. Also, don't waste time targeting Left Arm, as its 24000 is
almost like doubling the fight time. Simply target the body and once it is
offed, the boss dies. However, Hojo doesn't grasp the concept of dying, and
transmutates again, this time into a semi-tough customer.

===============================================================================
-    BOSS: LIFEFORM-HOJO N                                                    -
===============================================================================

-> Monster's Name: Lifeform-Hojo N
-> Monster's Locations:
- Midgar - Mako Cannon - Top of Sister Ray (forced)
-> Monster's Level: 58
-> EXP for Defeating: 25000
-> AP for Defeating: 2500
-> Gil for Defeating: 6000
-> Item Dropped from Monster: Power Source x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 30000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 5,   100, 90,  180, 6
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death
Sentence, Death

-> Attacks:

* Name                      MP  Tar Type Elem Form PwrCst %    M  R  +Added
-------------------------------------------------------------------------------
* Combo [1]                 0   1   Phys Hit  Phys 5      100  X  X  (1)
^ Combo [2]                 0   1   Phys Hit  Phys 12     100  X  X  (2)(3)
^ Combo [3]                 0   1   Phys Hit  Phys 7      100  X  X  (4)(5)
^ Combo [4]                 0   1   Phys Hit  Phys 16     100  X  X  (6)(7)
* Silence                   24  1/A Mag  -    -    -      100  X  O  (8)
* Slow                      20  A/1 Mag  -    -    -      I    X  O  (9)
^ Absorb                    2   1   Mag  -    Mag  10     255  X  X  (10)

(1) first hit in the combo
(2) second hit in the combo
(3) Poison [80]
(4) third hit in the combo
(5) Darkness [80]
(6) fourth hit in the combo
(7) Sleep [80]
```

```
(8) Silence [60]
(9) Slow [100]
(10) does not actually absorb HP - only magic damage


--> Attack Pattern:

-> Basic Pattern:
Lifeform-Hojo N's initial IRV is 4
1/3 - Action Count is 3 at the beginning of battle
1/3 - Action Count is 2 at the beginning of battle
1/3 - Action Count is 0 at the beginning of battle
Is Action Count 0?
Yes: Does at least one character not have Slow?
     Yes: Pre-Select character is random character without Slow
     No: Pre-Select character is random character
     Is Pre-Select character not under KO?
     Yes: Combo [1] on Pre-Select character; if Pre-Select character is not
          under KO, Combo [2] on Pre-Select character; if Pre-Select character
          is not under KO, Combo [3] on Pre-Select character; if Pre-Select
          character is not under KO, Combo [4] on Pre-Select character
     No: do nothing
         [2/5 - Action Count +3]
         [2/5 - Action Count +2]
         [1/5 - Action Count does not change]
No: Is Action Count 2?
    Yes: Does at least one character not have Slow?
         Yes: Is Lifeform-Hojo N's MP greater than or equal to 20?
              Yes: Slow on all characters without without Slow
                   [Action Count reset to 0]
              No: Action Count +1
         No: Action Count reset to 0
    No: Is Lifeform-Hojo N's HP less than its MaxHP?
        Yes: Absorb on character with highest HP
        No: Is Lifeform-Hojo N's MP less than its MaxMP?
            Yes: Absorb on character with highest MP
            No: do nothing
                [Action Count reset to 0]


-> Counterattack Pattern:
Has Lifeform-Hojo N been attacked magically?
Yes: Does the last character to attack Lifeform-Hojo N magically not have
     Silence and is Lifeform-Hojo N's MP greater than or equal to 24?
     Yes: Silence on last character to attack Lifeform-Hojo N magically
     No: do nothing
No: follow Basic Pattern
Is Lifeform-Hojo N's HP less than or equal to 1/4 of its MaxHP?
Yes: Action Count is 1
     IRV is 1
No: Is Lifeform-Hojo N's HP less than or equal to 1/2 of its MaxHP?
    Yes: Action Count is 1
         IRV is 2
    No: Is Lifeform-Hojo N's HP less than or equal to 3/4 of its MaxHP?
        Yes: Action Count is 1
             IRV is 3
        No: IRV does not change


- STRATEGY: This is a semi-tough boss, but can easily be put at its knees with
a few preparations. First of all, this guy comes loaded with a plethora of
status ailment-inflicting attacks (^see above). First of all, I recommend
having one character of yours with the Ribbon accessory, and whomever that may
```

be, to have Heal with Esuna equipped (this is preferably your strongest phys. attacker, and if it is, also equip Counter Attack). Like this, you'll be immune to the status effects of Combo, and after each of its four attacks, if you're the strongest character, you'll be countering each of the four hits for about 3000 damage each, almost halving Lifeform Hojo's HP right there. Esuna is to cure anyone else from such negative statuses it can throw at you. You might want a few extra accessories handy that protect in correspondence to the moves it has, mentioned above, of course. Throw your strongest stuff at him, and he sure as hell should be finished in no time.

Afterwards, your party is standing still, almost in shock after the battle, whilst a cold, gentle wind is heard blowing. After a few words from the party, you're back on the airship. Here, Cait Sith announces that Shinra is finally finished. Cloud calculates that Meteor is going to fall...and Red XIII butts in, saying it's going to crash down on Earth in seven days, according to Bugenhagen. Cloud goes up to ask Red XIII if he'd like to see everyone in Cosmo Canyon again; "...yes". He turns to ask if Barret wishes to see Marlene, and Barret tells Cloud not to ask him that, heh, but if you don't unleash Holy's power in seven days, there ain't gonna be no more planet to protect. Also, he says that if you don't beat Sephiroth, you'll just die a few days sooner than everyone else who will lose their lives to Meteor. Way to make them all feel secure, asshole. Barret comes in with a strong statement, telling Cloud to shut up, and not count yourselves out before the fight. Cloud moves up to the front of the cockpit and, again, brings up the age-old question in this game: "What are we all fighting for?" I thought we've already established that Cloud... He basically covers everything they are fighting for (saving and preserving the future of the planet), and he says that's all fine and dandy, but is that really what it all is?

That's not all that it is for Cloud, as for him, it's a personal feud, and he holds an intense grudge against Sephiroth. He still doesn't really give a damn about the planet, he just wants to kill Sephiroth. Heh, if only he had the battle credentials to do so... saving the planet is like an added bonus to beating Sephiroth, like killing two birds with one stone. Cloud has been doing some thinking (what a revelation!), and he believes that everyone in your group is fighting for themselves, and that special someone who's cherished in their hearts. That is why they continue on intrepidly in their plight to save the planet from utter destruction. Barret says that in all of his banter, Cloud is correct, and what he's saying now is actually sensical. Sure, it sounds cool to say it's to save the planet, and less selfish that way, but, it really is for themselves. Now that Barret looks back on blowing up that Mako Reactor, he realizes it was the wrong way to go about things, as so many innocent citizens lost their lives in the explosion. He also states that, at first, it was to get revenge and pay-back on the Shinra for destroying his town of Corel, however, now his perogative has changed, and he's now fighting for adorable 'lil Marlene. He wishes for their to be a planet for Marlene to grow, and have a bright future. Cloud then tells everyone to get the hell off of the ship and tells them to find their reasons out for themselves, which is basically going back to what Bugenhagen told you last time you visited Cosmo Canyon. Damn, Cloud made more sense then Bugenhagen, wow...

Also, Cloud says that he wants them to find their reasons, and come back, but then Cid hints at the fact that mayhaps none of them'll be returning. He's very pessimistic about the whole ordeal, and says that Meteor's going to kill them all anyway, and to just cut the useless struggling. Cid, that's why we're going after Sephiroth...to prevent that crap from happening. Cloud states that he's fighting for the planet, but on top of that, there's a very personal memory he has. If they don't find that special thing inside of them, then that is ok, as well, and it's ok if they don't back, since you cannot fight without a reason. Yes you can... Anyway, after everyone leaves, only Cloud and Tifa

stay. I'm surprised at how Cid left his own airship, and these two are the ones who get it. Cloud goes up and asks Tifa was she plans on doing, and she says that she has nowhere to go; she's all alone, with no place to truly call home. Outside, the two talk upon a small, lonely hill atop a cliff, overlooking the soft, tranquil sun filling the sky. She tells Cloud how everyone has departed and gone their own seperate ways for now, and wonders deeply if they ever shall return. He replies that both of them are the same, and have no home to return to, and sadly agrees with him. Tifa optimistically believes that one day... one day... they'll come back. Cloud is not so sure, however, and states that every person has an irreplaceable memory they have in the deepest annals of their hearts. She touchingly says (heralded by the Sector 7 Slums music) that it does not matter if they return or not, because as long as she's with Cloud, she shan't give up, even if she's scared. She then goes into how close they are now and how far apart they were preceeding this, and how when she was in the Lifestream, she was surrounded and engulfed by screams of agony and anguish, and from that miserably tarnished soul, she thought she heard Cloud's voice...

She closes her eyes, and starts crying a little, saying that although he more than likely doesn't recall, but back then, deep in her heart's shadows, she had heard him calling her name. Cloud then says that he also remembers her calling his name at that time, and that she was calling him back from the stream of conciousness. He then restates the promise that he made to her to always assist her when she was in dire need. Then she gets really deep, asking him if he thinks that the stars can hear them talking right now, and also wonders if they can tell how hard your group is fighting for them, and so that one day they can shine down upon a prosperous, and serene world. Cloud exclaims that whether or not the stars are watching or listening, they still have to do what they can to protect the planet, and also to believe in themselves, and the power of their wills to live, and tries to reassure Tifa by saying, "someday we'll find the answer. Right, Tifa?" He says that he learned that from her while they were among the miasmic Lifestream. Cloud then tells Tifa, rather deep in thought, probably recollecting on a few things, that he wishes to talk to her about so many things, but, now that both of them are so peacefully together under the dusk sun overlooking the horizon, atop this little hill, he doesn't really know what it is he wants to say. Cloud, you have Tifa totally alone, a hill top, and an enormous airship all to yourselves for a few days, what the hell do you think you should do!? After thinking a little bit analytically, nothing has changed, and it actually makes him want to laugh. She then replies with a powerful statement, "words aren't the only thing that tell people what you're thinking". The scene shifts to the very early morning, where Tifa is beautifully sleeping on Cloud's shoulder...

Cloud wakes up, and wakes Tifa up gently, saying that the dawn sun is almost peering over the hilltops. She wakes up slightly confused, and she says she just wants a little bit more sleep, and rests her head upon Cloud's shoulder again, saying that this day will never come again, and she wants to cherish this moment. Cloud then says that this will most likely be the last time they'll have together. The screen fades, then fades back to Cloud and Tifa still on top of the same small hill, and Cloud suggests that they had better get going. Tifa says she doesn't want to go yet, as apparently, she still does not wish for this moment to end, but Cloud at least does a good job of reassuring this time around by saying that as long as they don't have to go on alone, it'll all be a-ok. Tifa is glad, and feels safe with Cloud protecting her, right by her side. On that happy note, they walk off, and the next scene is in the Highwind, on the bridge leading to the cockpit. She says that the airship is too big for just them two, and that it sure is lonely without the rest of them to liven everything up. Cloud then says something that sounds like some guy trying to seduce some woman, "don't worry, it'll be okay". Cloud then says that he'll make a big enough ruckus for everyone, starting by doing his little squatting routine. Cloud is now the pilot, hehe, and there isn't going

to be anymore casual flying anymore. Obviously, this is just a rouse to make
Tifa excited (and probably get her in bed), as he pilots it just the same as
before, and says that there isn't going to be any time for the two of them to
be lonely.

At that time, they hear and feel the ship start moving, and they run into the
cockpit. And wouldn't you know it, it's Barret, Cid, and Cait Sith! Barret
makes a wise crack, saying "O, oh...is that okay with you", and says it after
seeing Cloud and Tifa so close together. Heh. Red XIII comes out from the
back. Everyone, get out, you're ruining Cloud's well-thought-out plan!!! Tifa
is engulfed in embarrassment, it would seem, and runs up to the front and falls
on the ground. Vincent then appears nanchalantly, and they speak for a second.
Cait Sith comes up, and then says that he wanted to be in the main group, but
he couldn't get away, so some people in Midgar took him in. He says that
although he has a stuffed animal body, he's still going to try his hardest. As
Barret says that's everyone, Red XIII points out that Yuffie's not around, but
Barret states that she's not going to appear, and says that thankfully, this
time around, she didn't steal your Materia. Then, out of no where, Yuffie
appears from the ceiling, and starts showing off, asking "how could you say
that!?" She said she came here after being seasick as all hell, and says that
she's not going to have the best part to all of themselves, especially not
after enduring such hardships. Cloud does a one-liner, then she thanks him for
the kind words, and waiting in her "reserved seat" in the hall. Meaning where
she looks as though she's going to bring the ship out of the air with huge
amounts of vomit.

Cloud thanks everyone for returning, and Barret says that they didn't come back
for his spiky-headed ass, they came back for Marlene. This makes little no
sense, seeing as though the rest of them have never met Marlene, but, in his
nonsensical rubbish, I'm assuming that in that one day, he introduced them all
to Marlene or something, and they feel the same way he does. In the immortal
words of Barret: "I dunno". Suddenly, as Red XIII begins to speak, the peaceful
Aeris' Theme plays, and he says that Aeris left your entire party, and the
planet, for that matter, a window of opportunity, and Cid says that t'would be
a shame to let it go senselessly. Cloud emotionally gets into how Aeris, that
flowergirl from the slums, she was always smiling to the end. He declares that
your party must take action, or else, that beautiful smile will just freeze as
such, for all eternity. He then goes into saying how her soul and spirit
should have already returned to the planet, however, something is stopping her
from doing so. He says that we all have to release Aeris' memory. Cid butts in
saying, "has anyone here changed their mind?" Cloud is counting on Cid, and
then runs up to the steering controls, and says that there are two levers there
that have been giving trouble for quite some time now, and asks what he should
do to Cloud. Cloud enthusiastically exclaims that this is your last battle, the
target, North Cave, and the enemy, Sephiroth. And awesome CG plays of the
Highwind kicking into high gear, and cockpit is rumbling and shaking as crazily
as hell. They're all talking about how they're going to kick Sephiroth's ass,
when a red light and alarm start flashing. Cid says it's some incredible power,
when his pilot students come in, and help him steer. Cid, unappreciatively,
tells them to get the hell out. They say "this is our home". Strong. Geronimo!
The ship takes off, and flies to Northern Crater. Change to the last disk, 3!

==

                          =-= Disk Three =-=

==

I'd like for you to note that at this point in the game every single sidequest
is available to you, so emerse yourself in some of the other sections of this

guide if you need any help whatsoever. Also note that your pilot is now a "Full
Fledged Pilot".

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                        Area #47 - Northern Crater
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-> Enemies: Malboro, Dragon Zombie, Behemoth, Master Tonberry, Allemagne,
Christopher, King Behemoth, Death Dealer, Pollensalta, Parasite, Scissors, Dark
Dragon, Gargoyle, Mover, Gighee, Malboro, Iron Man, Armored Golem,
Jenova-SINTHESIS(B), Bizarro-Sephiroth(B), Safer-Sephiroth(B)
-> Items/Weapons/Armor: Save Crystal, Guard Source, Guard Source, Mind Source,
Elixir, Power Source, HP Absorb Materia, Guard Source, Power Source, Mind
Source, Megalixir, Mystile, Elixir, Speed Source, Megalixir, Tetra Elemental,
Megalixir, Magic Source, Remedy, Vaccine, Imperial Guard, Shield Materia, Hero
Drink, W-Magic Materia, Counter Materia, Remedy, X-Potion, Remedy, Vaccine,
Magic Counter, X-Potion, Turbo Ether, Speed Source, Mega-All Materia,
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This is it. This is the end of your story. It all shall come to an end...here.
You are now in the last area of the game, so get a taste of the fresh air, and
even recollect upon all of the great memories you've had in this game, as it
all shall end here, in this Crater. I hope you're prepared... Anyway, climb
down the ladder of the airship and into the first area of the Crater. Slide on
down the rocky hill tops and you land in the first area, meaning the first set
of enemies. I'll be covering Dark Dragon first, which is a moderately powerful
enemy, and which constitutes some real coverage and worry. It has 14000 HP,
and quite a number of attacks. Dragon Force is its strongest attack, and rather
irritating, doing high damage. Laser executes punishment of about 600+ to one
character, meaning that it's nowhere near as dangerous or detrimental as some
of the other debilitating attacks thus far. It has two other physical attacks,
each merit at least a mention (which I just did :), and you might want to watch
out for them. You can learn both Laser and Dragon Force with Enemy Skill
Materia. Also, avoid Lightning usage, as it is immune. It also possesses the
very powerful black magic spell, Ultima, so be careful. Next on our list, we
have the Gargoyle, pathetic enemies with the potential to be fatal. These
enemies begin every single fight in a stone statue state, in which they are
totally impervious from any form of attack. After a little while, they come out
of their coat of stone and can Petrify you, do some high damage with its bite,
and also, as a desperation move, use L4 Death (Enemy Skill it). They have 2000
HP, which really isn't a lot. Killing it is an assessment of laughability. Now,
let us go into Master Tonberry, shall we? First off, its large 44444 HP is
enough to make your head spin, but that's only one reason. It moves along
slowly towards your party, and once it reaches one of you, it unleashes a
strong attack. Also, its Everyone's Grudge attack can range from very weak, to
very strong, based on a calculation I've discovered. Basically, a character
receives 10 damage for every enemy they have killed throughout the game (ie.
if a character has killed 500 enemies, the attack does 5000 damage, and so on
and so forth - most being 9999 dmg, of course). You can Morph Ribbon accessory
from it, as well. Scissors is the next one I'd like to mention, although it's
rather simple, despite its uncanny capability to inflict Death with some its
attacks. It has 2900 HP to take care of, with three attacks. It shouldn't take
more than one attack to kill it off, though. Parasite is the last enemy for
this area, and its only real note-worthy feature is that it can help you attain
two Enemy Skills, L5 Death and Magic Breath. But, it does have 6000 HP, so you
might want to watch out for that.

Anyway, since that is all for this area, you'll want to head on forward. From
the beginning of where you land from sliding and racing down the slopingly
steep hill, you can hop down the rocky edges and nab a Save Crystal from the
treasure chest, which allows you to create one, just one, savepoint of your

own in any area of the North Crater. Cool. The cave entrance next to it leads
to the Highwind up above, if for some strange reason you have forgot to do
something that you wanted to get done and accomplish, but once you get anything
of that nature completed, head back to the treasure chest (if you even left).
From here, hop across the sizeable gap to the other side. Now, keep on running
down the spiraling, downward-inclining path (fairly and reasonably linear for
the time being, I might add), and Cloud will make a few jumps. Note: as you
proceed downward, you can obtain a Guard Source. You know what baffles me? Is
how Cloud can jump these enormously large gaps which aren't humanly possible to
jump, however, in previous points in the game, there were little 5-inch ones
he wouldn't even dare. I'm inclined to believe that it's disproportionately
set-up or something. Enough with my babble; continue down to the bottom and
then into the entrance of the next screen. As you land in the next area from
Cloud's series of frankly considerably-sized leaps, you can go right or left.
I suggest right first, and from here, continue down all of the ledges. The
first chest you can open here contains a Guard Source and the one on the very
bottom has a Mind Source for ya. From the very bottom, you can head left back
up the path and collect a few items, including: the first chest contains a
Magic Source, the next, an Elixir, and lastly is a Power Source and HP Absorb
Materia From the bottom platform of this area, you can exit to the next area.

Here, there is even more items to get, which is nice. All right, if you head
to the right and make the long degrade downwards, you can pick up the Mind
Source from the treasure chest. If you choose to go to the cave all the way
Northwest in this room, Power and Guard Source there for the pickins, and
in the cave below it, a Megalixir. In the cave below the platform where you
obtained the Mind Source, it just leads you to the next cave. From here, head
to the left, hopping platforms, to where at the bottom you can get the Hero
Drink from the chest, and the cave their is the bottom entrance to the very
top cavern. Head back up the cave to the top, and make it all the way down to
the very bottom using the ledges, and enter the next of the areas. In this
next area, you will spot the rest of your party, and I recommend placing your
Save Crystal here and using it. As you climb the two poles down to the bottom,
you're with your party, and Cloud first states that since the road splits into
two, and that you shall, because of this, split into two groups. You get to
choose yours first, and then have the two other characters you wish to have
with you take that same route; the rest take the other. I suggest you take the
right path first, as it's the simpler of the two, although the only differences
you shall encounter between the two is the enemies, and the items (if you wish
to use a small secret on item duplication, refer to my Hints and Tips section
in the guide), and both paths lead to the same place; the core. As your party
is leaving, they all say some goodbye-for-now quotes, and then you're again in
control of Cloud. This was pretty pointless in the long run, actually...

From the left path, you can take another choice as to where to go, up or down,
and each area is different, with a few similarities, mainly enemies. The items
are different, and for the most part, the enemies are as well. Taking the
downward path, we have a number of the harder enemies in the area, as well as
the whole game in its entirety. The first of which I'd like to cover is the
Armored Golem, which possesses 10000 HP, and its Golem Laser. It hits the
entire party for about 1000 damage each time, and it also has a moderate
physical attack, but nothing of worry. Note that you can win Turbo Ethers from
this enemy if you'd like, and they can come in handy for some of the upcoming
battles, so try and run into and, of course, beat Armored Golems at every
chance you get (which is why I recommend heading left then South). Another
enemy that can be found around here is the King Behemoth, a rather challenging
enemy, even for this stage of FFVII. It has a few powerful attacks like Flare
and King's Teel. Also, it possesses 18000, and slices received damage from
Gravity by 1/2. Next is the Allemagne, which isn't that much of a threat in
reality, but can be a nuisance if not dealt with properly, but still not too

horribly powerful. It has 8000 HP, which I have calculated to be depleteable in about one hit, or if you've stayed a lvl or two below the average, at most two (sometimes three hits, in which case I recommend lvling up around here a good 4-5 levels). It is, being the flying eye that it is, is immune to Earth, and weak to Wind. It has the L4 Death and L3 Flare attacks, which can be dangerous, and its Teardrop attack induces Sadness, but, if you're quick with strong attacks, you can bring it down without any worry of those taking place. Lastly, the Master Tonberry is also located around these parts, but, since I have already covered that and its information a few paragraphs above this one, I shall not get into it again here. Along the hopping paths in here, there are a lot of items to get, too; the first screen has a Remedy, Elixir, and X-Potion to its name. The next area of here has, for your usage, a Turbo Ether, Vaccine, and a Magic Counter Materia bouncing around in the Mako waterfountain. Proceeding into the next area, we first have an X-Potionn, then the next item you receive is a Turbo Ether, followed by a floating which you must press O as Cloud is jumping, or else he'll jump to the next platform that has a Speed Source. Time to cover the North path of the left fork, as this is now the core of the Crater.

All right, first off, this may some as a surprise to you, but even this new area has a new, even wider array of enemy encounters, and some of them are still quite difficult, while some of them are rather laughable, in a sense. One of them is arguably the most "useful" enemy in the game, which I'll cover last. But, at any rate, no more preliminary banter, and we'll cover our first enemy, Gighee, which is a strange mutated version of the Ponyta Pokémon, from my deranged and demented perspective. It's not that difficult of an enemy with no weaknesses to speak of, but conversely, no immunities, either. It has one attack that may constitute partial worry, Stardust Ray, but aside from that, its other attack isn't noteworthy. Keep in mind, however, that it does have 5500 HP, which is pretty damn pathetic for this point in time. Next off, we have the Christopher (note that these two enemies are always found together in the wild, with no discrepancies or exceptions). It has slightly more HP than the Gighee, and more powerful attacks, to boot, but nothing abhorrently strong or awe-inspiring. It has Stardust March also, and has High/Low Suite. Note that, unlike the Gighee, it does have some invulnerabilities, however, not elementally-based; status based- Stop and Paralysis are rendered obsolete. Next is the Allemagne, which was covered earlier (or more specifically, in the previous paragraph). And next, there is the Master Tonberry, which I have mentioned and given note to previously, as well, so check in the appropriate part of this North Crater informator for detailed information on it. All right, and like with other areas, this area also has items, too. Last is the Magic Pots, which is too much to explain here, so refer to the Enemy Compendium. From the beginning, you're in a real marshy area, with some different, however not new, music playing. The first treasure chest you happen across contains a Magic Source (you have to run around and hop over from the original right turn) Taking the other turn at the mini-fork will, in turn, have you run underwater to the other side, where you can pilfer a Remedy, and then use the other side as an exodus to the next area. Nab the Vaccine, then run around to the small swampy platform and pick Shield up, which is obviously a Materia, albeit a good and useful one. From there, run into the water and open the chest which content includes an Imperial Guard. At the right side of this screen, you can pick up a Hero Drink, then you can leave this room completely, and head for the next one. In the next area, you're in a tranquil little forest boardering a crystallinely celestial Mako fountain. Amidst the fountain is a Counter Materia. Also, amongst the North corner of the forest is the W-Magic Materia. Also note that some of the South path's enemies are here. When you're ready, exit to the left side of this majestic area, and you're finally at the core. Skip two paragraphs down to continue on, as I cover the right path next. Also note the rare little 3000 HPed enemies around here called Movers, with high attack power, although they look like miniature pumpkins without the stem.

They give 0 Exp but 2400 AP and a wealth of Gil.

Taking the right path, we encounter a few new local beasties. One of these is
the Pollensalta, and it has Fire3 (need I explain), Fascination (causes the
Confuse status effect), Cold Breath (Ice damage), and Angel Whisper, which you
can obtain by Enemy Skilling the thing. You'll have to Manipulate her if you
desire it, however. Parasites are still in this area, just so that you know.
Next new enemy we can encounter in this portion is Dragon Zombie, which is
actually quite the Goddamn nuisance. You can, first off, learn two Enemy Skills
from this monster with 13000 HP, and those are Pandora's Box which does big
n.el. damage to all, as well as Shadow Flare which does n.el damage to one
team member, both astronomically oppressive, and like with Pollensalta, you
need to Manipulate it for them. In addition to the afforementioned abilities,
Dragon Zombies possess Poison Bite which causes the Poison status effect plus
damage, obviously, and a strong physical attack. They are weak to Holy,
however, as they are born with the Zombie affinity, hence the name Dragon
Zombie. Note that you might want to consider stealing Cauldrons from them, as
well. Next up, we cover Death Dealer, and the only thing of note about it is
that you can Manipulate it to learn the Roulette Enemy Skill. And lastly...
There is an enemy called the Malboros. Aside from sounding like a brand of
cigarettes, it also has the ability, with one attack, to give you many negative
status ailments. I think Square was trying to give us a message inadvertently
with this enemy about not doing cigarettes. It has an attack that gives you
many "health problems", its name sounds like a brand, and the name of the
attack is, wouldn't ya know it, Bad Breath. Don't smoke, kids! Anyway, yeah,
it's located outside on the ridge, and it does possess the most massive enemy
HP to date, 4400. It has three attacks, Bad Breath, Frozen Beam, and Bio2. All
a bad combination on you, and fights with this enemy can grow tedious in a
hurry. Bio2, of course, causes Poison status on its victims, along with doing
a good 300+ damage. Frozen Beam is unlike all of its other attacks in that it
does Ice damage, instead of status imperfections. The damage is quite large, as
well. Then, we get to its most powerful and party-demolishing Bad Breath
attack. I'm not joking about the above statement, either; it really can wipe
out your entire group if used (which is usually for its first action). It
inflicts quite a few effects, and they're arguably the worst ones (they give
you a slow, annoying, and agonizing defeat). It inflicts Confusion, Poison,
Silence, Sleep, Frog, and Mini on everyone. Do I hear Ribbon, anyone? I mean
it, you'll totally abhor this bastard after just one encounter. To completely
immunize someone from all its attacks, equip Aurora Armlet and Ribbon. One good
comes of Bad Breath, and that is that you can Enemy Skill it. Yes! And to top
it all off, the Malboro is immune to Gravity, and it absorbs Poison. But, it is
weak to Water magic (not that that helps you any yet). At the end, you can also
win M-Tentacles from it, which does Bio3 on all oppositions.

Anyhow, from the start of the right path, there is a really awesome looking
spiral staircase that leads down to the bottom, and once you reach the more
up-close screen, choose to jump down, where there is a Mystile in a treasure
chest and an Elixir. Those items obtained, proceed down the path, and in the
next area, loot the chests for a Speed Source and a Tetra Elemental. Heading
forward along the path a tad bit, we have another chest, and its spoils is a
Megalixir. And from the center, heading a little bit Northeasternly, is yet
another Megalixir for the taking. In the next area, it looks as though you're
walking across a giant spiraling dinosaur spine, which leads to the core.

First of all, collect the Luck Source, and as you run around the core, you
will meet up with your party. Talk to everyone except who was in your party to
receive the items that they have collected while trekking through the area.
Note: there's a trick on duplication here covered in the Hints and Tips section
of the guide. Anyway, when you're ready, head into the core, set your party
who has to stay back and do a "practice run". You go ahead, and hop across

platforms in a crystalline area. You have to fight enemies on some of them at
random. Here they are now. The first of which I would like to mention is
the Iron Man, arguably the toughest and most formidable regular enemy in the
entire game. First of all, he has 20000 HP, and halves the damage of Fire,
Ice, and Earth attacks. But, he does have a strong susceptibility to Water, so
you can extremely exploit it by utilizing the Leviathan summon. It has three
attacks, two of which attack you, and for a lot of damage, too. One of them is
his physical sword slice, hitting in for around 1800 damage on one character,
which may easily set them into Limit status. Adrenaline signals that he's now
able to use his ultimate attack, Grand Sword. Grand Sword does around 2500+
damage to every single character in your party. The last two are Death Zombie
and Allemagne, but those have already been dealt with. On the middle platform
in the second area, be prepared to do battle with the true for of Jenova after
all parts fused at the Reunion, SYNTHESIS.


```
================================================================================
-   BOSS: JENOVA-SYNTHESIS, SUB-BOSS: <HAND B>, SUB-BOSS: <HAND C>            -
================================================================================


--------------------------------------------------------------------------------
-   BOSS: JENOVA-SYNTHESIS                                                     -
--------------------------------------------------------------------------------
```

-> Monster's Name: Jenova-SYNTHESIS
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (forced)
-> Monster's Level: 61
-> EXP for Defeating: 60000 / 0*
* - if Jenova-SYNTHESIS uses Ultima on your party
-> AP for Defeating: 500
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 60000
-> Monster's MP: 600
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   150, 100, 1,   120, 120, 180, 0
        80*   150**
* - lowers to this amount while <Hand B> is under KO
** - lowers to this amount while <Hand C> is under KO
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(absorb), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Ultima                  130 A*   Mag   -     Mag   105     100  X  X
* Absorb                  0   1    Mag   -     Mag   20      100  X  X  (1)
* Bio2                    36  A/1  Mag   Psn   Mag   21      100  X  O  (2)
^ Repeating Slap          0   1    Phys  Hit   Phys  20      95   X  X  (3)
* Cure3                   64  AA/1 MHPr  Res   Cure  2876    255  X  O
* Stop                    34  1/A  Mag   -     -     -       I    X  O  (4)
  Countdown               0   -    -     -     -     -       I    X  X  (5)
  Left Hand Revive        0   1A   MHPr  Res   Prop  -       255  X  X  (6)
  Right Hand Revive       0   1A   MHPr  Res   Prop  -       255  X  X  (7)
```

```
(1) does not absorb HP
(2) Poison [48]
(3) Fury [48]
(4) Stop [60]
(5) counts down to when Jenova-SYNTHESIS uses Ultima; for every turn it is
    counting down "5," "4," "3," "2," "1," appear on screen, followed by Ultima
(6) revive KO [100%] with 1/4 MaxHP to Left Hand
(7) revive KO [100%] with 1/4 MaxHP to Right Hand


- Note: certain attacks (such as Repeating Slap and Absorb) will have different
animations depending on if a Hand is alive


--> Attack Pattern:


-> Basic Pattern:
Many variables in this battle will factor into the upcoming battles in quite a
few ways
Jenova-SYNTHESIS' initial Ultima BSV is 9
This decreases by 1 until Ultima; at 5, use Countdown
Has Countdown begun?
Yes: Is it the first turn since Countdown started?
     Yes: "5" appears on screen
     No: Is it the second turn since Countdown started?
         Yes: "4" appears on screen
         No: Is it the third turn since Countdown started?
             Yes: "3" appears on screen
             No: Is it the fourth turn since Countdown started?
                 Yes: "2" appears on screen
                 No: Is it the fifth turn since Countdown started?
                     Yes: "1" appears on screen
                     No: Ultima on all characters
                         [Is Cloud's lvl greater than 60?
                          Yes: fight Bizarro-Sephiroth with three parties]
                          No: fight Bizarro-Sephiroth with two parties] unless,
                              Did Jenova-SYNTHESIS take more than 6 turns before
                              Countdown started or are no characters lower than
                              lvl 45?
                              Yes: fight Bizarro-Sephiroth with three parties]
                              No: Is there at least one character higher than
                                  45 or is the party's average lvl less than 68
                                  or have you acquired Vincent, Yuffie, or at
                                  least one of the two?
                                  Yes: fight Bizarro Sephiroth with two parties]
                                  No: Did Jenova-SYNTHESIS take more than 12
                                      turns before Countdown started or is
                                      party's average lvl less than 54 or is at
                                      least one character lower than lvl 35?
                                      Yes: fight Bizarro-Sephiroth with one
                                          party]
                                      No: N/A]
                                          [Is Action Count less than 250?
                                           Yes: Action Count +1]
                                           No: Action Count -9]
No: Is Action Count (mod 5) = 1, 3?
    Yes: Is Hand B not under KO?
         Yes: Is Hand C not under KO?
             Yes: Repeating Slap on random character
             No: Repeating Slap on random character
         No: do nothing
```

```
       No: Is Action Count (mod 5) = 2, 4?
           Yes: Is Hand C not under KO?
               Yes: Is Hand B not under KO?
                   Yes: Absorb on random character
                   No: Absorb on random character
               No: do nothing
           No: Are both Hands (B/C) under KO?
               Yes: Right Hand Revive on Hand B
                   Left Hand Revive on Hand C
               No: Is only Hand C under KO?
                   Yes: Is Jenova-SYNTHESIS' MP greater than or equal to 34?
                       Yes: Stop on random character
                       No: do nothing
                   No: Is only Hand B under KO?
                       Yes: Is Jenova-SYNTHESIS' MP greater than or equal to 64?
                           Yes: Cure3 on all allies
                           No: do nothing
                       No: Is Jenova-SYNTHESIS' MP greater than or equal to 36?
                           Yes: Bio2 on all characters
                           No: do nothing


-> Counterattack Pattern:
Is Jenova-SYNTHESIS' HP less than 15000 and has Countdown not started?
Yes: Countdown starts immediately
No: follow Basic Pattern
Has Knights of the Round been used on Jenova-SYNTHESIS?
Yes: +60000 to Bizarro-Sephiroth's Body's HP and +80000 to Safer-Sephiroth
No: follow Basic Pattern


-------------------------------------------------------------------------------
-   SUB-BOSS: <HAND B>                                                         -
-------------------------------------------------------------------------------

-> Monster's Name: Hand B (actually called Jenova-SYNTHESISB by the game)
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return)
(Jenova-SYNTHESIS battle) (forced)
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 500
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10000
-> Monster's MP: 600
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   150, 100, 1,   120, 120, 180, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(absorb), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death

-> Attacks:

* Name                    MP  Tar Type Elem Form  PwrCst %   M  R  +Added
-------------------------------------------------------------------------------
none
```

```
--> Attack Pattern:

-> Basic Pattern:
none


-------------------------------------------------------------------------
-    SUB-BOSS: <HAND C>                                                   -
-------------------------------------------------------------------------

-> Monster's Name: Hand C (actually called Jenova-SYNTHESISC by the game)
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return)
(Jenova-SYNTHESIS battle) (forced)
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 500
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 8000
-> Monster's MP: 600
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   150, 100, 1,   120, 120, 180, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(absorb), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death

-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
-------------------------------------------------------------------------------
none

--> Attack Pattern:

-> Basic Pattern:
none


- STRATEGY: Anyway, as I stated to the above, there are quite a number of parts
associated with SYNTHESIS, but they include multiple torso and body targets,
and then her long extending tentacles. You should note first off that the
tentacles are immensely simple to kill off, but should not be the first thing
on your to-do list, priortizationally speaking. They fall as easily as they are
replenished with HP, fully prepared again for battle. Although, for that brief
period, her Absorb and physical attack are obsolete, as she has no tentacles to
utilize them with. But, once they're back, your extra efforts are rendered
rather useless, which is exactly why I make the recommendation to simply target
the body mainly, and if that dies, all other parts perish in the process,
reminiscent of a few other bosses... Of course, you can always put your focus
and attention on multiple-target attacks, perferrably higher level magic, such
as Ultima, Flare, Comet2, and summons such as Neo and ZERO Bahamuts (one
Knights of the Round and it'll return to the planet itself). However, I do not
recommend using Knights of the Round in this fight, for reasons discussed in
the Mechanics section of this FAQ. Jenova doesn't have a real noticeable attack
pattern, however, she does have one major predictability; that when her
"Countdown" timer reaches zero point, she unleashes a devastating, and
potentially party-crippling Ultima of her own. I'd say this attack hits in for
```

around 3200+ damage to each character, which really bites it big time. As for
her Bio attack, you might want to have idle protection for it, and if it does
inflict its imperfection, telegraph it with Esuna. As for her other attacks,
they aren't anything fret-worthy, so just unload with some of your higher level
stuff (try and refrain from KotR, if you can, and if you have it), and it
should be done in no time. Remember, you still have Sephiroth succeeding this
fight, so you might want to conserve some of your better items. Also note that
by killing the Hands, Jenova-SYNTHESIS loses some stat value (Def and MDf for
Hand B and C, respectively), and if these hands are killed, they will always be
revived with 25% of their maximum HP value. Also keep in mind that turns that
Jenova-SYNTHESIS is incapable of doing anything still count toward the 13+
turns that determine fighting the single party version of Bizarro-Sephiroth.

Once the fight has come to a abrupt and resounding conclusion, you see Cloud
floating in an infinite void of seeming nothingness, with a light...Holy,
shining brightly. As that little intermission concludes, you see the whole
party gathered on red platforms, surveying Holy, and the distorted surrounding
environment, which reminds me of the final area of Phantasy Star IV where the
Profound Darkness is fought. They talk about random crap, that is...until
Sephiroth comes out from inside Holy. He starts controlling them, throwing and
slinging them every where like rag-dolls with his intense, and "out-of-their-
league" powers. You are made to choose one, two, or three, and that is
dependent on one factor: how you fared against Jenova-SYNTHESIS previously.
Note that for the upcoming fight, the party you select first (the one with
Cloud in it), if there is more than one, is the one up first, and subsequent
parties fight in their selected order, respectively. Also note that your
first party (in their present condition after this fight), will make it to the
final challenge, so bear that in mind. After forming your party(ies), you can
also do and access what you need to on the Main Menu in preparation for the
upcoming battles. Take any precautions now, as you won't get ANY breaks or
"halftimes", if you will, between the up and coming two fights. When you're
ready, charge Sephiroth, in which your first party only is left to fight, and
then they express their emotions, and commence in the epic combat.

==
-   BOSS: BIZARRO-SEPHIROTH   -
==

Bizarro-Sephiroth and all of its parts can be fought in either three parties,
two parties, or one party. This all depends on the levels of your characters as
well as certain events in the battle with Jenova-SYNTHESIS. Keep in mind that
all of Bizarro-Sephiroth's parts share the same information except for the
differences in HP given.

-   BOSS: BIZARRO-SEPHIROTH (SINGLE PARTY BATTLE)   -

-> Monster's Name: Bizarro-Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (forced)
  - To fight the single party version of Bizarro-Sephiroth at least one of the
    following must be true:
    a) Your party's average level must be less than or equal to 53; Vincent
       and/or Yuffie will only be included if they've been obtained
    b) At least one character's level is less than or equal to 34
    c) Jenova-SYNTHESIS had more than 12 turns before the Countdown to Ultima
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0

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-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 60000 / 40000*
* - 60000 is the base amount for Bizarro Sephiroth; 40000 is the actual amount
for the single party battle

- Main Body receives 5000 HP for every character in your party at lvl 99
- Main Body receives 60000 HP if you used Knights of the Round in the
Jenova-SYNTHESIS battle **
- The other parts of Bizarro-Sephiroth's HP are as such:
Head = 2000 (Head receives 250 HP for every character in your party at lvl 99)
Core = 10000 (Core receives 1250 HP for every character in your party at lvl 99)
Left Magic = 4000 (Left Magic receives 500 HP for every character in your party
             at lvl 99)
Right Magic = 4000 (Right Magic receives 500 HP for every character in your
             party at lvl 99)

** - Main Body can also mean Bizarro-Sephiroth itself, as it is the main part
of the boss that acts

-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   210, 200, 1,   100, 144, 200, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death
- Core is immune to all damage whenever Left Magic and Right Magic are alive

-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
---------------------------------------------------------------------------------
* Aurora Fence              0   A*   MHPr  Res   Cure  38      100  X  X  (1)(2)
* Heartless Angel           0   A*   Phys  -     Spec  -       255  X  X  (3)
* Stigma                    0   A*   Mag   Shu   Mag   28      100  X  X  (4)(5)
* Bizarro Enegy             0   AA   MHPr  Res   Cure  5626    255  X  X
^ Sephiroth Shock           0   1    Phys  Cut   Phys  10      100  X  X
* Fire3                     52  1/A  Mag   Fir   Mag   64      100  X  O
* Bolt3                     52  1/A  Mag   Lit   Mag   64      100  X  O
* Ice3                      52  1/A  Mag   Ice   Mag   64      100  X  O
* Quake3                    68  1/A  Mag   Eth   Mag   70      100  X  O

(1) remove Darkness [100%], Poison [100%], Silence, [100%], Sleep [100%], Slow
    [100%], Stop [100%], Confusion [100%], Paralysis [100%], Petrification
    [100%], Berserk [100%], Frog [100%], Small [100%], Fury [100%], Sadness
    [100%], Slow-Numb [100%], Seizure [100%], Haste [100%], Shield [100%],
    Reflect [100%], Barrier [100%], Magic Barrier [100%], Regen [100%], Peerless
    [100%], Resist [100%], Death Force [100%], Death Sentence [100%], Death
    [100%] - only works on characters under KO
(3) Dmg [character HP - 1]
    (leaves characters with only 1 HP)
(4) Poison [100%]
(5) Slow [100%]


--> Attack Pattern:
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-> Basic Pattern:

- Main Body Pattern:
Core's turns increase by 1 every turn
Action Count increases by 1 every turn Main Body takes
Is Action Count 1?
Yes: Is Core not under KO and has taken more than 8 turns and are Left Magic and
     Right Magic under KO
    Yes: Bizarro Enegy on Left Magic and Right Magic
    No: Is Head under KO?
         Yes: Aurora Fence on all characters
         No: do nothing
No: Is Action Count 2?
    Yes: Is Right Magic not under KO?
         Yes: Bolt3 on random character
         No: do nothing
    No: Is Action Count 3?
        Yes: Is Left Magic not under KO?
             Yes: Quake3 on random character
             No: do nothing
        No: Is Action Count 4?
            Yes: Is Head not under KO?
                 Yes: Is Core not under KO?
                      Yes: Stigma on all characters
                      No: Heartless Angel on all characters
                 No: do nothing
            No: Is Action Count 5, 6?
                Yes: do nothing
                No: Is Action Count 7?
                    Yes: Is Right Magic not under KO?
                         Yes: Ice3 on random character
                         No: do nothing
                    No: [Action Count reset to 0]
                        Is Left Magic not under KO?
                        Yes: Fire3 on random character
                        No: do nothing
Sephiroth Shock is only used when the use of another attack fails because of a
necessary part (of Bizarro-Sephiroth) being under KO

- Core Pattern:
Bizarro Enegy on Main Body

- STRATEGY: You will face the least amount of problems with this version of the
battle, I guarantee you. There are five parts to Bizarro, but the point of the
single party battle against him is to simply kill off the Main Body, which is
Bizarro-Sephiroth himself. If you are strong enough at this point, you can
pretty much completely use brute force in this battle to get past the Core's
incessant healing of the Main Body. The Head is also in this battle. If at any
point the Core is under KO and the head is not, there is the possibility of
Bizarro using Heartless Angel, which will leave your entire party with only 1
HP. The Core in this battle starts out with immunity to all attacks, physical
or magical. This is where the Left Magic and Right Magic come into play. Not
only do they control which of Bizarro's elemental spells he can use (which are
some of the most powerful in the game), but once they're destroyed for the
first time, the Core's immunity to all damage is deactivated. Out of all of
Bizarro's parts, the Core has the single highest amount of HP in this battle
(10000 + another 1250 for any character's that are on lvl 99). A boss within
a boss, somewhat. Killing off the Core might prove useful for those who can't
simply overpower Bizarro, as the Main Body won't see any Bizarro Enegy spells
from the Core. I recommend, however, carrying around some Megalixirs to regain
```

your composure after a use of Heartless Angel (or the Cure3 spell). You can
easily null the damage done by his elemental spells, so no real need to worry
about those. Stigma can be a pain, though, as it inflicts Poison and Slow.
Aurora Fence is only used when the Head is under KO, and Sephiroth Shock (his
physical attack) will only be used if an attack Bizarro was going to use fails
because one of the necessary parts for executing the attack (ie. Right Magic
must be alive for Ice3).

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-   BOSS: BIZARRO-SEPHIROTH (DOUBLE PARTY VERSION)                              -
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~   BOSS: BIZARRO-SEPHIROTH (RIGHT SIDE)                                        ~
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-> Monster's Name: Bizarro-Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (forced)
  - To fight the double party version of Bizarro-Sephiroth at least one of the
    following must be true:
    a) Your party's average level must be less than or equal to 67
    b) At least one character's level is less than or equal to 44
    c) Either or both Yuffie and Vincent must not be in your party
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 60000 / 40000*
* - 60000 is the base amount for Bizarro Sephiroth; 40000 is the actual amount
for the right side of the double party battle

- Main Body receives 5000 HP for every character in your party at lvl 99
- Main Body receives 60000 HP if you used Knights of the Round in the
Jenova-SYNTHESIS battle **
- The other parts of Bizarro-Sephiroth's HP are as such:
Head = 2000 (Head receives 250 HP for every character in your party at lvl 99)
Core = 14000 (Core receives 1750 HP for every character in your party at lvl 99)
Right Shoulder = 6000 (Right Shoulder receives 750 HP for every character in
                  your party at lvl 99)
Right Arm = 4000 (Right Arm receives 500 HP for every character in your party
            at lvl 99)

** - Main Body can also mean Bizarro-Sephiroth itself, as it is the main part
of the boss that acts

-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   210, 210, 1,   120, 144, 210, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
- Right Arm and Right Shoulder absorb Ice and Lightning
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death
- Core is immune to all damage whenever Right Arm and Right Shoulder are alive

```
-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Aurora Fence             0   A*   MHPr  Res   Cure  38      100  X  X  (1)(2)
* Heartless Angel          0   A*   Phys  -     Spec  -       255  X  X  (3)
* Stigma                   0   A*   Mag   Shu   Mag   28      100  X  X  (4)(5)
* Bizarro Enegy            0   AA   MHPr  Res   Cure  5626    255  X  X
^ Sephiroth Shock          0   1    Phys  Cut   Phys  10      100  X  X
* Bolt3                    52  1/A  Mag   Lit   Mag   64      100  X  O
* Ice3                     52  1/A  Mag   Ice   Mag   64      100  X  O
* Sleepel                  8   1/A  Mag   -     -     -       100  X  O  (6)
* Slow                     20  1/A  Mag   -     -     -       I    X  O  (7)


(1) remove Darkness [100%], Poison [100%], Silence, [100%], Sleep [100%], Slow
    [100%], Stop [100%], Confusion [100%], Paralysis [100%], Petrification
    [100%], Berserk [100%], Frog [100%], Small [100%], Fury [100%], Sadness
    [100%], Slow-Numb [100%], Seizure [100%], Haste [100%], Shield [100%],
    Reflect [100%], Barrier [100%], Magic Barrier [100%], Regen [100%], Peerless
    [100%], Resist [100%], Death Force [100%], Death Sentence [100%], Death
    [100%] - only works on characters under KO
(3) Dmg [character HP - 1]
    (leaves characters with only 1 HP)
(4) Poison [100%]
(5) Slow [100%]
(6) Sleep [72]
(7) Slow [100]


--> Attack Pattern:

-> Basic Pattern:


- Main Body Pattern:
Core's turns increase by 1 every turn
Action Count increases by 1 every turn Main Body takes
Is Action Count 1?
Yes: Is Core not under KO and has taken more than 8 turns and are Right Arm and
     Right Shoulder under KO?
     Yes: Bizarro Enegy on Right Arm and Right Shoulder
     No: Is Head under KO?
         Yes: Aurora Fence on all characters
         No: do nothing
No: Is Action Count 2?
    Yes: Is Right Shoulder not under KO?
         Yes: Bolt3 on random character
         No: do nothing
    No: Is Action Count 3?
        Yes: Is Right Arm not under KO?
             Yes: Slow on random character
             No: do nothing
        No: Is Action Count 4?
            Yes: Is Head not under KO?
                 Yes: Is Core not under KO?
                      Yes: Stigma on all characters
                      No: Heartless Angel on all characters
                 No: do nothing
            No: Is Action Count 5, 6?
                Yes: do nothing
                No: Is Action Count 7?
                    Yes: Is Right Arm not under KO?
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                    Yes: Sleepel on random character
                    No: do nothing
              No: [Action Count reset to 0]
                    Is Right Shoulder not under KO?
                    Yes: Ice3 on random character
                    No: do nothing
```

Sephiroth Shock is only used when the use of another attack fails because of a
necessary part (of Bizarro-Sephiroth) being under KO

- Core Pattern:
Bizarro Enegy on Main Body

- STRATEGY: This battle occurs with the left side battle (which is covered
below). There is a lot you should know about the mechanics of this battle, and
how things work. It's a lot different than the more straightforward single
party battle. The right side is in fact the main battle of the two, and is the
one you face with Cloud's party. There is still a Main Body, however, and only
one of it. It's only accessible from the right side (ie. you cannot target it
from the left side). Like the other battle, it is being healed by the Core (the
Right Core). The Right Core has the same immunity to all damage that the Cores
have, but destroying Right Magic (consists of Right Arm/Right Shoulder) alone
will not be enough to be able to deactivate the innate immunity to all damage
possessed by Right Core. After you defeat the Right Magic, you must switch to
the left party, and destroy the entire Left Magic arm, and then the Left Core.
The reason the Left Magic arm must be disposed of is because Left Core also has
an immunity to all damage. However, it does not heal the Main Body because the
Main Body is untargettable from the left side. After you have the Left Core and
Right Magic arm defeated, you can then do away with the Right Core, thus
disabling the use of Bizarro Enegy on the Main Body. From there you can pummel
away at the Main Body without much interference (at least in terms of HP
revival). There are a few other things you should note about the way the battle
works (particularly pertaining to switching sides).

If Bizarro-Sephiroth's Head is under KO on either party's side of the battle,
it will be dead on the other side. This cannot be guaranteed for all other
parts unless Right Arm and Right Shoulder are destroyed. As such, the KO status
of any other parts on the right side of battle will be in effect on the left
side. Otherwise, it's like a clean slate (of course, though, not for the Head).
I recommend simply bombarding this boss battle with the most powerful of
anything you have. That is, however, you should not use Lightning or Ice when
fighting on the right side of the battle, nor Fire or Gravity when fighting on
the left side. Doing so would ultimately heal the magic arms because of their
inherent immunity. You might need to heal a lot, though. You will see Sephiroth
Shock (Bizarro-Sephiroth's physical attack) a lot in this battle, or at least
until the Right Core is dead. It will be used a lot more than in the other
battles (ie. not only when an attack fails). It is not too much of a
detriment, as it is weaker than the average attack, but Bizarro's Att might
make up for it. It does around 1600-1800 damage to a single party member. Demi3
will be used a lot, as well. While it cannot kill you, it will leave you
desperate HP in a lot of instances, and should you fail to heal accordingly,
a subsequent use of Sephiroth Shock could easily kill one of your characters.
Unlike with the single party system, you'll only see two at a time (on each
side of the fight). Bolt3 and Ice3 when fighting the right (main) side, and
Fire3 and Quake3 on the left side. Protection against these is recommended, as
they're capable to doing well in the realm to 4000+ damage. You won't see these
spells much until the Core is defeated, however, as the left side of the boss
tends not to follow its set attack pattern. Again, Heartless Angel will be
annoying, but there is no way to reduce the amount of damage it does, so have
your Megalixirs or other curing agents ready.

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~   BOSS: BIZARRO-SEPHIROTH (LEFT SIDE)                                   ~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

-> Monster's Name: Bizarro-Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (forced)
  - To fight the double party version of Bizarro-Sephiroth at least one of the
    following must be true:
    a) Your party's average level must be less than or equal to 67
    b) At least one character's level is less than or equal to 44
    c) Either or both Yuffie and Vincent must not be in your party
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 60000 / 35000*
* - 60000 is the base amount for Bizarro Sephiroth; 35000 is the actual amount
for the left side of the double party battle

- Main Body receives 5000 HP for every character in your party at lvl 99 **
- The other parts of Bizarro-Sephiroth's HP are as such:
Head = 2000 (Head receives 250 HP for every character in your party at lvl 99)
Core = 12000 (Core receives 1500 HP for every character in your party at lvl 99)
Left Shoulder = 6000 (Right Shoulder receives 750 HP for every character in
               your party at lvl 99)
Left Arm = 4000 (Left Arm receives 500 HP for every character in your party
          at lvl 99)

** - Main Body can also mean Bizarro-Sephiroth itself, as it is the main part
of the boss that acts

-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   190, 200, 1,   110, 128, 190, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
- Left Arm and Left Shoulder absorb Fire and Gravity
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death
- Core is immune to all damage whenever Left Arm and Left Shoulder are alive

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Aurora Fence            0   A*   MHPr  Res   Cure  38      100  X  X  (1)(2)
* Heartless Angel         0   A*   Phys  -     Spec  -       255  X  X  (3)
* Stigma                  0   A*   Mag   Shu   Mag   28      100  X  X  (4)(5)
* Bizarro Enegy           0   AA   MHPr  Res   Cure  5626    255  X  X
^ Sephiroth Shock         0   1    Phys  Cut   Phys  10      100  X  X
* Fire3                   52  1/A  Mag   Fir   Mag   64      100  X  O
* Quake3                  68  1/A  Mag   Eth   Mag   70      100  X  O
* Demi3                   48  1/A* Mag   Grav  Prop  -       75   X  X  (6)
* Stop                    34  1/A  Mag   -     -     -       I    X  O  (7)
```

```
(1) remove Darkness [100%], Poison [100%], Silence, [100%], Sleep [100%], Slow
    [100%], Stop [100%], Confusion [100%], Paralysis [100%], Petrification
    [100%], Berserk [100%], Frog [100%], Small [100%], Fury [100%], Sadness
    [100%], Slow-Numb [100%], Seizure [100%], Haste [100%], Shield [100%],
    Reflect [100%], Barrier [100%], Magic Barrier [100%], Regen [100%], Peerless
    [100%], Resist [100%], Death Force [100%], Death Sentence [100%], Death
    [100%] - only works on characters under KO
(3) Dmg [character HP - 1]
    (leaves characters with only 1 HP)
(4) Poison [100%]
(5) Slow [100%]
(6) Dmg = [character HP x 3/4]
(7) Stop [60]


--> Attack Pattern:


-> Basic Pattern:
Core's turns increase by 1 every turn
Action Count increases by 1 every turn Main Body takes
Is Action Count 1?
Yes: Is Core not under KO and has taken more than 8 turns and are Left Arm and
     Left Shoulder under KO?
     Yes: Bizarro Enegy on Left Arm and Left Shoulder
     No: Is Head not under KO?
          Yes: Aurora Fence on all characters
          No: do nothing
No: Is Action Count 2?
    Yes: Is Left Shoulder not under KO?
         Yes: Fire3 on random character
         No: do nothing
    No: Is Action Count 3?
        Yes: Is Left Arm not under KO?
             Yes: Stop on random character
             No: do nothing
        No: Is Action Count 4?
            Yes: Is Head not under KO?
                 Yes: Is Core not under KO?
                      Yes: Stigma on all characters
                      No: Heartless Angel on all characters
                 No: do nothing
            No: Is Action Count 5, 6?
                Yes: do nothing
                No: Is Action Count 7?
                    Yes: Is Left Shoulder not under KO?
                         Yes: Quake3 on random character
                         No: do nothing
                    No: [Action Count reset to 0]
                         Is Left Arm not under KO?
                         Yes: Demi3 on random character
                         No: do nothing
Sephiroth Shock is only used when the use of another attack fails because of a
necessary part (of Bizarro-Sephiroth) being under KO
```

- STRATEGY: This battle occurs with the right side battle (which is covered
above). There is a lot you should know about the mechanics of this battle, and
how things work. It's a lot different than the more straightforward single
party battle. The right side is in fact the main battle of the two, and is the
one you face with Cloud's party. There is still a Main Body, however, and only
one of it. It's only accessible from the right side (ie. you cannot target it
from the left side). Like the other battle, it is being healed by the Core (the

Right Core). The Right Core has the same immunity to all damage that the Cores
have, but destroying Right Magic (consists of Right Arm/Right Shoulder) alone
will not be enough to be able to deactivate the innate immunity to all damage
possessed by Right Core. After you defeat the Right Magic, you must switch to
the left party, and destroy the entire Left Magic arm, and then the Left Core.
The reason the Left Magic arm must be disposed of is because Left Core also has
an immunity to all damage. However, it does not heal the Main Body because the
Main Body is untargettable from the left side. After you have the Left Core and
Right Magic arm defeated, you can then do away with the Right Core, thus
disabling the use of Bizarro Enegy on the Main Body. From there you can pummel
away at the Main Body without much interference (at least in terms of HP
revival). There are a few other things you should note about the way the battle
works (particularly pertaining to switching sides).

If Bizarro-Sephiroth's Head is under KO on either party's side of the battle,
it will be dead on the other side. This cannot be guaranteed for all other
parts unless Right Arm and Right Shoulder are destroyed. As such, the KO status
of any other parts on the right side of battle will be in effect on the left
side. Otherwise, it's like a clean slate (of course, though, not for the Head).
I recommend simply bombarding this boss battle with the most powerful of
anything you have. That is, however, you should not use Lightning or Ice when
fighting on the right side of the battle, nor Fire or Gravity when fighting on
the left side. Doing so would ultimately heal the magic arms because of their
inherent immunity. You might need to heal a lot, though. You will see Sephiroth
Shock (Bizarro-Sephiroth's physical attack) a lot in this battle, or at least
until the Right Core is dead. It will be used a lot more than in the other
battles (ie. not only when an attack fails). It is not too much of a
detriment, as it is weaker than the average attack, but Bizarro's Att might
make up for it. It does around 1600-1800 damage to a single party member. Demi3
will be used a lot, as well. While it cannot kill you, it will leave you
desperate HP in a lot of instances, and should you fail to heal accordingly,
a subsequent use of Sephiroth Shock could easily kill one of your characters.
Unlike with the single party system, you'll only see two at a time (on each
side of the fight). Bolt3 and Ice3 when fighting the right (main) side, and
Fire3 and Quake3 on the left side. Protection against these is recommended, as
they're capable to doing well in the realm to 4000+ damage. You won't see these
spells much until the Core is defeated, however, as the left side of the boss
tends not to follow its set attack pattern. Again, Heartless Angel will be
annoying, but there is no way to reduce the amount of damage it does, so have
your Megalixirs or other curing agents ready.

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-------------------------------------------------------------------------------
-   BOSS: BIZARRO-SEPHIROTH (TRIPLE PARTY BATTLE)                             -
-------------------------------------------------------------------------------


~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~   BOSS: BIZARRO-SEPHIROTH (CENTER)                                          ~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

-> Monster's Name: Bizarro-Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (forced)
  - To fight the triple party version of Bizarro-Sephiroth all of the following
    must be true:
    a) Your party's average level must be greater than or equal to 68
    b) At least one character's level is greater than or equal to 45
    c) Both Yuffie and Vincent are in your party
    d) Jenova-SYNTHESIS had less than or equal to 12 turns before Countdown to
       Ultima
-> Monster's Level: 61

```
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 60000 / 40000*
* - 60000 is the base amount for Bizarro Sephiroth; 40000 is the actual amount
for the center of the triple party battle


- Main Body receives 5000 HP for every character in your party at lvl 99
- Main Body receives 60000 HP if you used Knights of the Round in the
Jenova-SYNTHESIS battle **
- The other parts of Bizarro-Sephiroth's HP are as such:
Head = 2000 (Head receives 250 HP for every character in your party at lvl 99)
Core = 16000 (Core receives 2000 HP for every character in your party at lvl 99)
Left Magic = 6000 (Left Magic receives 750 HP for every character in your party
             at lvl 99)
Right Magic = 4000 (Right Magic receives 500 HP for every character in your
party
               at lvl 99)


** - Main Body can also mean Bizarro-Sephiroth itself, as it is the main part
of the boss that acts


-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   210, 220, 1,   140, 144, 210, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
- Left Magic and Right Magic absorb Ice and Lightning
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death
- Core is immune to all damage whenever Left Magic and Right Magic are alive


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Aurora Fence            0   A*   MHPr  Res   Cure  38      100  X  X  (1)(2)
* Heartless Angel         0   A*   Phys  -     Spec  -       255  X  X  (3)
* Stigma                  0   A*   Mag   Shu   Mag   28      100  X  X  (4)(5)
* Bizarro Enegy           0   AA   MHPr  Res   Cure  5626    255  X  X
^ Sephiroth Shock         0   1    Phys  Cut   Phys  10      100  X  X
* Fire3                   52  1/A  Mag   Fir   Mag   64      100  X  O
* Bolt3                   52  1/A  Mag   Lit   Mag   64      100  X  O
* Ice3                    52  1/A  Mag   Ice   Mag   64      100  X  O
* Quake3                  68  1/A  Mag   Eth   Mag   70      100  X  O
* Demi3                   48  1/A* Mag   Grav  Prop  -       75   X  X  (6)


(1) remove Darkness [100%], Poison [100%], Silence, [100%], Sleep [100%], Slow
    [100%], Stop [100%], Confusion [100%], Paralysis [100%], Petrification
    [100%], Berserk [100%], Frog [100%], Small [100%], Fury [100%], Sadness
    [100%], Slow-Numb [100%], Seizure [100%], Haste [100%], Shield [100%],
    Reflect [100%], Barrier [100%], Magic Barrier [100%], Regen [100%], Peerless
    [100%], Resist [100%], Death Force [100%], Death Sentence [100%], Death
    [100%] - only works on characters under KO
(3) Dmg [character HP - 1]
    (leaves characters with only 1 HP)
```

```
(4) Poison [100%]
(5) Slow [100%]
(6) Dmg = [character HP x 3/4]


--> Attack Pattern:

-> Basic Pattern:
Core's turns increase by 1 every turn
Action Count increases by 1 every turn Main Body takes
Is Action Count 1?
Yes: Is Core not under KO and has taken more than 8 turns and are Left Magic and
     Right Magic under KO?
     Yes: Bizarro Enegy on Left Magic and Right Magic
     No: Is Head not under KO?
         Yes: Aurora Fence on all characters
         No: do nothing
No: Is Action Count 2?
    Yes: Is Right Magic not under KO?
         Yes: Bolt3 on random character
         No: do nothing
    No: Is Action Count 3?
        Yes: Is Left Magic not under KO?
             Yes: Quake3 on random character
             No: do nothing
        No: Is Action Count 4?
            Yes: Is Head not under KO?
                Yes: Is Core not under KO?
                    Yes: Stigma on all characters
                    No: Heartless Angel on all characters
                No: Demi3 on last character to attack Head
            No: Is Action Count 5, 6?
                Yes: do nothing
                No: Is Action Count 7?
                    Yes: Is Right Magic not under KO?
                        Yes: Ice3 on random character
                        No: do nothing
                    No: [Action Count reset to 0]
                        Is Left Magic not under KO?
                        Yes: Fire3 on random character
                        No: do nothing
Sephiroth Shock is only used when the use of another attack fails because of a
necessary part (of Bizarro-Sephiroth) being under KO

- Core Pattern:
Bizarro Enegy on Main Body

- STRATEGY: The triple party battle is the last possible way you can fight
Bizarro-Sephiroth, and quite frankly, the one I've known to occur most often
(simply through circumstance). You get this battle if you do not meet the
prerequisites for the other two battles. I can't tell you whether it is the
most difficult or not, however. Cloud's party faces off against the center of
Bizarro-Sephiroth (also where the Main Body and Core are located), while the
other parties you've set up go off and do battle with the right side and the
left side of Bizarro-Sephiroth. Like always, the way to win the battle is to do
away with the Main Body (again, which will be done by Cloud's team). Not
atypical of the other battles is that the Main Core continues to heal the Main
Body with Bizarro Enegy.. that is, until you kill it. As you might expect,
though, it's going to be easier said than done. You must go both sides of the
battle (left and right), do away with the Shoulders and Arms, and then the
Cores of each respective side. This way you can come back, take out the Right
```

and Left Magic in the center battle, and then you can have your way with Main
Core, and consequently, the Main Body. Once the subsidiary Cores are under KO,
the Main Core is vulnerable forever, unlike what we would've experienced in all
the other battles. If Right Magic dies, so does Right Shoulder. If Left Magic
dies, so does Left Shoulder. You might want to consider taking them out before
moving on and dealing with the individual sides of the battle. Simply avoid
using Ice and Lightning magic on either of them, seeing as how they both will
absorb them and restore HP. If Left Magic or Right Magic at any point are
brought back to life, the corresponding Cores (left/right) on either side of
the battle will become invulnerable to all damage again. The Head is universal
in all three parties' sides of the battles. Meaning, if the Head dies in the
left battle, it dies in the right side and the center. The same holds true for
all the other sides. However, this only holds true if you kill it. If you simply
do damage to it but leave it alive, the HP removed from the Head will be reset
and it will have the same maximum HP. Keep that in mind when you're switching
out the battles. The only thing that is constant throughout all the battles
is the HP you reduce to any part of Bizarro-Sephiroth. If you return to that
side of battle later on, the HP is still the same as you left it, but
everything else resets to normal.

As per convention, each descending subsidary battle of Bizarro-Sephiroth
(ie. center, then right side, then left side) has 5000 HP less than the one
above it. The Main Body is only reachable from the center; so if you're
planning on doing nothing but wailing away on the Main Body, don't switch sides
too often. If you're strong enough, you'll obviously be able to do more damage
to the Main Body than the Core can heal with Bizarro Enegy. Otherwise, you may
have to consider going from side to side, and removing all other obstacles.
However, with their being two battles -other- than the center one, this can all
prove to be an enormous amount of HP to reduce. Another key to this battle is
protection to Sephiroth's attacks: status inflicting, elemental, or otherwise.
One attack you can't protect against is Heartless Angel; you'll be reduced to a
mere 1 HP for every character every time - no reduction. The left side and
right side of Bizarro will use this either when the Head is alive and Core of
the respective side is under KO, or simply when the Main Core is alive, even if
the concomitant Core is alive. As such, you'll see the attack a lot more if you
decide to switch from side to side, and therefore will call for more healing
measures. All in all, you can refer to the universal strategy to the below for
more tips on this battle (and, as the name implies, the other two ways of
battling Bizarro-Sephiroth).

~~~~~~
~   BOSS: BIZARRO-SEPHIROTH (RIGHT SIDE)   ~
~~~~~~

-> Monster's Name: Bizarro-Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (forced)
  - To fight the triple party version of Bizarro-Sephiroth all of the following
    must be true:
    a) Your party's average level must be greater than or equal to 68
    b) At least one character's level is greater than or equal to 45
    c) Both Yuffie and Vincent are in your party
    d) Jenova-SYNTHESIS had less than or equal to 12 turns before Countdown to
       Ultima
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None

```
-> Item Morphed from Monster: None
-> Monster's HP: 60000 / 35000*
* - 60000 is the base amount for Bizarro Sephiroth; 35000 is the actual amount
for the right side of the triple party battle


- Main Body receives 4000 HP for every character in your party at lvl 99
Jenova-SYNTHESIS battle **
- The other parts of Bizarro-Sephiroth's HP are as such:
Head = 2000 (Head receives 250 HP for every character in your party at lvl 99)
Core = 12000 (Core receives 1500 HP for every character in your party at lvl 99)
Right Shoulder = 8000 (Right Shoulder receives 1000 HP for every character in
                  your party at lvl 99)
Right Arm = 6000 (Right Arm receives 750 HP for every character in your party
            at lvl 99)


** - Main Body can also mean Bizarro-Sephiroth itself, as it is the main part
of the boss that acts


-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   200, 210, 1,   120, 136, 200, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
- Right Arm and Right Shoulder absorb Ice and Lightning
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death
- Core is immune to all damage whenever Right Arm and Right Shoulder are alive


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Aurora Fence            0   A*   MHPr  Res   Cure  38      100  X  X  (1)(2)
* Heartless Angel         0   A*   Phys  -     Spec  -       255  X  X  (3)
* Stigma                  0   A*   Mag   Shu   Mag   28      100  X  X  (4)(5)
* Bizarro Enegy           0   AA   MHPr  Res   Cure  5626    255  X  X
^ Sephiroth Shock         0   1    Phys  Cut   Phys  10      100  X  X
* Bolt3                   52  1/A  Mag   Lit   Mag   64      100  X  O
* Ice3                    52  1/A  Mag   Ice   Mag   64      100  X  O
* Sleepel                 8   1/A  Mag   -     -     -       100  X  O  (6)
* Slow                    20  1/A  Mag   -     -     -       I    X  O  (7)

(1) remove Darkness [100%], Poison [100%], Silence, [100%], Sleep [100%], Slow
    [100%], Stop [100%], Confusion [100%], Paralysis [100%], Petrification
    [100%], Berserk [100%], Frog [100%], Small [100%], Fury [100%], Sadness
    [100%], Slow-Numb [100%], Seizure [100%], Haste [100%], Shield [100%],
    Reflect [100%], Barrier [100%], Magic Barrier [100%], Regen [100%], Peerless
    [100%], Resist [100%], Death Force [100%], Death Sentence [100%], Death
    [100%] - only works on characters under KO
(3) Dmg [character HP - 1]
    (leaves characters with only 1 HP)
(4) Poison [100%]
(5) Slow [100%]
(6) Sleep [72]
(7) Slow [100]


--> Attack Pattern:

-> Basic Pattern:
```

```
Core's turns increase by 1 every turn
Action Count increases by 1 every turn Main Body takes
Is Action Count 1?
Yes: Is Core not under KO and has taken more than 8 turns and are Right Arm and
     Right Shoulder under KO?
     Yes: Bizarro Enegy on Right Arm and Right Shoulder
    No: Is Head not under KO?
         Yes: Aurora Fence on all characters
         No: do nothing
No: Is Action Count 2?
    Yes: Is Right Shoulder not under KO?
          Yes: Bolt3 on random character
         No: do nothing
    No: Is Action Count 3?
        Yes: Is Right Arm not under KO?
             Yes: Slow on random character
            No: do nothing
        No: Is Action Count 4?
            Yes: Is Head not under KO?
                Yes: Is Core not under KO?
                    Yes: Is Main Core not under KO?
                         Yes: Heartless Angel on all characters
                         No: Stigma on all characters
                    No: Heartless Angel on all characters
               No: do nothing
            No: Is Action Count 5, 6?
                Yes: do nothing
                No: Is Action Count 7?
                    Yes: Is Right Arm not under KO?
                         Yes: Sleepel on random character
                        No: do nothing
                    No: [Action Count reset to 0]
                         Is Right Shoulder not under KO?
                         Yes: Ice3 on random character
                         No: do nothing
Sephiroth Shock is only used when the use of another attack fails because of a
necessary part (of Bizarro-Sephiroth) being under KO


- STRATEGY: The triple party battle is the last possible way you can fight
Bizarro-Sephiroth, and quite frankly, the one I've known to occur most often
(simply through circumstance). You get this battle if you do not meet the
prerequisites for the other two battles. I can't tell you whether it is the
most difficult or not, however. Cloud's party faces off against the center of
Bizarro-Sephiroth (also where the Main Body and Core are located), while the
other parties you've set up go off and do battle with the right side and the
left side of Bizarro-Sephiroth. Like always, the way to win the battle is to do
away with the Main Body (again, which will be done by Cloud's team). Not
atypical of the other battles is that the Main Core continues to heal the Main
Body with Bizarro Enegy.. that is, until you kill it. As you might expect,
though, it's going to be easier said than done. You must go both sides of the
battle (left and right), do away with the Shoulders and Arms, and then the
Cores of each respective side. This way you can come back, take out the Right
and Left Magic in the center battle, and then you can have your way with Main
Core, and consequently, the Main Body. Once the subsidiary Cores are under KO,
the Main Core is vulnerable forever, unlike what we would've experienced in all
the other battles. If Right Magic dies, so does Right Shoulder. If Left Magic
dies, so does Left Shoulder. You might want to consider taking them out before
moving on and dealing with the individual sides of the battle. Simply avoid
using Ice and Lightning magic on either of them, seeing as how they both will
absorb them and restore HP. If Left Magic or Right Magic at any point are
```

brought back to life, the corresponding Cores (left/right) on either side of
the battle will become invulnerable to all damage again. The Head is universal
in all three parties' sides of the battles. Meaning, if the Head dies in the
left battle, it dies in the right side and the center. The same holds true for
all the other sides. However, this only holds true if you kill it. If you simply
do damage to it but leave it alive, the HP removed from the Head will be reset
and it will have the same maximum HP. Keep that in mind when you're switching
out the battles. The only thing that is constant throughout all the battles
is the HP you reduce to any part of Bizarro-Sephiroth. If you return to that
side of battle later on, the HP is still the same as you left it, but
everything else resets to normal.

As per convention, each descending subsidary battle of Bizarro-Sephiroth
(ie. center, then right side, then left side) has 5000 HP less than the one
above it. The Main Body is only reachable from the center; so if you're
planning on doing nothing but wailing away on the Main Body, don't switch sides
too often. If you're strong enough, you'll obviously be able to do more damage
to the Main Body than the Core can heal with Bizarro Enegy. Otherwise, you may
have to consider going from side to side, and removing all other obstacles.
However, with their being two battles -other- than the center one, this can all
prove to be an enormous amount of HP to reduce. Another key to this battle is
protection to Sephiroth's attacks: status inflicting, elemental, or otherwise.
One attack you can't protect against is Heartless Angel; you'll be reduced to a
mere 1 HP for every character every time - no reduction. The left side and
right side of Bizarro will use this either when the Head is alive and Core of
the respective side is under KO, or simply when the Main Core is alive, even if
the concomitant Core is alive. As such, you'll see the attack a lot more if you
decide to switch from side to side, and therefore will call for more healing
measures. All in all, you can refer to the universal strategy to the below for
more tips on this battle (and, as the name implies, the other two ways of
battling Bizarro-Sephiroth).

~~~~~~
~   BOSS: BIZARRO-SEPHIROTH (LEFT SIDE)   ~
~~~~~~

-> Monster's Name: Bizarro-Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (forced)
  - To fight the triple party version of Bizarro-Sephiroth all of the following
    must be true:
    a) Your party's average level must be greater than or equal to 68
    b) At least one character's level is greater than or equal to 45
    c) Both Yuffie and Vincent are in your party
    d) Jenova-SYNTHESIS had less than or equal to 12 turns before Countdown to
       Ultima
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 60000 / 30000*
* - 60000 is the base amount for Bizarro Sephiroth; 30000 is the actual amount
for the right side of the triple party battle

- Main Body receives 3000 HP for every character in your party at lvl 99
Jenova-SYNTHESIS battle **
- The other parts of Bizarro-Sephiroth's HP are as such:

```
Head = 2000 (Head receives 250 HP for every character in your party at lvl 99)
Core = 12000 (Core receives 1500 HP for every character in your party at lvl 99)
Left Shoulder = 8000 (Left Shoulder receives 1000 HP for every character in
                your party at lvl 99)
Left Arm = 6000 (Left Arm receives 750 HP for every character in your party
          at lvl 99)


** - Main Body can also mean Bizarro-Sephiroth itself, as it is the main part
of the boss that acts


-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   190, 200, 1,   100, 128, 190, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
- Left Arm and Left Shoulder absorb Fire and Earth
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death
- Core is immune to all damage whenever Left Arm and Left Shoulder are alive


-> Attacks:


* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Aurora Fence            0   A*   MHPr  Res   Cure  38      100  X  X  (1)(2)
* Heartless Angel         0   A*   Phys  -     Spec  -       255  X  X  (3)
* Stigma                  0   A*   Mag   Shu   Mag   28      100  X  X  (4)(5)
* Bizarro Enegy           0   AA   MHPr  Res   Cure  5626    255  X  X
^ Sephiroth Shock         0   1    Phys  Cut   Phys  10      100  X  X
* Fire3                   52  1/A  Mag   Fir   Mag   64      100  X  O
* Quake3                  68  1/A  Mag   Eth   Mag   70      100  X  O
* Demi3                   48  1/A* Mag   Grav  Prop  -       75   X  X  (6)
* Stop                    34  1/A  Mag   -     -     -       I    X  O  (7)


(1) remove Darkness [100%], Poison [100%], Silence, [100%], Sleep [100%], Slow
    [100%], Stop [100%], Confusion [100%], Paralysis [100%], Petrification
    [100%], Berserk [100%], Frog [100%], Small [100%], Fury [100%], Sadness
    [100%], Slow-Numb [100%], Seizure [100%], Haste [100%], Shield [100%],
    Reflect [100%], Barrier [100%], Magic Barrier [100%], Regen [100%], Peerless
    [100%], Resist [100%], Death Force [100%], Death Sentence [100%], Death
    [100%] - only works on characters under KO
(3) Dmg [character HP - 1]
    (leaves characters with only 1 HP)
(4) Poison [100%]
(5) Slow [100%]
(6) Dmg = [character HP x 3/4]
(7) Stop [60]


--> Attack Pattern:


-> Basic Pattern:
Core's turns increase by 1 every turn
Action Count increases by 1 every turn Main Body takes
Is Action Count 1?
Yes: Is Core not under KO and has taken more than 8 turns and are Left Arm and
     Left Shoulder under KO?
     Yes: Bizarro Enegy on Left Arm and Left Shoulder
     No: Is Head not under KO?
         Yes: Aurora Fence on all characters
```

```
          No: do nothing
No: Is Action Count 2?
    Yes: Is Left Shoulder not under KO?
          Yes: Fire3 on random character
          No: do nothing
    No: Is Action Count 3?
        Yes: Is Left Arm not under KO?
              Yes: Stop on random character
              No: do nothing
        No: Is Action Count 4?
            Yes: Is Head not under KO?
                Yes: Is Core not under KO?
                    Yes: Is Main Core not under KO?
                        Yes: Heartless Angel on all characters
                        No: Stigma on all characters
                    No: Heartless Angel on all characters
                No: do nothing
            No: Is Action Count 5, 6?
                Yes: do nothing
                No: Is Action Count 7?
                    Yes: Is Left Shoulder not under KO?
                          Yes: Quake3 on random character
                          No: do nothing
                    No: [Action Count reset to 0]
                          Is Left Arm not under KO?
                          Yes: Demi3 on random character
                          No: do nothing
Sephiroth Shock is only used when the use of another attack fails because of a
necessary part (of Bizarro-Sephiroth) being under KO
```

- STRATEGY: The triple party battle is the last possible way you can fight
Bizarro-Sephiroth, and quite frankly, the one I've known to occur most often
(simply through circumstance). You get this battle if you do not meet the
prerequisites for the other two battles. I can't tell you whether it is the
most difficult or not, however. Cloud's party faces off against the center of
Bizarro-Sephiroth (also where the Main Body and Core are located), while the
other parties you've set up go off and do battle with the right side and the
left side of Bizarro-Sephiroth. Like always, the way to win the battle is to do
away with the Main Body (again, which will be done by Cloud's team). Not
atypical of the other battles is that the Main Core continues to heal the Main
Body with Bizarro Enegy.. that is, until you kill it. As you might expect,
though, it's going to be easier said than done. You must go both sides of the
battle (left and right), do away with the Shoulders and Arms, and then the
Cores of each respective side. This way you can come back, take out the Right
and Left Magic in the center battle, and then you can have your way with Main
Core, and consequently, the Main Body. Once the subsidiary Cores are under KO,
the Main Core is vulnerable forever, unlike what we would've experienced in all
the other battles. If Right Magic dies, so does Right Shoulder. If Left Magic
dies, so does Left Shoulder. You might want to consider taking them out before
moving on and dealing with the individual sides of the battle. Simply avoid
using Ice and Lightning magic on either of them, seeing as how they both will
absorb them and restore HP. If Left Magic or Right Magic at any point are
brought back to life, the corresponding Cores (left/right) on either side of
the battle will become invulnerable to all damage again. The Head is universal
in all three parties' sides of the battles. Meaning, if the Head dies in the
left battle, it dies in the right side and the center. The same holds true for
all the other sides. However, this only holds true if you kill it. If you simply
do damage to it but leave it alive, the HP removed from the Head will be reset
and it will have the same maximum HP. Keep that in mind when you're switching
out the battles. The only thing that is constant throughout all the battles

is the HP you reduce to any part of Bizarro-Sephiroth. If you return to that
side of battle later on, the HP is still the same as you left it, but
everything else resets to normal.

As per convention, each descending subsidiary battle of Bizarro-Sephiroth
(ie. center, then right side, then left side) has 5000 HP less than the one
above it. The Main Body is only reachable from the center; so if you're
planning on doing nothing but wailing away on the Main Body, don't switch sides
too often. If you're strong enough, you'll obviously be able to do more damage
to the Main Body than the Core can heal with Bizarro Enegy. Otherwise, you may
have to consider going from side to side, and removing all other obstacles.
However, with their being two battles -other- than the center one, this can all
prove to be an enormous amount of HP to reduce. Another key to this battle is
protection to Sephiroth's attacks: status inflicting, elemental, or otherwise.
One attack you can't protect against is Heartless Angel; you'll be reduced to a
mere 1 HP for every character every time - no reduction. The left side and
right side of Bizarro will use this either when the Head is alive and Core of
the respective side is under KO, or simply when the Main Core is alive, even if
the concomitant Core is alive. As such, you'll see the attack a lot more if you
decide to switch from side to side, and therefore will call for more healing
measures. All in all, you can refer to the universal strategy to the below for
more tips on this battle (and, as the name implies, the other two ways of
battling Bizarro-Sephiroth).

~~~~~~
~   UNIVERSAL STRATEGY FOR BIZARRO-SEPHIROTH   ~
~~~~~~

- STRATEGY: Think about the sequencing of the targets, and beat them! Heh, you
would expect a more epic or cryptic opening phrase than that for the first
part of the final encounter, don't you think? Anyway, as stated above, this
boss consists of five parts, the torso, core, head, right magic, and left
magic. Depending on how many parties you have formed, it shall complicated
things by multiplying the core into a total three parts (each party shall be
designated a set portion, and once it's beaten, you alternate between the
next parties). Otherwise, you only have one to deal with, and not have to
worry about preparing too much for the battle that ensues imminently. You must
first destroy the torso to be able to attack at the core, which is what you
need to lay waste to in order to proceed. The left magic and right magic
control a lot of the boss' attacks, and destroying them disables them for the
time being, as they inevitably revive, as does the head, which definitely
should not be more main point of attention. All right, let's cover a few
seemingly-mandatory preparations for succeeding in this handy "Bizarro-
Sephiroth Survival Manual". First, you'll definitely want some high-end spells
at your disposal, some of which were touted in the Jenova-SYNTHESIS boss
encounter preceeding the current boss in question. You know what they are. But,
along with that, there are a few details that you could neglect mindlessly and
suffer for it in the last battle, but if you don't in this battle, you'll pay
dearly for it, and, borrowing this famous quote, "your heart will shed tears of
blood"; mainly talking about status protection. Stigma is an annoying attack
which can induce status augmentations such as Poison and others. You'll want to
prepared appropriately. Also, if you have been able to accrue some Tetra
Elementals you might want to equip them now, as he attacks with tons of
elements. That's more recommend if you have someone with Esuna-All.

Bizarro Enegy is used to heal quite large amounts of HP back to himself (6000
or more at a time), which can get really obnoxious after you're dealt several
thousand damage to him, thereby nulling your efforts. Arguably his very most
annoying attack, is Heartless Angel. He summons forth a cute, adorable little
angel (more fitting is "angel of death"), to attack, and it leaves every member

of your party severely wounded at one HP. You'll have to bust out a Megalixir
or Cure3 on everyone...and fast, as if he gets a multiple attack like Stigma
in, you're all done in. Or, he can at least take out a character, leaving you
to spend a precious turn reviving them. He also has Demi3, which will leave
you with only 25% of your HP, ie. say your HP was 8000, your HP following Demi3
would be 2000. Each one of his elemental attacks does around 1000 damage to
each character, which if he does them a lot (rarely does he execute them
routinely, or on any consistent basis), it hurts, so say the very least. I
suppose, theoretically, it'd be ok to cast upon you some protective spells, but
note that there's always the possibility that he'll remove them with Aurora
Fence, but, if you have Slow on you at that same time, it's also alleviated.
And, if a character's dead, you can say hello to them, and give them the bad
news that you're still combating the bastard. Anyways, let loose this time
around with your stronger attacks, and let him have it. He's nowhere near as
much of a challenge as what lies ahead for you.

Afterwards, the scene switches immediately to a new battle with...

==
-    BOSS: SAFER-SEPHIROTH   -
==

-> Monster's Name: Safer-Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (forced)
-> Monster's Level: 87
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 80000 (base)
- Safer-Sephiroth receives 30000 HP for every character in your party at lvl 99
- Safer-Sephiroth receives 80000 HP if you used Knights of the Round in the
Jenova-SYNTHESIS battle
-> Monster's MP: 680
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   230, 100, 1,   160, 100, 180, 0
   +2* +20*   +5* +16*
* - stats increase by this much for every character in your party at lvl 99
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Reflect, Peerless,
Manipulation, Death Sentence, Death

-> Attacks:

* Name	MP	Tar	Type	Elem	Form	PwrCst	%	M	R	+Added
* Pale Horse	0	1	Mag	–	Mag	35	255	X	X	(1)(2)
* Heartless Angel	0	A*	Phys	–	Spec	–	255	X	X	(3)
* Shadow Flare	100	1	Mag	–	Mag	125	100	X	O	
* Break	86	1	Mag	Eth	Mag	100	100	X	O	(4)
^ Wing Slash	0	1	Phys	Cut	Phys	24	255	X	X	(5)(6)
* Deen	0	A	Mag	–	Mag	25	255	X	X	
* DeSpell	20	1/S	Mag	–	–	–	I	X	X	(7)
* Wall	58	S	Mag	–	–	–	I	X	O	(8)(9)
* Super Nova	0	A*	Mag	–	Prop	–	255	X	X	(10)(11)

```
  Fly High                       0  S   -    -    -    -      I   X  X (12)(13)
  Fly Down                       0  S   -    -    -    -      I   X  X (14)(15)


(1) Frog [100%], Small [100%]
(2) Sadness [100%]
(3) Dmg = [character HP - 1]
    (leaves characters with only 1 HP)
(4) Petrification [32]
(5) Darkness [100%]
(6) Paralysis [100%]
(7) remove Slow [100%], Stop [100%], Haste [100%], Reflect [100%], Shield
    [100%], Barrier [100%], Magic Barrier [100%], Regen [100%], Resist [100%],
    Death Force [100%]
(8) Barrier [100%]
(9) Magic Barrier [100%]
(10) Dmg = [character HP x 15/16]
(11) Silence [100%], Slow [100%], Confusion [100%]
(12) Safer-Sephiroth flies higher off the ground - range is far
(13) Miscellaneous/Animation
(14) Safer-Sephiroth flies lower to the ground again - range is close
(15) Miscellaneous/Animation


--> Attack Pattern:


-> Basic Pattern:
Action Count increases by 1 every turn Safer-Sephiroth takes
Is Action Count 1?
Yes: Does Safer-Sephiroth have Slow?
     Yes: DeSpell on self
     No: Has Safer-Sephiroth used Wall?
          Yes: DeSpell on all characters
          No: Wall on self
No: Is Action Count 2?
    Yes: Has Safer-Sephiroth used DeSpell on all characters?
          Yes: Deen on all characters
          No: Shadow Flare on random character
    No: Is Action Count 3?
        Yes: Wing Slash on character with highest HP
        No: Is Action Count 4?
            Yes: Fly High on self
            No: Is Action Count 5?
                Yes: Pale Horse on random character
                No: Is Action Count 6?
                    Yes: Super Nova on all characters
                    No: Is Action Count 7?
                        Yes: Is Safer-Sephiroth's HP less than or equal to 1/4
                             of its MaxHP?
                             Yes: Heartless Angel on all characters
                             No: Break on random character
                        No: Fly Down on self
                            [Action Count reset to 0]


- STRATEGY: As the remnants from Bizarro fight clear away, you start
hearing the ominously resounding song, One Winged Angel start to play. And how
fitting it is. "Burning inside with violent anger" (translated from the Latin).
This guy is quite the tough battle, but, since you can't prepare with anything
but what you had with the Bizarro-Sephiroth, which I recommend to be the
absolute strongest stuff you have, but however, I do not recommend having used
a lot of MP on Bizarro, as you'll need it all here during this ferocious
battle. First of all, let's get really in-depth into his attacks, and cover
```

some of the punishing possibilities, as he's not as friggin' forgiving as he was in his Bizarro stage, as now he's the "One Winged Angel". First of all, Shadow Flare; it's perhaps the most roborant attack he has singularly. First of all, when he uses it, if you don't have it, you can learn it with Enemy Skill, that is, as long as he attacks the character equipped with it, in which case they'll learn it. Otherwise, they won't, unless multiple characters possess the Enemy Skill. However, be warned that it does carry out a lot of Sephiroth's fury, and executes assloads of damage. So, make sure to keep your HP's high. In retrospect, once you learn it (unless you didn't get it previously from Ultimate WEAPON), it's a decent attack against him, but certainly not your best bet. Deen, unlike what you might expect, already learning the excrutiating way, that in Final Fantasy VII, when the name of an attack sounds like it can't do crap, it usually does some moderate to high damage. This attack falls into the category of unadulterated mediocracy. It does about 1200 damage to all characters, which is a damage threshold which you should have grown accustomed to by this point in time (it's the last damn battle!...sorta...) Having Regen in place should null its effects in no time, but, if you wish for more expeditious recovery, you can cast something like Cure2 (no need to waste all of Cure3's precious MP on rejuvenating such a pitiful attack).

Next up, we Wall, which isn't offensive at all, but rather, defensive on his part, as seen by its effect. First off, what it does is implements Barrier on himself, which in itself halves the damage done by physical attacks. The last part about it is that it also incoporates MBarrier, which is the opposite of Barrier, in that instead of halving physical damage, it halves magical attacks instead. This move sucks, as he usually has enough (a lot) of HP to deal with, and by instating these nuisance limitations, he makes it almost twice as hard. Although, there is a counter-action to do here, and that's to utilize your Destruct Materia with DeBarrier, and that shall remove all effects created by this move. Pale Horse gets annoying, but we've seen worse. It, first of all, does non-elemental magically inclined damage versus the entire band of characters battling, but, that's not it; we also experience status effects. Ribbon is useful on all characters here. This is why I mainly recommend having Ribbon equipped rather than Tetra Elemental for Bizarro, as you can't resuit yourselves, so, you might as well possess adequate preparations in the much harder of the two. Also because, as you can plainly see, Safer-Sephiroth does not use any elemental attacks whatsoever, thus rendering the protective qualities of any Tetra Elemental utterly useless, when you can actually do something condusive you this major fight, and have Ribbon on. All right, for his one physical attack; it's more powerful than most other physical attacks you've faced, and rightfully so, as he is, in fact the final boss in a way. It does around 1500+ damage to one character, leaving them with a rather high HP load to replenish thereafterwards. He also can fly higher or lower depending on current altitude, as well as how you've attacked him so far. If you've shotoff on him with mainly physical attacks, he flies higher, and after you've devastated him with enough magics, he comes back down, and you can repeat that in somewhat of a cycle.

Lastly, we come to his ultimate attack, one that is bound to leave many of you speechless, and in awe, questioning your mortal sanity. This, folks, is Super Nova. Not only does it have the most impressive looking animation for any attack in the game, and looks totally the most omnipresently cataclysmic, but it backs it up with quite a large amount of damage, usually. This attack, being his most dynamically powerful attack, surprisingly, is used on a more usual basis than you'd may think. I say it happens about every 5+ turns that Safer gets, which is annoying. What occurs is that Sephiroth summons a huge rift from a far out galaxy in the cosmos, probably not in this dimension, and first sends it through a blackhole, which means it must be unimagineably powerful, as scientifically, nothing can withstand the gravity and density of a blackhole, but this manages to cut through. From here, it starts decimating

many planets, starting with Pluto, then Neptune, followed by Jupiter, then
Saturn, then it cuts straight to the Sun, and totally annihilates it, almost
personificationally reinacting the Big Bang, which is actually a cyclopean
Super Nova! It then consumes Mercury, and totally incinerates the hell out of
it, and following it is Venus, which is also disintegrated. Of course, next
comes Earth, when it gets dramatic, and it engulfs the minuscule planet, and
Sephiroth is unphased, and totally undamaged by the impending disaster, but,
your characters receive damage, but surprising *can't EVER* get KOed from this
onslaught. The planet, however, remains intact, and I assume every other
planet in the solar system was demolished, or sent out of orbit, but you
know... Anyway, your characters sustain 93.8% of their current HP experiencing
deletion, which obviously signifies that they cannot die from this. And it's
funny, that no matter how much he does this, the planets always seem to be
reanimated and then obliterated again.

With all of that attacking information and mumbo-jumbo out of the way, let's
cut straight to the heart of the strategy. First of all, let me correct myself,
as this doesn't require much strategy, as it usually ultimately turns out with
you unleashing all of your most powerful attacks with the utmost insanity, in
a seemingly vague attempt of annihilating Safer. But, I'll list what you should
need, and how you should be by this end of the game. First of all, we shall
definitely be in need of the Destruct Materia (preferrably mastered), for
reasons touted above (mainly his Wall). Also, you'll be in desperate need of
the Restore Materia, which I hope to Jesus that you've been carrying and have
equipped throughout the bulk of the game, as it's your main lifesaver in this
intense final confrontation. Also, in this bout, you'll want to have some of
the game's higher summons, such as Bahamut ZERO and Hades. Make sure a lot of
them can hit for 9999 damage. But note, that if you wish to end this fight in a
matter of ONE TURN, you can use the Knights of the Round summon, which puts
Sephy to shame completely. But, since that's quite difficult and time consuming
to obtain, you should have a plethora of other powerful attacks in your
repertoire. For instance, some of your black magics should be enough in itself
repetitively to bring him down, such as Comet2 and Ultima, plus some Contains
of higher levels, such as Flare. They can do from 8000 damage to 9999 each
time of usage, but can really send your MP on a downward spiral. Let loose on
him with them, and, of course, you always have Lv4 or high Lv3 Limit Breaks to
fall back on. Omnislash, for one, can sometimes finish him with one fell
swoop, as well as some others on a good hit, like Lv4s. Having Regen, as well
as Big Guard in place on your whole entire party is useful to have in this
fight, too, as it saves some HP, and also recovers HP continually, evening all
his attacks out. With tons of attacks, and some luck, you'll have him beaten.

Here are the stats for the final "battle" versus Sephiroth:

==
-   BOSS: SEPHIROTH   -
==

-> Monster's Name: Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (final fight)
(forced)
-> Monster's Level: 50
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1

```
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   0,   0,   0,   100, 0,    0,    0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Reflect, Peerless,
Manipulation, Death Sentence, Death


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Cut                      0   1    Mag   -     Prop  -       255  X  X  (1)


(1) Dmg = [character HP x 31/32]


--> Attack Pattern:

-> Basic Pattern:
Cut on Cloud


-> Counterattack Pattern:
Has Cut been used on Cloud?
Yes: Cloud automatically uses Attack command on Sephiroth (battle ends)
No: follow Basic Pattern

- STRATEGY: Note than you can't lose this battle. It's pretty anticlimactic,
actually. You can attack first and kill him, or wait until until he uses his
only physical attack (which will cut off 96.875% of your HP), and the game will
automatically make Cloud counterattack and kill Sephiroth. He only has 1 HP,
and your attacks can still do up to 9999. You do the math.
```

Upon the supposed defeat of Sephiroth after the epic battle, your party starts
to run the hell out of there. Cloud, however, for one, is a little hesitant, as
he still feels Sephiroth is alive, and just as capable of unleashing still
an archilochian, and eradicative onslaught on earth if left alive.
Feeling Sephiroth's ominous presence, he seperates from his body, and warps
through a portal to a dark, desolate area where he is to finish this ultimate
conflicting with him once and for all. Here, Sephiroth does not fight you as
some different, or insane looking form of himself as he did when he was Bizarro
or Safer, and instead battles you in his normal state, with his cyclopean
Masamune. It is impossible to proclaim that this is the hardest battle in the
game without sounding incessantly pretentious, as it's arguably and insensibly
the easiest battle in the whole game's entirety. Sephiroth here has no baneful
attacks like he did in his previous two forms, like the rancorous Super Nova.
It's funny and ironic, as Sephiroth was supposed to be powerful as hell, and
totally capricious against his opponents, as if he was spawned by some ethereal
consanguinity between hell and heaven, yet Cloud can destroy him
pestilentially. You can finish him extremely unmagnanimously with Omnislash,
and fret not if you don't have it, as Cloud can still utilize it to
deleteriously obliterate Sephiroth once and for all. It's laughably simple to,
as well.

After teaching the true meaning of ignominy and humility, he starts to go
somewhat crazy, and his body deviates apart from his mind, and he literally
explodes into a stream of bright, pristine light. Proceeding the last moments
of Sephiroth, Cloud invisions Aeris reaching out to him, and then he attempts
to reciprocate it, but when he comes to the realization that it is actually
Tifa and in fact not Aeris, he sees that she is about to fall with the

collapsing rocks beneath her. He saves her just in the nick of time. They
continue along the crumbling path, and Tifa wonders about the safety of the
rest of the group, and that's when the Highwind comes down, heh. Aboard the
Highwind, there is a problem: the Goddamned thing won't start up, leaving
almost no hope. But then Cid starts up with his interminably incessant
swearing and bad-mouthing, and then gets it to start up miraculously. As they
fly off, they are curious as to whether they were expedient enough in killing
Sephiroth and unleashing Holy for it to actually work properly, and they also
see that Meteor is coming down quickly. At this point, the scene switches over
to Midgar; Marlene is adorably and innocently peering out the window of the
house she's dwelling in, and sees that the consumptively cataclysmic
destruction of Midgar has commenced, and Meteor is wreckfully driving into it
with immense force. Holy slows it down, somewhat, but is not enough. That is
when a spectacularly awesome miracle occurs! The Lifestream emerges awe-
inspiringly from the earth, and works together with Holy in an amazing attempt
to destroy Meteor, which they do. Meteor is slowly engulfed and destroyed by
the combined effort and power of them. Aeris' face then appears, and then
afterwards, the credits begin rolling *softly sobs lugubriously* As the credits
end, it shows Red XIII 500 years later running along the country side with his
young cubs. Hmm, I wonder how they came to be? They look over the hill during
the supreme serenity and tranquility after everyone elses' passing, to see a
beautiful view of Midgar in ultimate purity, where plants are flourishing. This
is the end of your story. Congratulations on beating the greatest game of all
time! Now, we have the rest of the guide to cover. Hold on tight!

                  F I N A L   F A N T A S Y   V I I

==

                  .:'*':.   6. Lucrecia's Cave   .:'*':.   #SF6L

==

Before you even think of visiting this cave, you must have Vincent in your
party, as he has a huge part in this. Refer to the Locating Vincent section of
this FAQ for more details. Anyway, Lucrecia's Cave is located in some of the
the mountains on the Western Continent, more northernly. But, you cannot just
reach there by normal means, no, Square had to have there be a catch. You can
arrive there one of two ways, one of which is the Submarine. All right, from
Junon, I'll explain how to get there. Ok, time to start, now from Junon,
head North until you actually pass Costa del Sol (underwater, of course), and
then proceed to the West a bit. You should spot an underwater cave leading to
the other side for a while. At the otherside, you come to pretty much a dead
end, and you have to emerge from the water. You'll be a in big lagoon area,
with a waterfall in the back. You have to get off on the left side (determined
by you facing the waterfall), and then run into the waterfall, and you're
there. Now the next, it is time for me to cover the next, more challenging
method and takes a lot longer, but may be worth your while, as it has other
benefits. And, this way is to breed a Mountain Chocobo and run it across the
mountains which serve as a small barrier to it from the outside. Note that of
course, you must have Vincent in your party to benefit from this whatsoever.

Nestled behind the waterfall in the mountains awaits Lucrecia, who you've heard
of on one past occasion when you first enroled Vincent in your group. As you
enter and make your way forward slightly, you hear someone utter the words
"Sephiroth". Now, before you think it's one of those freakish clones and turn
the game off, wait, and you see Vincent run up towards her, and he recognizes
the voice, and sees Lucrecia up ahead on a crystal platform, and immediately
identifies her as the woman he once loved, Lucrecia. He starts running towards
her, and flashback at Nibelheim ensues, with Vincent as a Turk, escorting

Lucrecia around. They get into a fight, she meets Hojo, etc. Vincent's happy
as long as she's happy. In the library, Vincent is debating about using these
people as experiments. A child was born of Lucrecia, named Sephiroth. After,
Lucrecia falls out in the inn, you see Hojo shoot and experiment on Vincent,
which is why he can do all the stuff he can now. This body is his punishment
for not being to stop Gast and Hojo, nor protect Lucrecia. All he was able to
watch, and that is the supreme punishment. After the flashback concludes, you
are back at the cave, and Vincent is astounded upon discovering that Lucrecia
is actually alive. But, this wasn't her intention, as since she couldn't be
with anyone, she felt like disappearing and dying. However, the Jenova inside
of her didn't allow her to die, and she also says that, lately, she's been
dreaming a lot of her beloved child, Sephiroth. And damn, since he was born,
she hasn't been able to hold him once, not once. Heh, maybe that was for the
best, as he'd probably gulge out her eyeballs with a "Minimune" and laugh. I
wouldn't be surprisef if one day he started throwing huge beachballs off of his
house pretending they're Meteor.

She still says that you can't even call her his mother, and that is her sin.
Vincent continues to try and approach her, but she repels him by telling him to
stay the hell back. She then asks you to please tell her if Sephiroth is still
alive. She somehow heard rumors that Sephiroth died fives year ago, but, since
she has been having so many dreams of him as of late, and she knows for a fact
that physically, like her, he cannot die that easily. Got that right, sister.
Even in death he's already sentenced the earth to total immolation. Cloud tries
to walk up, only to be stopped by Vincent, and then he breaks the
"heartbreaking" news to Lucrecia that Sephiroth is, indeed, dead. Oh, no, how
say, boo-hoo. Now, time to back up a bit and do some explaining about Lucrecia
being Sephiroth's mother, as this whole time you thought Jenova was.
My hypothesis on the matter goes a little something like this. First, after he
was born of Lucrecia (who, as you know, has Jenova inside her), and was
immediately exposed to high concentrations of Mako and Jenova Cells, like all
SOLDIERs. However, again, like with Cloud, this may have made him weak, and he
never knew his real mother as Lucrecia (remember, she never got to hold him
once, so naturally, as a baby, he never even knew her). From all the testing
and experimentation, he was probably always told that Jenova is his real
mother, and that was the reality he knew, and when he went to Nibelheim five
years ago, it added more knowledge to his memories, so basically, Cloud and him
are the same in a lot of ways. Anyway, after a while, you can head back into
the cave and go to where she once stood to receive Death Penalty and Chaos.
The first one is his ultimate weapon, and the second is his Lv4 Limit Break.

```
===============================================================================
                 ---------------------------------------------
                 .:'*':.     7. The Gelnika Ship     .:'*':.              #SG7G
                 ---------------------------------------------
===============================================================================
```

```
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
-> Enemies: Unknown, Unknown 2, Unknown 3, Poodler, Bad Rap, Serpent, Reno(B),
Rude(B)
-> Items: Hades Materia, Highwind, Outsider, Spirit Lance, 2x Megalixir, Double
Cut Materia, Conformer, Heaven's Cloud, Escort Guard
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
```

First off, get the submarine! This a great area of the game. Difficult, yet
awesome items/weapons/armors. I suggest you do it, as well. Do you remember
where you had found the Mako Reactor underwater? Well, take the submarine West
of the that for a while and you'll reach it eventually. Remember, at this point
in the game, there's Emerald Weapon wandering around, and if you run into it
without following my strategy in section #SD0W, you'll probably be screwed

with the thing. Right when you enter Gelnika, there's a save point, so, I
recommend that you use it right away. After you've done so, go on through the
door that's to the right. Here, you get Double Cut, and the Conformer ultimate
weapon for Yuffie. Ok, in the area right before the Cargo Bay, you will find
Rude as well as Reno around here if you haven't finished the Turks back at
Midgar, but if you did, they won't be here.

```
===============================================================================
-   BOSS: TURKS:RENO, BOSS: TURKS:RUDE                                        -
===============================================================================


-------------------------------------------------------------------------------
-   BOSS: TURKS:RENO                                                           -
-------------------------------------------------------------------------------
```

-> Monster's Name: Turks:Reno
-> Monster's Locations:
- Sunken Gelnika - Before Cargo Bay
-> Monster's Level: 42
-> EXP for Defeating: 5000
-> AP for Defeating: 300
-> Gil for Defeating: 4000
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Tough Ring x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 15000
-> Monster's MP: 230
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 100, 12, 85, 85, 96, 20
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Manipulation, Seizure, Peerless, Death Sentence, Death

-> Attacks:

```
* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Neo Turk Light           0   1    Mag   Hit   -     -       90   X  X  (1)
* Electropod 2             0   1    Phys  Lit   Phys  68      90   X  X
^ Short Staff              0   1    Phys  Hit   Phys  20      110  X  X
  Escape                   0   S    -     -     -     -       I    X  X  (2)(3)
```

(1) Confusion [100%]
(2) escapes from battle - remove self
(3) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Has Reno been attacked with Lightning magic? (this includes Bolt Plume, Swift
Bolt, and Ice Crystal)
Yes: Electropod 2 on last character to attack Reno with Lightning magic
No: 1/2 - Neo Turk Light on random character
    1/2 - Short Staff on random character

-> Special KO Pattern:
Is Reno's HP 0?
Yes: remove any status effects from Reno
     Reno: "The guys are pretty tough." appears on screen

```
      Escape on self
No: follow Basic Pattern


-------------------------------------------------------------------------------
-   BOSS: TURKS:RUDE                                                           -
-------------------------------------------------------------------------------

-> Monster's Name: Turks:Rude
-> Monster's Locations:
- Sunken Gelnika - Before Cargo Bay
-> Monster's Level: 49
-> EXP for Defeating: 5500
-> AP for Defeating: 360
-> Gil for Defeating: 5000
-> Item Dropped from Monster: Elixir x1 (100%)
-> Item Stolen from Monster: Ziedrich x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 20000
-> Monster's MP: 280
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   110, 120, 0,   79,  75,  160, 5
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Manipulation, Seizure, Peerless, Death Sentence, Death


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Fire2                 22  1/A  Mag   Fir   Mag   20      100  X  O
* Bolt2                 22  1/A  Mag   Lit   Mag   20      100  X  O
* Ice2                  22  1/A  Mag   Ice   Mag   20      100  X  O
* Grand Spark           0   1    Mag   Hit   Mag   24      100  X  X  (1)
* Cure2                 24  AA   Mag   Res   Cure  786     255  X  O
^ Shoulder Attack       0   1    Phys  Hit   Phys  48      90   X  X
  Escape                0   S    -     -     -     -       I    X  X  (2)(3)

(1) dummy attack
(2) escape from battle - remove self
(3) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Is it Rude's first turn?
Yes: Is Rude's HP less than 1/2 of his MaxHP?
     Yes: Is Rude's MP greater than or equal to 24?
          Yes: Cure2 on all allies
          No: Is Rude's MP greater than or equal to 22?
              Yes: Is any character besides Tifa available?
                   Yes: 2/5 - do nothing
                        1/5 - Fire2 on random character besides Tifa
                        1/5 - Bolt2 on random character besides Tifa
                        1/5 - Ice2 on random character besides Tifa
                   No: do nothing
              No: Is any character besides Tifa available?
                  Yes: Shoulder Attack on random character besides Tifa
                  No: 2/3 - Shoulder Attack on Tifa
                      1/3 - Rude: "..." appears on screen
```

```
No: Was attack used on first turn Shoulder Attack?
    Yes: restart Basic Pattern
    No: do nothing for the rest of battle

-> Special KO Pattern:
Is Reno's HP 0?
Yes: remove any status effects from Reno
     Rude: "..." appears on screen
     Escape on self
No: follow Basic Pattern


- STRATEGY: These guys here actually aren't really much more difficult than
they would be if you battled them in Midgar. Their attacks are the same as
always, so nothing should be of any surprise to you here, either. Anomalously
speaking, they're a tad stronger than before, as they're later in the game,
but analogously, it evens out, as you're that much leveled. Ergonomic attacks
for this battle should consist of a few of your most powerful moves such as
Ultima, or powerful summons, that of course spread damage to all enemies
evenly. Constituents of armor and weapon Materia slots should be some elemental
nullifying combinations, that is, unless, you have proper accessories or some
armors in place on characters. As an encompium to them for all of the pains in
the asses throughout the game, just up and unleash on them with efficacious
attacks, as previously stated. You honestly should not have too much problem
with this fight at the this point in the game (considering you're coming into
the Gelnika at a later stage in the game once you've become more powerful than
you normally have become simply following the main storyline - although, this
is an incredible place to help max out your characters).

Now, in the Cargo Bay, you can pick up Hades, and you can even attain Highwind,
Cid's Limit 4. You have infinite stat-sources around here from some of the hard
enemies. A top place to lvl-up, but even after party is 99, you can raise their
stats to max. Morph enemies here: Unknown3- Magic Source, Unknown2- Guard
Source, Unknown- Power Source, Serpent- Mind Source, Poodler- Speed Source, Bad
Rap- Luck Source.


===============================================================================
                  ------------------------------------------------
                  .:'*':.     8. Getting Secret Scene     .:'*':.        #SH8S
                  ------------------------------------------------
===============================================================================


This is an easy one to get/do. So, don't get too scared. Later on in this
game (once the scene with Cloud and Tifa, with her trying to help him remember
his past), you have to go on back to Nibelheim Shinra, Inc. Mansion. Now, find
the area of the mansion called the library. Now, in there, it starts up with a
scene that tells you the semi-relationship between Zack and Cloud. About
SOLDIER, Midgar, etc. Thank goodness Square decided to add this scene in the
game, because it's pretty confusing to some people.

It starts out with Cloud and Zack floating in containment devices, and some
man coming in and feeding them like some pathetic experiments. Zack comes out
and punches the guy's ass out. He frees Cloud from the Mako containment, and
carries him out of Nibelheim helpfully. Zack then outfits Cloud with some
smelly suit, and then the scene switches over to Cloud and Zack hitch hiking
across the desert to Midgar with some old guy in the back of his pick-up.
Zack gets kind of impatient throughout the ride, and the old guy tells him, a
first class SOLDIER, to basically shut the hell up, the ingrate. He should be
grateful that the man found it in his heart to give them rides in the first
place. Heh, owned!
```

Zack then sits down and asks Cloud what he plans on doing once they arrive at
Midgar. Cloud's not feeling to well, and answers with the typical "..." line
from him. Zack gets up and proclaims that he's sure of what he's going to do,
though; he's gonna cash out at some place, but, that's then offed because "the
mother" lives there. He changes his plans to first making some cold hard cash
first. He leaves a suggestion in the air for Cloud to open up a business, but
what? He asks Cloud if there's possibly anything that Zack could possibly excel
at, but since Cloud doesn't answer due to his condition, he asks the old man
driving the truck.

He replies with a predictable and stereotypical comment of "you're still young,
ain't ya?", and states that youngin's ought to try out everything imagineable.
That he should pay his dues, and go out to try what he really wants to do.
Zack, still impatient, starts moving around doing squats, and then an idea
comes up with brass knuckles and hits him the face spewing his...er, he gets an
idea. He decides that he'll put his brains and skills which a lot of other guys
don't have into utilization. He's going to become a mercenary! Pops has
inadvertantly given him motivation, and he's confused as to how Zack managed to
come to that conclusion from the advice that he'd given him. He doesn't care if
the task is boring and/or dangerous; anything for money.

He plans on becoming rich, and then, again, asks Cloud what the hell HE is
going to do. I know what Cloud is going to do: "uuuhhh..." Yep. Zack says that
he's just kidding, and that he won't leave Cloud high and dry like that. Since
they're good friends, he decides that Cloud and him are going to be
mercenaries together, and make a lot of money doing jobs, like his mom when
rent is due. But, being friends, Zack starts getting a little too close for
comfort there, and it reminds me of this one freaky porno I once watched.
Cloud, who's in bad condition, has no objections. In the next scene, you see
Zack carrying Cloud, and then being assaulted by Shinras. Cloud is shot down,
and while Zack is trying to guard him, tons of slicing goes on, and he too is
shot away. As he tries to get up, they continue slaughtering him mercilessly
until he stops moving completely.

One of the soldiers asks what the leader wants him to do with them, and you
start to hear Cloud moan and groan in agony. The leader just decides to leave
them both, which may not be the best of ideas in the world. They walk away all
proud of themselves, and then, as it starts to rain, Cloud crawls over to Zack,
who's laying there dead near Midgar. Cloud takes his sword and cries out in
pain. The memory then ends. This is obviously right after the incident five
years ago, where they were probably both capture after sustaining injuries,
Cloud stabbed by Sephiroth, and Zack contorted over a container, again... by
Sephiroth. They were put in those containers and exposed to Mako by Hojo, and
it really did a number on Cloud, who was weak, unlike Zack. This is why Cloud
was laying there in the train station during that one intermission with Tifa,
where all he was doing was making hurt noises like he was in pain.

As a result of Hojo's twisted experimentations on Cloud, it left his mind open,
and *almost* completely erased his true memories. From this, his mind was,
again, vulnerable to so many thoughts and memories, that from the stories Zack
told him, and what he aspired to be, he was able to build the illusionary world
he lived in for so long, before the incident at Mideel, where he was snapped
out of it completely. Pretty interesting stuff, huh? Anyway, that will be it
for this section of the FAQ.

```
==============================================================================
                ---------------------------------------------
                .:'*':.    9. Ultimate Weapons    .:'*':.            #SI9U
                ---------------------------------------------
==============================================================================
```

Here I will be explaining in-depth just how to obtain every one of those hard-
to-get legendary weapons for all characters in the game.

```
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
                          1. Ultima Weapon/Cloud
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
```

After receiving the airship and beating Hojo, you will be able to find Ultimate
Weapon flying around in the sky over the World Map. It will be in the following
places: Above Midgar, Mideel, Cosmo Canyon, Nibelheim. But always Cosmo Canyon
goes last. Now, you want some great strategy on how to be Ultimate Weapon? Sure
no problem, he's actually quite easy. Just reference the information to the
below. After the bouts you will receive Ultima Weapon, as well as passage
into the Ancient Forest. For more on the Ancient Forest, you can visit section
#SJ0A of this document.

```
-----------------------------------------------------------------------------
-   BOSS: ULTIMATE WEAPON (WORLD MAP - RANDOM LAND BATTLES)                -
-----------------------------------------------------------------------------
```

-> Monster's Name: Ultimate Weapon
-> Monster's Locations:
- Mideel, Midgar, North Crater, Junon, Cosmo Canyon (fly the Highwind into it)
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Reflect Ring x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 100000 (or whatever you reduced it to in other battles)
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 3,   200, 170, 100, 50
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Peerless, Manipulation, Death
Sentence, Death

-> Attacks:

```
* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Ultima Beam           40  A*   Mag   Hid   Mag   24      100  X  X
^ Claw                  0   1    Phys  Pnch  Phys  32      100  X  X
* Quake2                28  A/1  Mag   Eth   Mag   24      100  X  O
  Escape                0   S    -     -     -     -       I    X  X  (1)
```

(1) Ultimate Weapon escapes from battle with no reward

--> Attack Pattern:

-> Basic Pattern:
The number of turns Ultimate Weapon can be in battle is 3, 4, 5 (randomly
chosen at the beginning of battle), and decreases by 1 each turn Ultimate
Weapon takes
Does Ultimate Weapon have 4 or 5 turns left in battle?
Yes: Claw on random character

```
No: Does Ultimate Weapon have 3 turns left in battle?
    Yes: Ultima Beam on random character
    No: Does Ultimate Weapon have 2 turns left in battle?
        Yes: Claw on random character
        No: Does Ultimate Weapon have 1 turn left in battle?
            Yes: Quake2 on random character
            No: Escape on self (battle ends)


-> Special KO Pattern:
Is Ultimate Weapon's HP less than or equal to 20000?
Yes: Escape on self (battle ends)
No: follow Basic Pattern


-------------------------------------------------------------------------------
-   BOSS: ULTIMATE WEAPON (WORLD MAP - RANDOM AIR BATTLES)                     -
-------------------------------------------------------------------------------


-> Monster's Name: Ultimate Weapon
-> Monster's Locations:
- Mideel, Midgar, North Crater, Junon, Cosmo Canyon (fly the Highwind into it)
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Circlet x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 100000 (or whatever you reduced it to in other battles)
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 3,   215, 170, 100, 50
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Peerless, Manipulation, Death
Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Ultima Beam             40  A*   Mag   Hid   Mag   24      100  X  X
^ Thunderball             20  1    Mag   Lit   Mag   34      100  X  X
  Escape                  0   S    -     -     -     -       I    X  X  (1)


(1) Ultima Weapon escapes from battle with no reward

--> Attack Pattern:

-> Basic Pattern:
The number of turns Ultimate Weapon can be in battle is 3, 4, 5 (randomly
chosen at the beginning of battle), and decreases by 1 each turn Ultimate
Weapon takes
Does Ultimate Weapon have 4 or 5 turns left in battle?
Yes: Ultima Beam on all characters
No: Does Ultimate Weapon have 3 turns left in battle?
    Yes: Thunderball on random character
    No: Does Ultimate Weapon have 2 turns left in battle?
        Yes: Ultima Beam on all characters
        No: Does Ultimate Weapon have 1 turns left in battle?
```

```
               Yes: Thunderball on random character
               No: Escape on self (battle ends)


-> Special KO Pattern:
Is Ultimate Weapon's HP less than or equal to 20000?
Yes: Escape on self (battle ends)
No: follow Basic Pattern


Note: Ultimate Weapon's range is far in these battles.


--------------------------------------------------------------------------------
-   BOSS: ULTIMATE WEAPON (FINAL BATTLE - WORLD MAP - OVER COSMO CANYON)      -
--------------------------------------------------------------------------------


-> Monster's Name: Ultimate Weapon
-> Monster's Locations:
- Over Cosmo Canyon (fly the Highwind into it)
-> Monster's Level: 61
-> EXP for Defeating: 35000
-> AP for Defeating: 3500
-> Gil for Defeating: 25000
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: If you reduced Ultimate Weapon's HP to 20000 or less in other
battles without killing it, its HP will be between 1~20000. If you reduced its
HP to 0, its HP will inherently be 20000.
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 3,   230, 170, 100, 50
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Peerless, Manipulation, Death
Sentence, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Ultima Beam            40  A*   Mag   Hid   Mag   24      100  X  X
^ Thunderball            20  1    Mag   Lit   Mag   34      100  X  X
* Shadow Flare           100 1    Mag   -     Mag   125     100  X  X  (1)


(1) Enemy Skill


--> Attack Pattern:


-> Basic Pattern:
1/2 - Ultima Beam on all characters
1/2 - Thunderball on random character


-> Special KO Pattern:
Is Ultimate Weapon's HP 0?
Yes: Shadow Flare on last character to attack Ultimate Weapon
No: follow Basic Pattern


- STRATEGY: This guy, even though you have to fight him a few times, is
definitely the easiest of the weapons, but in the Japanese version, the second
hardest. A few preps that should be made for this fight are:
```

- Have your party's HP at about an average of 8500 or more. This is mainly so
you can survive all its attacks, and have a decent amount of HP left over.
- The best summon (that's actually *probable* to have obtained at this point)
to have is Bahamut ZERO. It does from 7500-9999 damage to Ultimate Weapon,
making it fly off.
- Each round of Ultimate Weapon has 8000 HPs, and you have to fight it 5
times in total, so that's why it has 40000 in stats above.
- The best Materia setup here is to have any non-elemental + elemental, and
this blocks Ultima Beam.
Now, onto the actual topple-strategy for Ultimate:
The fight starts, you have any character summon forward Bahamut ZERO for
about 7000 damage. It might do over 8000+ and that ends it. Its Quake2 isn't
much to worry about, all you'll have to do is use Cure2/Cure3 to heal it.
Ultima Beam is also nothing to worry about since you've the special Materia
setup I suggested. Have about 120 Spr if you want even less damage by Quake2.
Also, if you never want to worry about having to heal after its attacks, you
can put in place Regen from the start of the fight. Any Limit Breaks like
Meteorain, Ungarmax, Omnislash are great choices. Make sure you have at least
on chr with high than 8500+ HP full before you take final blow. After you've
minused its 8000 HPs, it uses Shadow Flare Enemy Skill (have Enemy Skill
Materia on chr with biggest HP *hint hint*). It does between 8000-9000 damage
when used, so, needless to say, be prepared...! After the fight, you will
receive what you've wanted, Cloud's ultimate weapon: Ultima Weapon.

```
==============================================================================
                        2. Premium Heart/Tifa
==============================================================================
```

Alright, first you must get the Key to Sector 5. This you get in Bone Village.
Here's how: You use the Highwind to go up to Bone Village, and when you enter,
talk to main guy there. Note: You have to had spoken with the guy in Midgar
who says he's lost his key at the excavation site. Anyway, when you speak to
the guy at Bone Village, you must say to him that you are just in search of
Normal Treasures. Now, go up to the area of here where you had earlier dug up
the Lunar Harp to Ancient Forest. Set all of the people you have at your
disposal all around this area and then make it all go boom! The next morning,
you will have the Key to Sector 5, and this enables you to go back and forth,
in and out of Midgar as you please. Note: You can buy Sneak Gloves from
Weapon Shop in Wall Market for 129000 Gil. It lets you Steal more proficiently.
Ok, for the Premium Heart weapon, you must also be in Wall Market. Go to the
busted vending machine and put the key to more use there. And for doing all of
this, you have now obtained Tifa's Premium Heart.

```
==============================================================================
                        3. Missing Score/Barret
==============================================================================
```

While in Midgar Revisted (when you flew down on parachutes), you *must* have
Barret currently in your party. Then, while you are making your way all the
way up the stairs near the end (that leads to the three semi-difficult bouts
with the insane Hojo, it'll be in a chest on the stairs. Please Note: This
will be your *only* chance throughout the whole game to receive this weapon,
so, in other words: DON'T BLOW IT!!!

```
==============================================================================
                        4. Parasol/Aeris
==============================================================================
```

This is definitely the most easy of the ultimate chr's weapons in the whole
game to obtain. All you have to do to get this one is go on through the IV

passage in Temple of the Ancients. It's in a treasure chest located there.
Easy, right? Well, not if you're not lvled up high enough to survive some of
the enemies here in the Temple of the Ancients. I guess it's best to give a
suggested lvl: 34 or so.

```
=============================================================================
                       5. Limited Moon/Red XIII
=============================================================================
```

Ok, once you have taken Bugenhagen to Ancient City in Disk 2, you have to go on
back to the Cosmo Canyon. And there, you must go to where Bugenhagen resides
(telescope place). There, you will see that Red XIII discovers Bugenhagen's
about to die. Now, once the cutscene is finally over, Red XIII has finally made
up his mind and will be fully accompanying you, with the rest of your big party
on your quest to stop Sephiroth. And then after this is all said and done with,
you will have attained the Limited Moon ultimate weapon for Red XIII.

```
=============================================================================
                        6. Venus Gospel/Cid
=============================================================================
```

This is not a really hard one to obtain (hardest one to get so far [and out of
all of them] is Cloud's). All right, once there has been the head-on crash with
Meteor and spaceship, you are to go back and return to Rocket Town, then. There
is a person that is located right outside the item buying shop. You have to
talk with him a few times over and over again. And eventually, he will hand
over Cid's Venus Gospel ultimate weapon. Get ready for some more enemy/boss
obliterating!

```
=============================================================================
                        7. Conformer/Yuffie
=============================================================================
```

This weapon, Conformer for Yuffie Kisaragi, is only available once you have
acquired the submarine. All right, you must go on over to the the Sunken
Gelinka ship underwater not too far away from the Golden Saucer vicinity.
All right, now, inside the Gelnika, you must make your way over to the
Generator Room. And inside this area, you will be able to located Yuffie's
Conformer in a treasure chest.

```
=============================================================================
                       8. Death Penalty/Vincent
=============================================================================
```

You have two choices first: first of which is you can have a Black Chocobo
(this is not recommended simply because it takes longer), or the submarine
which is of course more recommended. Now, head on over to the Nibelheim area.
Ok, after you've done that, go on Southeast to the waterfall that I have
mentioned in the Lucrecia's Cave section of the FAQ. Make sure that you have
Vincent in your current party for this as well. Once Vincent is done inside
during Disk 2, then return later while on Disk 3, and then go to where Lucrecia
was previously standing last time and you will then have obtained the Death
Penalty ultimate weapon for Vincent.

```
=============================================================================
                         9. HP Shout/Cait Sith
=============================================================================
```

When you go into Shinra's HQ for the second time in the game, you are able to
get Cait Sith's ultimate weapon in the game, and that is of course, the HP

Shout. It's a decent weapon, also. You must go up to the 64th Floor. And, up
there, there's a spa with lockers inside of it (get Tifa all ready... ^_^).
Note: This is a one-time-only deal, if you miss the weapon here, you're
royally screwed if you really wanted this weapon, because you can't get it
later on in the game. Ok, as you may have guessed, the HP Shout is located
in one of the lockers. It's in the 3rd row on the left. Easy enough, just
don't forget to get it while you're here. Or else...

```
===============================================================================
              ------------------------------------------------
              .:'*':.    10. The Ancient Forest    .:'*':.            #SJ0A
              ------------------------------------------------
===============================================================================


=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
-> Enemies: Rilfsak, Epiolnis, Diablo
-> Items: Elixir, Minerva Band, Spring Gun Clip, Apocalypse, Supershot ST,
Typhoon, Slash All
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
```

This area, you will be finding just due East of the Cosmo Canyon. I suggest
that you have beaten Ultimate Weapon yet, and not tried to breed a Gold Chocobo
to get here, because the GC takes a lot longer, but, do what you want if UW's
too difficult for you to handle. One reason is the more early on you reach this
place, the better items you'll get. The Ancient Forest is definitely one of the
most confusing areas of the game. You need to interact with Insects, Frogs,
etc. to make your way through the forest and get all of the awesome items it
contains.

Right when you have first entered the Ancient Forest, you have to take the
three insects and then take them to the Pitcher Flowers. Doing so makes the
platform to the next side. So, you must feed insects, then stand on top of that
Pitcher Flower and use next one. You use the plants as stepping stones. The
Flytrap has the item, so go up to from the right side and then lightly stand on
it and then you will *most likely* receive Supershot ST without any problems
whatsoever.

All right, now that we have done that, we move onto next area of the Anceint
Forest. Now, take an insect and then make your way up the high ledge. Up here,
you must set that same insect to the left area so that way it will go inside
the Pitcher Flower. Next, we've a frog consume an insect and then put it in the
Pitcher Flower. This launches you to the next side. Once over here, we take the
beehive and then feed it to the Flytrap making it close so that you can get the
Slash All Materia. After that, we take the frog and then take it to Pitcher
Flower to the right and then put Cloud on it and wait until he's sent over to
proceeding place.

Here, you must lift up both of the insects there and then place them in Pitcher
Flowers so that Cloud is enabled to get to the stamen. You're now in the canopy
of the Ancient Forest. Now go up to the right area and here you're able to get
the Typoon Summon Materia. After, go back to the left and then climb back down
to the place I mentioned in 3rd paragraph of this section and then make your
way to the previously unreachable item in the treasure chest. Inside of it,
it's the Minerva Band. Now, you need to use the frogs again to get back up to
where you just were. Now get up to the canopy again and go to the right, but
not all the way. Go behind broken branch before the stamen I mentioned earlier
and here, you can get back to the third area. There's an open Pitcher Flower;
give an insect to it and get to the beehive. Put beehive into the Flytrap,
next, and then utilize insect to get to the place over to the left. Now, take
the insect and put in the tree, this brings a frog on out. Leave it alone and

then go and get the other insect, and then take it to right Pitcher Flower.
Get the frog and go over to the right. Put it down close to the Pitcher Flower
to the right and it goes in. Get on top of it and wait until you're sent to
the next cave.

In this next area, there's nothing you have to solve. There is an awesome
weapon for Cloud which is the Apocalypse and an Elixir item which is pretty
useful. They're both pretty much right there and in plain sight. After you
get them, you're finished with the Ancient Forest, so leave through the top
and you're truly done with it. You have a few new awesome items with you as
well...

```
================================================================================
                  ----------------------------------------
                  .:'*':.    11. Limit Breaks    .:'*':.              #SK1L
                  ----------------------------------------
================================================================================
```

In this section of the guide, I will go over all of the characters' Limit
Breaks in the game. And on their Level 4 Limits, exactly how to get their
Manuals. Note that you can receive level all #/1 Limits before the previous
#/2 Limit. Also you must know all Limit Breaks for a character for them to
learn their Level 4 Limit, even if you already have the Manual for it. Limit
Breaks are only able to be used if the character's Limit Gauge is full. The
Limit Guage, as it has come to be known, is measure in Units. There 255 Units
in the Limit Guage; and once all 255 Units are full, the Limit Guage goes from
pink to a flashing multichromatic Limit Guage until the Limit Break is used.
The Limit Guage charges through [(300 x Lost HP / MaxHP) x 256 x Status x LvN]
where, Lost HP = the exact amount of HP damage an -enemy- attack did,
        Status = .5 if character has Sadness, 2 if character has Fury, 1 if
                  otherwise
        LvN = a set constant value for each character on each Limit Level:

```
                      Lv1    Lv2    Lv3    Lv4
                  ------------------------------
            Cloud     140 - 324 - 435 - 506
            Barret    129 - 240 - 374 - 450
            Tifa      120 - 334 - 509 - 566
            Aeris     200 - 284 - 322 - 436
            Red XIII  195 - 300 - 389 - 486
            Cid       200 - 280 - 380 - 480
            Yuffie    200 - 300 - 400 - 480
            Vincent   202 - 244 - 319 - 426
            Cait Sith 160 - 180 - N/A - N/A
```

```
================================================================================
-   CLOUD'S LIMIT BREAKS                                                       -
================================================================================


--------------------------------------------------------------------------------
-   LEVEL 1/1 - BRAVER                                                         -
--------------------------------------------------------------------------------

* Name                   MP  Tar  Type  Elem  Form  PwrCst   %    M  R  +Added
--------------------------------------------------------------------------------
* Braver                 0   1    Phys  -     Phys  48      255   X  X  (1)(2)

(1) Long Range attack
(2) learned automatically
```

-> Description: In this move, Cloud does a jumping slash that will cut an enemy.
This is great for a few early bosses and enemies. But later in the game (like
after Disk 1), I seriously do not recommend that you use it at all. Move onto
level 2 Limits.

```
-------------------------------------------------------------------------------
-   LEVEL 1/2 - CROSS-SLASH                                                    -
-------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Cross-Slash             0   1    Phys  -     Phys  52      255  X  X  (1)(2)
                                                                        (3)
```

(1) Long Range Attack
(2) Paralysis [100%]
(3) learned after Cloud has used Braver 8 times

-> Description: Cloud attacks the enemy many times with his sword, each for some
great damage. It's done to one enemy only, just like Braver. It does Paralysis,
but not to the immune.

```
-------------------------------------------------------------------------------
-   LEVEL 2/1 - BLADE BEAM                                                     -
-------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Blade Beam              0   A*   Phys  -     Phys  56      255  X  X  (1)(2)
                                                                        (3)
```
(1) Long Range attack
(2) note that 56 power constant is only used on the target of Blade Beam; power
    constant = 16 for all allies (with no effect reduction)
(3) learned after Cloud has acquired 120 enemy kills

-> Description: He fires of blades of energy blasts from his sword that nail
all enemies. It does very good damage. And can easily kill groups of enemies.
The main beam hits one for awesome damage, while les strong ones do moderate
damage to the rest.

```
-------------------------------------------------------------------------------
-   LEVEL 2/2 - CLIMHAZZARD                                                    -
-------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Climhazzard             0   1    Phys  -     Phys  70      255  X  X  (1)(2)
```

(1) Long Range attack
(2) learned after Cloud has used Blade Beam 7 times

-> Description: This attack does one good hit of damage to only one enemy. So
it's best to be used against one opponent.

```
-------------------------------------------------------------------------------
-   LEVEL 3/1 - METEORAIN                                                      -
-------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
```

```
* Meteorain                0  R   Phys  -    Phys 26     255 X  X  (1)(2)
                                                                    (3)


(1) Long Range attack
(2) 6 random hits to random targets (any combination of enemies) - each hit
    uses the power constant
(3) learned after Cloud has acquired 320 enemy kills

-> Description: The second most power of Cloud's Limit Breaks. The max damage
this attack can do is 39996, but that is dependent on Cloud's sword as well as
his Str. This attack does 6 hits of damage, meaning he can spread it out
through enemies for less damage, but it does more grouped damage against a
single enemy you're facing and can take out a lot of HP at once off of an
annoying boss you're fighting.

-------------------------------------------------------------------------------
-   LEVEL 3/2 - FINISHING TOUCH                                               -
-------------------------------------------------------------------------------


* Name                    MP  Tar Type Elem Form PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Finishing Touch          0  A   Phys  -    Phys 50     255 X  X  (1)(2)
                                                                    (3)


(1) Long Range attack
(2) Death [100%]
(3) learned after Cloud has used Meteorain 6 times

-> Description: You'd think by its name it'd be his final Lv.4 Limit. But it's
not even nearly as powerful as it, or even Meteorain. It either instant-kills
all enemies, or does big damage. It does not instant-kill the bosses it's used
on, though.

-------------------------------------------------------------------------------
-   LEVEL 4 - OMNISLASH                                                       -
-------------------------------------------------------------------------------


* Name                    MP  Tar Type Elem Form PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Omnislash                0  R   Phys  -    Phys 12     255 X  X  (1)(2)

(1) Long Range attack
(2) 15 random hits to random targets (any combination of enemies) - each hit
    uses the power constant

-> Description: THE most powerful attack in the game.. but only if amplified to
its fullest. Yes, even more than Knights of the Round (KotR). He attacks his
enemy(ies) with many, many attacks with his sword (15 of them), each resulting
in serious damage. If done with 200+ Str and Ultima Weapon, this attack can do
as much as 149985 damage. If used against a single boss, damage done is
cataclysmic, but if used on many enemies, damage is reduced when spread. Can
kill any enemy/storyline boss in one hit. With all of this, it's easy to see
that this move has almost illimitable power.

-> Obtained How?: Go to Gold Saucer. Here, go on over to the Battle Arena and
fight until you get to a spanking total of 32000 Battle Points (BPs). Now,
after that, go to the machines in front of Battle Square and then choose the
Omnislash. That's all there is to it.

===============================================================================
```

```
-   TIFA'S LIMIT BREAKS                                                       -
================================================================================


Tifa's Limit Breaks use Slots to determine how her Limit Break will perform
when it's used. The slots can consist of the follow:
- "Miss"  = fails to use the Limit Break
- "Hit"   = uses the Limit Break but Critical Damage is impossible
- "YEAH!" = uses the Limit Break and all attacks do Critical Damage


--------------------------------------------------------------------------------
-   LEVEL 1/1 - BEAT RUSH                                                      -
--------------------------------------------------------------------------------


* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Beat Rush                 0   R    Phys  -     Phys  20      255  X  X  (1)(2)
                                                                          (3)


(1) Long Range attack
(2) 1 random hit to random target (any enemy)
(3) learned automatically


-> Description: She unloads on the enemy with a semi-powerful, speedy combo. It
is used on one opponent. This is not to be used later on in the game because
it's not up to par with the rest of her powerful Limit Breaks.


--------------------------------------------------------------------------------
-   LEVEL 1/2 - SOMERSAULT                                                     -
--------------------------------------------------------------------------------


* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Somersault                0   R    Phys  -     Phys  22      255  X  X  (1)(2)
                                                                          (3)


(1) Long Range attack
(2) 1 random hit to random target (any enemy); uses Beat Rush in the combo
(3) learned after Tifa has used Beat Rush 9 times


-> Description: This is a powerful kick that she does by flipping backwards
and nailing the opposition with it. It is also only used on one enemy, so use
it on early bosses or single enemies. It does another hit to her Combo Limit
Break.


--------------------------------------------------------------------------------
-   LEVEL 2/1 - WATERKICK                                                      -
--------------------------------------------------------------------------------


* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Waterkick                 0   R    Phys  -     Phys  24      255  X  X  (1)(2)
                                                                          (3)


(1) Long Range attack
(2) 1 random hit to random target (any enemy); uses Beat Rush, Somersault in
    the combo
(3) learned after Tifa has acquired 96 enemy kills


-> Description: She uses this as the 3rd part of her Limit Break Combo. She
kicks the enemy with an elementally based water attack that hurts the enemy
```

pretty moderately.

```
--------------------------------------------------------------------------------
-    LEVEL 2/2 - METEODRIVE                                                     -
--------------------------------------------------------------------------------

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
--------------------------------------------------------------------------------
* Meteodrive            0   R    Phys  -     Phys  26      255   X  X  (1)(2)
                                                                        (3)
```

(1) Long Range attack
(2) 1 random hit to random target (any enemy); uses Beat Rush, Somersault,
    Waterkick in the combo
(3) learned after Tifa has used Waterkick 7 times

-> Description: Tifa, in all her sexiness, does a very powerful drop on the
opponent. This does much damage, but it can only be used agaisnt just one of
your oppositions.

```
--------------------------------------------------------------------------------
-    LEVEL 3/1 - DOLPHIN BLOW                                                   -
--------------------------------------------------------------------------------

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
--------------------------------------------------------------------------------
* Dolphin Blow          0   R    Phys  -     Phys  28      255   X  X  (1)
```

(1) Long Range attack
(2) 1 random hit to random target (any enemy); uses Beat Rush, Somersault,
    Waterkick, Meteodrive in the combo
(3) learned after Tifa has acquired 192 enemy kills

-> Description: 5th part of her combo in which she calls her dolphin friend to
come out of the water and nail the opponent you're then facing for some ok
damage with an uppercut.

```
--------------------------------------------------------------------------------
-    LEVEL 3/2 - METEOR STRIKE                                                  -
--------------------------------------------------------------------------------

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
--------------------------------------------------------------------------------
* Meteor Strike         0   1    Phys  -     Phys  30      255   X  X  (1)(2)
                                                                        (3)
```

(1) Long Range attack
(2) 1 random hit to random target (any enemy); uses Beat Rush, Somersault,
    Waterkick, Meteodrive, Dolphin Blow in the combo
(3) learned after Tifa has used Dolphin Blow 6 times

-> Description: In this move, Tifa flings the enemy up into the air and then
performs a devastating piledriving move onto the ground for some very
impressive damage to the enemy. Is a lot like Meteodrive, but this move, Meteor
Strike, is way more powerful and useful.

```
--------------------------------------------------------------------------------
-    LEVEL 4 - FINAL HEAVEN                                                     -
--------------------------------------------------------------------------------
```

```
* Name                     MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
--------------------------------------------------------------------------------
* Final Heaven             0   1    Phys  -     Phys  42      255   X  X  (1)(2)
```

(1) Long Range attack
(2) 1 random hit to random target (any enemy); uses Beat Rush, Somersault,
    Waterkick, Meteodrive, Dolphin Blow, Meteor Strike in the combo

-> Description: In this awesome move, Tifa gathers all of her immense energy
and power into both of her powerful fists, and then starts beating the enemy
with them for an EXTREME amount of damage that easily parallels most of the
other more powerful attacks in the game. Try and pair this up with her Premium
Heart ultimate weapon to extract every last ounce of power out of this Level 4
Limit Break attack.

-> Obtained How?: You must make your way back to the town of Nibelheim and then
go inside Tifa's house. Go to the top floor and then start to play the piano.
The tune you are to play here is Do-Re-Mi-Ti-La-Do-Re-Mi-So-Fa-Do-Re-Do. And in
buttons it is: X, , Tri, R1/Tri, R1/ , X, , Tri, R1/X, O, X, , Tri. After,
you have Final Heaven. Note: you can also get 1 Gil if you play well from
Tifa's own private stash. Note: Tifa must be in your party at the moment. Ok,
so here's some specifics: She says she has that sheet of music, and she checks
it, and inside is a letter from Zangan, her old martial arts instructor. He
says he remembers the flames of the village, and how weak he was, and how the
burning anger inside of him engulfed him, so he went to the reactor to try and
kill Sephiroth. "Try" being the operative word. Anyway, since he couldn't find
Sephiroth, he found you instead, nearly lifeless after the slash. He felt that
saving her was more important. He was only able to save her, though. Outside,
Shinra soldiers were there with Hojo who ordered and commanded everyone still
alive for the clone experiment. But, Zangan didn't let them have Tifa, instead
he carried her down the mountain to the village where he tried to use Cure on
her many times, but to no avail. Since they weren't working, he took her to
Midgar doctors, despite his disposition for that city. He later came back and
saw those freaks walking around in cloaks, and Nibelheim reeks of Shinra. He
left the Final Heaven as a gift, as he knew you were still alive and well, and
knew that you'd one day return and find this. He wishes her well, and the
letter concludes, resulting in Tifa acting just like Zangan briefly after she's
obtained the Final Heaven Limit Break.

```
================================================================================
-   BARRET'S LIMIT BREAKS                                                      -
================================================================================


--------------------------------------------------------------------------------
-   LEVEL 1/1 - BIG SHOT                                                        -
--------------------------------------------------------------------------------


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
--------------------------------------------------------------------------------
* Big Shot                 0   1    Phys  -     Phys  52      255   X  X  (1)(2)
```

(1) Long Range attack
(2) learned automatically

-> Description: In this Limit Break, you see Barret gathering a lot of energy
into his gun-arm and then bombs it straight at the enemy for some massive-for-
the-beginning-of-the-game damage. I honestly do not recommend that you use this
late in the game. It only hits one of your enemies, so do not use it against
big groups too often.

```
--------------------------------------------------------------------------------
-   LEVEL 1/2 - MINDBLOW                                                       -
--------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Mindblow                0   1    MgMP  Grav  Prop  -       255  X  X  (1)(2)

(1) Dmg = [enemy MP]
(2) learned after Barret has used Big Shot 9 times

-> Description: In this Limit Break attack, Barret will fire off a blue energy
ball from his gun-arm (much like Big Shot with descrepancy that it's a blue
blast instead of a red blast) and deduct MP from the enemy. It's good for
such enemies as Deenglow or others that constantly use magics.


--------------------------------------------------------------------------------
-   LEVEL 2/1 - GRENADE BOMB                                                   -
--------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Grenade Bomb            0   A    Phys  -     Phys  54      255  X  X  (1)(2)

(1) Long Range attack
(2) learned after Barret has acquired 80 enemy kills

-> Description: This attack is versus a whole group of oppositions. During it,
Barret will unleash a very powerful grenade bomb into the whole group of
enemies resulting in some impressive HP damage caused.


--------------------------------------------------------------------------------
-   LEVEL 2/2 - HAMMERBLOW                                                     -
--------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Hammerblow              0   1    -     -     -     -       255  X  X  (1)(2)

(1) Death [100%]
(2) learned after Barret has used Grenade Bomb 8 times

-> Description: This doesn't take affect on bosses because it's an instant
KO sorta deal. What happens is Barret goes up to the enemy and then punches
them hard with his arm sending them out of the battle for the remainder of it,
whilst still giving you their Exp. I prefer Grenade Bomb over this because it
at least ensures that damage is done.


--------------------------------------------------------------------------------
-   LEVEL 3/1 - SATELLITE BEAM                                                 -
--------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Satellite Beam          0   A    Phys  -     Phys  35      255  X  X  (1)(2)
                                                                        (3)

(1) Long Range attack
(2) 100% Critical Damage
(3) learned after Barret has acquired 160 enemy kills
```

-> Description: Barret uses an AVALANCHE satellite from high up in outer space
to do some awesome damage against whole groups of enemies. Each ray that is
used lands for about 3500-9999 damage throughout the whole game, making it a
formidable attack.

```
--------------------------------------------------------------------------------
-   LEVEL 3/2 - UNGARMAX                                                        -
--------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Ungarmax                0   R    Phys  -     Phys  8       255  X  X  (1)(2)
                                                                        (3)
```

(1) Long Range attack
(2) 18 random hits to random targets (any combination of enemies) - each hit
    uses the power constant
(3) learned after Barret has used Satellite Beam 6 times

-> Description: This attack is another great attack, especially if you have his
ultimate weapon (Missing Score), and about 150+ Str, in which case he can do a
max of 99990 damage with it. It hits 10 times (x9999 at max = 99990). It can be
used against one or multiple enemies and does the same amount of damage as it
would do with just a normal Barret's physical attacks. Best vs. bosses or hard
single enemies because he can focus all of the attack's damage into one enemy
for optimum efficiency.

```
--------------------------------------------------------------------------------
-   LEVEL 4 - CATASTROPHE                                                       -
--------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Catastrophe             0   R    Phys  -     Phys  20      255  X  X  (1)
```

(1) Long Range attack
(2) 10 random hits to random targets (any combination of enemies) - each hit
    uses the power constant

-> Description: This is an attack right on par with Knights of the Round summon
Materia and also with Omnislash. It can do a maximum of 149985 damage as 15
hits x max of 9999 damage = 149985 damage. The least it does is about 4000
damage which is about 45000 damage only. Its middle most amount of damage is
about 90000 damage (6000 per hit). But like all other multi-hit Limit Breaks,
all damages vary for each and every single hit. This, like Ungramax, deals
greatly on Barrets Str stat, as well as his weapon. This is very destructive,
boss-killer.

-> Obtained How?: You must go on back to North Corel after Sephiroth has used
the Black Materia to call forth Meteor. Once in North Corel, you are to go and
talk to the women inside the center home to far Western side of the town. After
you have done that, she will hand over the Catastrophe Limit Break if Barret's
in your party.

```
================================================================================
-   AERIS' LIMIT BREAKS                                                         -
================================================================================
```

- Note: if you wish to acquire any/all of Aeris' Limits Breaks, you must do so

before her death in the City of the Ancients.

```
--------------------------------------------------------------------------------
-   LEVEL 1/1 - HEALING WIND                                                   -
--------------------------------------------------------------------------------

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Healing Wind           0   AA*  MHPr  Res   Prop  -       255  X  X  (1)
```

(1) Restore by [target MaxHP x 1/2]
(2) learned automatically

-> Description: When Aeris uses this Level 1 Limit Break move, she recovers
any/all of the party's minused HP from battle. This is a very good attack for
any point in the game to just heal up when it's needed.

```
--------------------------------------------------------------------------------
-   LEVEL 1/2 - SEAL EVIL                                                      -
--------------------------------------------------------------------------------

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Seal Evil              0   A    -     -     -     -       255  X  X  (1)(2)
```

(1) Silence [100%], Stop [100%]
(2) learned after Aeris has used Healing Wind 8 times

-> Description: During this, perhaps my least favorite Limit Break in the game
although quite useful against enemies without immunities, Aeris Stops the
enemies as well as putting them under the Silence status imperfection which
of course prevents them from using any magic attacks against your party.

```
--------------------------------------------------------------------------------
-   LEVEL 2/1 - BREATH OF THE EARTH                                            -
--------------------------------------------------------------------------------

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Breath of the Earth    0   AA   -     -     -     -       255  X  X  (1)(2)
```

(1) remove Poison [100%], Silence [100%], Sleep [100%], Slow [100%], Stop
    [100%], Confusion [100%], Petrification [100%], Frog [100%], Small [100%],
    Fury [100%], Sadness [100%], Regen [100%], Wall [100%]
(2) learned after Aeris has acquired 80 enemy kills

-> Description: This is a very useful Limit Break. Although later in the game
with good armors, it isn't needed at all. What it does is takes away any bad
status effects, but it does remove two good statuses, and those are Regen and
Wall. So, if you want to use this and also have Regen/Wall on, make sure you
cast the Regen and Wall only *after* you've used this.

```
--------------------------------------------------------------------------------
-   LEVEL 2/2 - FURY BRAND                                                     -
--------------------------------------------------------------------------------

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Fury Brand             0   AA-S -     Hid   -     -       I    X  X  (1)(2)
```

```
(1) fills Limit Guages
(2) learned after Aeris has used Breath of the Earth 6 times

-> Description: Whilst losing her own Limit Break Guage, she will lose it for
the sake of giving all of your party members their guages full. So, this comes
in very handy if you want to do a lot of damage with Cloud's, Barret's, etc.
Limit Breaks.

-------------------------------------------------------------------------------
-   LEVEL 3/1 - PLANET PROTECTOR                                              -
-------------------------------------------------------------------------------

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Planet Protector      0   A    -     -     -     -       255  X  X  (1)(2)

(1) Peerless [100%]
(2) learned after Aeris has acquired 160 enemy kills

-> Description: This Limit Break move will render the party invincible for a
couple of turns before returning to normal. This is a very useful move, at
that.

-------------------------------------------------------------------------------
-   LEVEL 3/2 - PULSE OF LIFE                                                 -
-------------------------------------------------------------------------------

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Pulse of Life         0   A*   -     Res   Reco  -       I    X  X  (1)(2)
                                                                      (3)

(1) restore HP by 100% MaxHP, restore MP by 100% MaxMP
(2) remove KO [100%]
(3) learned after Aeris has used Planet Protector 5 times

-> Description: This is a very useful move. It restores all HP + MP to all
characters, and if any one is under KO, they are healed completely, in addition
to the healing of the characters whom are alive.

-------------------------------------------------------------------------------
-   LEVEL 4 - GREAT GOSPEL                                                    -
-------------------------------------------------------------------------------

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Great Gospel          0   A*   -     Res   Reco  -       I    X  X  (1)(2)
                                                                      (3)

(1) restore HP by 100% MaxHP, restore MP by 100% MaxMP
(2) remove KO [100%]
(3) Peerless [100%]

-> Description: Easily the most useful Limit Break move in the game. Not at all
damaging, for it does no damage at all. But, what it does is forms a protective
barrier around your whole entire party, it recovers any and all lost MP and/or
HP. It also takes away any currently present negative status effects that may
be in place. And, if anyone's been KO'd, it uses Life2 on any of your KO'd
chrs. If you think about it, it is sorta like a combined form of the Pulse of
Life as well as Planet Protector. Note: The barrier Planet Protector puts up
```

stays there a bit more time.

-> Obtained How?: Getting this Limit Break is a bit more complicated than the
others. But still, not TOO hard. What you must do is go over to the cave where
the elderly man is sleeping in a cave near the Junon vicinity. After you have
successfully fought an amount of fights in which the 2 last numbers are the
same, he will give you Mythril, which is used to get the Great Gospel Limit
Break from the box.

```
================================================================================
-   RED XIII'S LIMIT BREAKS                                                    -
================================================================================


--------------------------------------------------------------------------------
-   LEVEL 1/1 - SLED FANG                                                      -
--------------------------------------------------------------------------------


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Sled Fang              0   1    Phys  -     Phys  48      255  X  X  (1)(2)
```

(1) Long Range attack
(2) learned automatically

-> Description: During this semi-decent Limit Break, Red just charges up to
the enemy chosen and slices them causing a decent amount of damage. It isn't
anything too amazing, though.

```
--------------------------------------------------------------------------------
-   LEVEL 1/2 - LUNATIC HIGH                                                   -
--------------------------------------------------------------------------------


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Lunatic High           0   AA   -     -     -     -       255  X  X  (1)(2)
                                                                        (3)
```

(1) Haste [100%]
(2) [Df% +50%] for each target Lunatic High is used on (max = 100%; therefore,
    the effect only is taken from 2 characters out of 3 max possible)
(3) learned after Red XIII has used Sled Fang 8 times

-> Description: This takes the place of Time Materia in the earlier parts of the
game. What it does is emits a light around the whole group of party members,
and then, the spell/positive status of Haste is done onto all of them, speeding
up their prevalent battle celerity.

```
--------------------------------------------------------------------------------
-   LEVEL 2/1 - BLOOD FANG                                                     -
--------------------------------------------------------------------------------


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Blood Fang             0   1    P/MMAb -    Phys  20      255  X  X  (1)(2)
```

(1) Long Range attack
(2) learned after Red XIII has acquired 72 enemy kills

-> Description: During this semi-decent limit break, Red just charges up to
the enemy chosen and slices them causing a decent amount of damage. It isn't

anything too amazing, though. A lot like Sled Fang, as you can see, but it does
have an extra, special effect to it. This effect is that when it is used, Red
XIII is able to get some Hit Points (HP) and some Magic Points (MP) from doing
this attack. So it's a little bit better.

```
-------------------------------------------------------------------------------
-   LEVEL 2/2 - STARDUST RAY                                                   -
-------------------------------------------------------------------------------

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Stardust Ray              0   R    Phys  -     Phys  10      255  X  X  (1)(2)
                                                                         (3)
```

(1) Long Range attack
(2) 10 random hits to random enemies (any combination of enemies) - each hit
    uses the power constant
(3) learned after Red XIII has used Blood Fang 7 times

-> Description: A good Limit Break attack altogether. What it does is Red XIII
calls forth many, many shooting stars, and it does large damage to the
opponents in battle.

```
-------------------------------------------------------------------------------
-   LEVEL 3/1 - HOWLING MOON                                                   -
-------------------------------------------------------------------------------

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Howling Moon              0   S    -     -     -     -       255  X  X  (1)(2)
                                                                         (3)
```

(1) Berserk [100%], Haste [100%]
(2) [Att +60%] (max = 100%)
(3) learned after Red XIII has acquired 144 enemy kills

-> Description: I've never liked this Limit Break too much, but I suppose it
could quite possibly come in handy although I've only used it about three times
total. The moon in the background (which always happens to be full, by the
way???) enrages Red XIII and fills him with energy and power. He's Hasted abd
Berserked afterwards, meaning that he moves faster and his attacks are a lot
stronger, but, he's uncontrollable from that point on.

```
-------------------------------------------------------------------------------
-   LEVEL 3/2 - EARTH RAVE                                                     -
-------------------------------------------------------------------------------

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Earth Rave                0   R    Phys  -     Phys  30      255  X  X  (1)(2)
                                                                         (3)
```

(1) Long Range attack
(2) 5 random hits to random targets (any combination of enemies) - each hit
    uses the power constant
(3) learned after Red XIII has used Howling Moon 6 times

-> Description: Perpetually dispenses a grand total of non-element type moves
on the enemies, each for considerable damage. It effects all enemies, just as
well. So use it more than you do Howling Moon after you've received it.

```
--------------------------------------------------------------------------------
-   LEVEL 4 - COSMO MEMORY                                                      -
--------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Cosmo Memory            0   A    Phys  -     Phys  125     255  X  X  (1)

(1) Long Range attack
```

-> Description: Yep, this is Red XIII's ultimate Limit Break of the game. I bet
you thought it would have a much more gripping and powerful name, but nope,
that's it, Cosmo Memory. Anyhow, what takes place once this Limit Break is used
is that Red XIII calls forth a mammoth energy ball of fire (almost like Spirit
Bomb proportions). He then directs it downwards towards the oppositions of this
fight, and it goes BOOM on top of them. It does much damage to them, mostly in
the 9500+ range, depending on Red XIII himself.

-> Obtained How?: Well, first you must go back to the Shinra Mansion in
Nibelheim. Then, you must have found all the codes and unlocked the safe
upstairs. This releases a freakishly disgusting boss named Lost Number. Beat it
and you get Cosmo Memory.

```
================================================================================
-   CID'S LIMIT BREAKS                                                          -
================================================================================


--------------------------------------------------------------------------------
-   LEVEL 1/1 - BOOST JUMP                                                      -
--------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Boost Jump              0   1    Phys  -     Phys  52      255  X  X  (1)(2)

(1) Long Range attack
(2) learned automatically
```

-> Description: In this Limit Break, which is pretty bland, and weak to boot,
Cid leaps high into the air and then crashes down on one enemy. This does
minimum damage, but its only usefulness is in the beginning of the game. Of
course, since it's his first Lv1 Limit, it's the Limit Break that originally
comes with him.

```
--------------------------------------------------------------------------------
-   LEVEL 1/2 - DYNAMITE                                                        -
--------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Dynamite                0   A    Phys  -     Phys  36      255  X  X  (1)(2)

(1) Long Range attack
(2) learned after Cid has used Boost Jump 7 times
```

-> Description: This is a decent Limit Break that can be useful early on when
you first meet up with him and Cid joins your plight. What occurs during this
bad boy is Cid uses a dynamite stick. What he does with this dynamite is quite
obvious; throws it at the enemies for some damage on them.

```
--------------------------------------------------------------------------------
-   LEVEL 2/1 - HYPER JUMP                                                       -
--------------------------------------------------------------------------------

* Name                    MP  Tar  Type   Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Hyper Jump              0   A    Phys   -     Phys  56      255  X  X  (1)(2)
                                                                        (3)

(1) Long Range attack
(2) Death [20]
(3) learned after Cid has acquired 60 enemy kills

-> Description: This is a lot like Dynamite, which I just mentioned, but with
one major difference (of course appearance); it's more powerful than Dynamite
is. It does a decent amount of damage, and against a whole group of enemies
that may be on the field at the current time. At about the halfway point of the
second disk of the game, the attack isn't really that useful anymore, but at
any time before that, it's good.


--------------------------------------------------------------------------------
-   LEVEL 2/2 - DRAGON                                                           -
--------------------------------------------------------------------------------

* Name                    MP  Tar  Type   Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Dragon                  0   1    P/MMAb -     Phys  20      255  X  X  (1)(2)

(1) Long Range attacks
(2) learned after Cid has used Hyper Jump 6 times

-> Description: A very useful Limit Break, especially when Cid is low on HP
and/or MP. In the Limit, Cid calls forth a powerful dragon. I know, this may
sound strange since it's not a summon spell, but, what the dragon comes here to
do is do damage to one enemy's HP/MP, and then takes the amount deducted and
adds it to Cid's.


--------------------------------------------------------------------------------
-   LEVEL 3/1 - DRAGON DIVE                                                      -
--------------------------------------------------------------------------------

* Name                    MP  Tar  Type   Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Dragon Dive             0   R    Phys   -     Phys  23      255  X  X  (1)(2)
                                                                        (3)(4)

(1) Long Range attack
(2) 6 random hits to random targets (any combination of enemies) - each hit
    uses the power constant
(3) Death [28]
(3) learned after Cid has acquired 136 enemy kills

-> Description: During this Lv3 Limit Break, Cid repeatedly and simultaneously
attacks an enemy, and does a fairly high amount of damage to one enemy, and is
actually more useful than the next Lv3 Limit, and has a chance of inflicting
Death on its targets.


--------------------------------------------------------------------------------
-   LEVEL 3/2 - BIG BRAWL                                                        -
```

```
--------------------------------------------------------------------------------

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Big Brawl                 0   R    Phys  -     Phys  18      255  X  X  (1)(2)
                                                                         (3)

(1) Long Range attack
(2) 8 random hits to random targets (any combination of enemies) - each hit
    uses the power constant
(3) learned after Cid has used Dragon Dive 5 times

-> Description: Like the Dragon Dive, it's a very useful Limit Break to have in
your possession. Unlike Dragon Dive, though, it's attacks don't do as much
damage. However, conversely this Big Brawl attack does more blindingly quick
attacks, but weaker. I'd still say that Dragon Dive is the more useful of them.


--------------------------------------------------------------------------------
-   LEVEL 4 - HIGHWIND                                                          -
--------------------------------------------------------------------------------

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Highwind                  0   R    Phys  -     Phys  11      255  X  X  (1)(2)

(1) Long Range attack
(2) 18 random hits to random targets (any combination of enemies) - each hit
    uses the power constant

-> Description: This attack is, as you can guess, Cid's ultimate Limit Break.
Good job, genius :) This attack is one of those attacks that can easily hit for
over 70000 damage at later levels in the game, meaning that all but two enemies
in this game will more than likely be destroyed, and you know what those two
are, don'tcha? ;) Anyways, Cid calls the Highwind airship, and has the crew
bomb the living crap out of any enemies down there at the bottom, for a huge
amount of damage. Obliteration!!! Once Str is maxed, the 18 consecutive hits of
Highwind can add up to 179982 damage! More than Omnislash!

-> Obtained How?: The only requirement you need to fulfill before you can go
about obtaining this Lv4 Limit Break is to have the submarine. Now, at this
point you probably already know where I'm heading with this. You must head down
and have a look see in the cargo area of the sunken Gelnika ship. Just look a
little while and you'll eventually find it. Note: avoid Emerald WEAPON at all
costs while down here in the submarine!

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


--------------------------------------------------------------------------------
-   LEVEL 1/1 - GREASED LIGHTNING                                               -
--------------------------------------------------------------------------------

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Greased Lightning         0   1    Phys  -     Phys  50      255  X  X  (1)(2)

(1) Long Range attack
(2) learned automatically
```

```
-> Description: All right, Yuffie goes up to the enemy with whichever weapon she
may currently have equipped and hit the enemy. Strange, considering it's a
projectile weapon. Well, those ninjas know what they're doing :P It does some
good amount of physical damage, as well.


-------------------------------------------------------------------------------
-    LEVEL 1/2 - CLEAR TRANQUIL                                               -
-------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Clear Tranquil           0  AA*  MHPr  Res   Prop  -       255   X  X  (1)(2)

(1) restores by [MaxHP x 1/2]
(2) learned after Yuffie has used Greased Lightning 8 times

-> Description: When Yuffie uses this Level 1 Limit Break move, she recovers
a lot of the party's minused HP from battle. This is a very good attack for
any point in the game to just heal up when it's needed.


-------------------------------------------------------------------------------
-    LEVEL 2/1 - LANDSCAPER                                                   -
-------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Landscaper               0  A    Phys  Eth   Phys  48      255   X  X  (1)(2)

(1) Long Range attack
(2) learned after Yuffie has acquired 64 enemy kills

-> Description: In this attack, Yuffie creates a lot of force under a group of
enemies, and this force causes the land and ground under them to rise up. She
then explodes this raised land, and this results in some really impressive
Earth-based damage to them all.


-------------------------------------------------------------------------------
-    LEVEL 2/2 - BLOODFEST                                                    -
-------------------------------------------------------------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Bloodfest                0  R    Phys  -     Phys  10      255   X  X  (1)(2)
                                                                        (3)

(1) Long Range attack
(2) 10 random hits to random targets (any combination of enemies) - each hit
    uses the power constant
(3) learned after Yuffie has used Landscaper 7 times

-> Description: This attack is one attack in which Yuffie just decides to go
berserk on all enemies. She runs up and starts hacking away like mad on a
group of enemies/enemy. The total amount of attacks she executes with this Lv2
Limit Break is 10, and each does a small amount of damage. But, say if with a
normal attack you can do 9999 damage, think of it that this move can do about
35000+ damage in all.


-------------------------------------------------------------------------------
-    LEVEL 3/1 - GAUNTLET                                                     -
-------------------------------------------------------------------------------
```

```
* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Gauntlet                 0   A    PhP   -     Phys  28      255  X  X  (1)(2)
                                                                         (3)

(1) Long Range attack
(2) 100% Critical Damage
(3) learned after Yuffie has acquired 128 enemy kills
```

-> Description: In this Limit Break used by Yuffie, she summons a vortex under
the opposition(s). This attack, then, pretty much explodes beneath them, and it
does a large amount of damage. This isn't a good Limit Break for all parts of
game, and the below one, Doom of the Living, is better.

```
-------------------------------------------------------------------------------
-   LEVEL 3/2 - DOOM OF THE LIVING                                             -
-------------------------------------------------------------------------------

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Doom of the Living       0   R    Phys  -     Phys  10      255  X  X  (1)(2)
                                                                         (3)

(1) Long Range attack
(2) 15 random hits to random targets (any combination of enemies) - each hit
    uses the power constant
(3) learned after Yuffie has used Gauntlet 6 times
```

-> Description: This attack is one attack in which Yuffie just decides to go
berserk on all enemies. She runs up and starts hacking away like mad on a
group of enemies/enemy. The total amount of attacks she executes with this Lv2
Limit Break is 10, and each does a good amount of damage. But, say if with a
normal attack you can do 9999 damage, think of it that this move can do about
50000+ damage in all.

```
-------------------------------------------------------------------------------
-   LEVEL 4 - ALL CREATION                                                     -
-------------------------------------------------------------------------------

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* All Creation             0   A    Phys  -     Phys  128     255  X  X  (1)

(1) Long Range attack
```

-> Description: This is a very powerful attack, and of course, is Yuffie's most
powerful Limit Break. She calls forth a humongous blast of energy and sends it
towards all of her opponents, resulting in very large amounts of damage.

-> Obtained How?: You must fight through all of the Pagoda at Wutai later in the
game. After you beat the final master, Godo (which is Yuffie's dad, by the way)
you get the All Creation Limit Break. Thank you, daddy! I couldn't have asked
for a better present!

```
===============================================================================
-   VINCENT'S LIMIT BREAKS                                                     -
===============================================================================
```

- Note: Vincent becomes uncontrollable when any of these Limit Breaks are used

```
in battle. Take careful note of that.
- Note: Vincent's statistic modification for any Limit maxes at 100% or -100%.


-------------------------------------------------------------------------------
-    LEVEL 1 - GALIAN BEAST                                                    -
-------------------------------------------------------------------------------


-> Statistic Modification: [MaxHP x 1.3], [Df% + 20%], [Dex + 50%]
-> learned automatically


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Berserk Dance          0   1    Phys  -     Phys  24      120  X  X  (1)
* Beast Flare            0   A*   Mag   Fir   Mag   60      100  X  X


(1) Long Range attack


-> Attack Pattern:
7/10 - Berserk Dance
3/10 - Beast Flare


-> Description: In this Limit, Vincent turns into a monster that is purple in
color, and has horns. It sort of resembles a smaller form of Behemoth, if you
really think about it. In this, he gains two attacks. Beast Flare: it's an
attack that sends out many spherical orbs that do immense Fire type damage to
all enemies. As long as enemy doesn't absorb or is immune to Fire, this is a
great attack that can do enormous damage. If enemy has 2xDmg to Fire, it's even
better. Then there is Berserk Dance, where he launches an assault attack on an
enemy, and can cause impressive damage at times. Along with all these new
attacks, Vincent's maximum HP is increased dramatically while in this state,
but when/if it's defeated, he simply returns back to normal, after his slight
anthropomorphization. Remember, this isn't for use against all monsters, as his
Beast Flare can actually go down to replenish HP of monsters that may have an
absorption quality to Fire.


-------------------------------------------------------------------------------
-    LEVEL 2 - DEATH GIGAS                                                     -
-------------------------------------------------------------------------------


-> Statistic Modification: [MaxHP x 2], [Def + 50%], [MDf - 70%], [Dex - 20%]
-> learned when Vincent has acquired 40 enemy kills


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Gigadunk               0   1    Phys  -     Phys  42      120  X  X  (1)
* Live Wire              0   A*   Mag   Lit   Mag   70      100  X  X


(1) Long Range attack


-> Attack Pattern:
7/10 - Gigadunk
3/10 - Live Wire


-> Description: This one's appearance is very much like that of the legendary
Frankenstein himself, although if they had a fight, ol' Franky would have his
ugly ass handed to him on a silver platter. First of all, when Vincent
changes into this beast using his Lv2 Limit Break, he gains a new, different
set of two attacks. The first one being Gigadunk. What this attack does is to
attack one enemy (yeah, only one, too bad...) with one cosmically powerful
attack doing about 2.5x the amount of any regular attack could hope to do (that
```

is, unless in fact you can do 9999 damage with regular attack, thus this does
9999, as well). Livewire is his other attack. It does high Lightning/Bolt
damage to all of your adversaries in battle. Plus, add this all to an insane HP
levitation, and you got yourself quite a decent transformation with Vincent in
Death Gigas.

```
-------------------------------------------------------------------------------
-   LEVEL 3 - HELLMASKER                                                       -
-------------------------------------------------------------------------------
```

-> Statistic Modification: [Def + 50%], [Df% + 50%]
-> learned when Vincent has acquired 96 enemy kills

```
* Name                     MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Splattercombo            0   R    Phys  -     Phys  8       120   X  X  (1)(2)
* Nightmare                0   1    -     -     -     -       100   X  X  (3)
```

(1) Long Range attack
(2) 5 random hits to random targets (any combination of enemies) - each hit
    uses the power constant
(3) Poison [100%], Silence [100%], Sleep [100%], Confusion [100%], Frog [100%],
    Small [100%]

-> Attack Pattern:
7/10 - Splattercombo
3/10 - Nightmare

-> Description: This one is insane, and totally beats the crap out of any
Frankenstein rehash that Death Gigas could have offered. He turns into a mad
raving lunatic who has a chainsaw in hand, and the bastard's not afraid to use
it, either. He's really creepy looking, actually... Anyway, it has two new
attacks, as you've come to expect from Vincent's Limit Breaks, plus a stat
hoist quite dramatically. All right, his first new attack has, as you might
expect, a very sadistic, maniacal, and insane sounding name and it's called the
Splattercombo. In this move, he goes up like a mad maniac with his chainsaw to
one enemy. From here, he proceeds to strike, slice, and dice the enemy with it,
totalling five times. Each and every single one of the attacks does about the
same amount of damage as any normal attack done by Vincent when he's in his
normal, controllable state, if not a little bit more. I've seen this attack do
up to 40000, but usually no more than that. A very useful move to have happen
when Vincent is using this Limit Break. And since it is his Lv3 one, it pretty
much has a big longevity, meaning that it can be used very usefully and
equally at any point throughout the game. Then there is his Nightmare attack in
this state. He does some good damage to an enemy with it using his awesome
chainsaw weapon. But, not only that, but he inflicts the enemy with several
status ailments, including: Confusion, Frog, Mini, Mute, Sleep; all deadly.

```
-------------------------------------------------------------------------------
-   LEVEL 4 - CHAOS                                                            -
-------------------------------------------------------------------------------
```

-> Statistic Modification: [Def + 100%], [MDf + 100%]

```
* Name                     MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Chaos Saber              0   A    Phys  -     Phys  40      120   X  X  (1)
* Satan Slam               0   A*   Mag   -     Mag   90      100   X  X  (2)
```

(1) Long Range attack

```
(2) Death [28]


-> Attack Pattern:
7/10 - Chaos Saber
3/10 - Satan Slam

-> Description: Absolutely Vincent's ultimate Limit Break, and it's very
powerful in all of its attacks. Now, you may want to know what does Vincent
look like in this Limit Break? Well, you might've or might've not expected it,
but it's a humongous winged devil-looking demon. Very satanic. If you've ever
played FF8 before FF7 for some reason and have seen what Diablos looks like,
you probably have a good idea as to what this guy looks like almost. I would
much rather use this guy, though, 'cause as you may know, Diablos' attack
really wasn't all that. Ok, but I'm getting off subject here. Anyway, it gives
a gigantic HP boost first of all. Now, for his first attack, and it's his most
powerful; Satan Slam. This makes a huge skull appear over every enemy around,
and if an enemy is missed (which is the case just sometimes), they're hit
with powerful attacks from burning, flaming skulls. Skulls that fly towards
enemies afterwards do about the same damage amount as the next attack, Chaos
Saber. Chaos Saber attacks once, and hits all enemies, so it has a built in
Slash-All effect, however, Vincent's weapon that's equipped does not determine
the final damage outcome of it, as it's independent. Now, as you see, Chaos
Saber can be quite powerful (doing 9999 damage sometimes, even). Now, imagine
that those leftover skulls from the first attack that I mentioned, Satan Slam,
do the same amount of damage. What do you think the odds of *normal* enemies or
bosses surviving it are? Not saying Ruby or Emerald, as I explicitly said
"normal", and as far as anyone could tell with regular sanity, they're not
necessarily considered in the "normal" category. All in all, a great Limit
Break, and when HP is low, I say use it.

-> Obtained How?: All right, the main time to get this is during Disk 2. You
must have one of two things. One of them is a Green Chocobo, and the other is
the submarine. I suggest using the submarine, as you'll more than likely be
getting that first. Conversely, when Green Chocobo is used, it gets the job
done quicker and easier, so it's ultimately your choice. Anyway, with the Green
Chocobo, load it onto the Highwind airship and go to Nibelheim. From here,
cross over the great mountains with your Chocobo. Now, keep riding and you'll
eventually find a waterfall. Have Vincent in your party and then enter it, and
then see Lucrecia. This, unlike Jenova, is Sephiroth's actual real mom. Now,
leave, and fight around outside for ten or more battles (never got the exact
amount). Then, go inside and she's gone, but now you can get the Chaos Manual.
Also, with the submarine, head to the Junon docking area first, and then head
down underwater. Now, swim to the West continent. As you hug the left side, you
shall eventually reach a niche between the West and North portions of land.
Take it through to the end and then make your way out of the water. From here,
go in the cave, meet Lucrecia, leave and fight the battles, enter again and
obtain your desired Chaos Manual.

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


-------------------------------------------------------------------------------
-   LEVEL 1 - DICE                                                            -
-------------------------------------------------------------------------------


* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Dice                    0   1    Phys  -     Spec  -       255  X  X  (1)(2)
                                                                       (3)(4)
```

```
(1) Long Range attack
(2) Dmg = [roll results x mode of results x 100],
    where roll results = the sum of all the numbers of your rolled dice, and
    where mode of results = the highest amount of repeats in the set (so say
    you rolled two 5's and the rest were not repeats, mode of results would be
    2 [not the actual mode which would be 5, in this case])
(3) Is Cait Sith's Lv1~29?
    Yes: roll 2 dice
    No: Is Cait Sith's Lv30~39?
        Yes: roll 3 dice
        No: Is Cait Sith's Lv40~49?
            Yes: roll 4 dice
            No: Is Cait Sith's Lv50~59?
                Yes: roll 5 dice
                No: roll 6 dice
(4) learned automatically
```

-> Description: This is a complicated attack, but I shall do my best to describe
it to the best of my ability. During the Limit Break, Cait Sith tosses a number
of dice anywhere from two to six. Now, whatever the end result is in numbered
sides, you take that number and multiply it by 100. There is a few
discrepancies here, one being that if you role a matching pair of the same
number in the same role (on two different dice, of course), you multiply
whatever numbers you got by 2, and then by 100. This should happen fairly
often, unless the Limit Break is still young where you have two or three dice
rolled. Also, if you get three of the same number on a dice roll, you multiply
all numbers by three, and then do the multiplication by 100. If you have four
of the same number (note: anything past three is quite a rarity), you multiply
added sum, and then times it by the 100. The same rule is applicable for sames
5-6. Now, say if you got two pairs (say, 2/2 and 3/3 and any other random
numbers), you'd still only multiply the accrued total by 2, then 100. But, say
if you got 2/2, 2/2, 3/3, 3/3, it'd get confusing then. That's all your dice,
and it's pretty damn rare. It does 4x the added-together sum, and then times
that answer by 100, totalling quite a lot. But then there's always the case
where none of your dice match, in which case, the sum simply multiplies by 100,
instead of any other number beforehand.

```
-------------------------------------------------------------------------------
-   LEVEL 2 - SLOTS                                                           -
-------------------------------------------------------------------------------
```

Slots is learned after Cait Sith has acquired 40 enemy kills. There is a bit of
explanation to be had before actually moving on to the mechanics of the attack.
There are 6 symbols that can appear in a slot: Cait Sith, BAR, Heart, Star,
Crown, and Mog. Cait Sith is the face of the cat, Cait Sith. BAR is the word
BAR in uppercase letters. Heart is a picture of a light pink heart. Star is a
picture of a yellow star. Crown is a picture of a golden crown, and Mog is a
picture of the Mog that Cait Sith rides around on. They are laid out in the
three slots as such.

```
 First Slot - Crown, Mog, Star, Heart, BAR, Crown, Star, Cait Sith, BAR,
              Heart, Mog, Crown, Star, Cait Sith, Mog, BAR

Second Slot - BAR, Crown, Star, Cait Sith, Crown, BAR, Heart, Mog, Star,
              Cait Sith, Crown, BAR, Mog, Star, Crown, Heart

 Third Slot - Crown, Star, Heart, Crown, BAR, Star, Cait Sith, Mog, Crown,
              BAR, Heart, Crown, Star, BAR, Crown, Mog
```

When each slot spins, it spins from the first in the sequence to the last in
the sequence and then starts over again. Your goal is to stop whatever symbol
you're aiming for in the center of the slot, and then to line up any combination
thereafterward. The first slot stops completely normal, but completely normal
still means that you have to stop the slot slightly in advance. The second
symbol may do one of two things, depending on a factor described below.

1) It may move up for four movements after being pressed, looking for a
   symbol that corresponds with the one in the first slot. If no symbols in
   those four movements correspond with the first one you selected, it will
   stop on its own after the entire four moves. An example of where this
   would not work to find a corresponding symbol: You selected the first
   Crown in the first slot, and then stopped the slot on the second BAR in
   the second slot. There are no Crowns in the subsequent four movements
   proceeding the second BAR, and the spinner would stop on Cait Sith.
2) Or second slot will stop -exactly- where it is pressed, which will throw off
   the normal notion of pressing it slightly in advance, and will also disallow
   the extra movement of four spaces in which it can look for the next symbol
   which would match up to the first symbol chosen. This, believe it or not,
   makes it significantly harder to align symbols (unless you're timing is
   perfect).

After the second slot is chosen, the third slot starts spinning. Again, it can
can act in two different ways, depending on the same factor outlined to the
below.

1) This scenario for the third slot will occur usually if the first scenario
   for the second slot was followed. It is the only case in which you are
   actually allowed to win and successfully align the last slot to the others.
   Third slot will stop -exactly- where it is pressed, which will throw off
   the normal notion of pressing it slightly in advance, and will also disallow
   the extra movement of four spaces in which it can look for the next symbol
   which would match up to the first symbol chosen.
2) Or, if the second scenario for the second slot was used, this scenario for
   the third slot will usually succeed it. If the game calculates that selection
   will indeed land on a symbol that would align three symbols in a row, it
   100% move onto the next symbol that would not allow this. As you can see,
   this makes it absolutely improbable to line up three identical matches, but,
   actually, not impossible if your timing is perfect.

The factors that lead to the anove scenarios are as follows:

Was Heart stopped on the first slot?
Yes: Are the seconds the game has been played evenly divisible by 4?
     Yes: follow "1" scenarios
     No: follow "2" scenarios
No: Was BAR, Mog stopped on the first slot?
    Yes: Are the seconds the game has been played evenly divisible by 2?
         Yes: follow "1" scenarios
         No: follow "2" scenarios
    No: Was Cait Sith stopped on the first slot?
        Yes: Are the seconds the game has been been played evenly divisible by
             64?
             Yes: follow "1" scenarios
             No: follow "2" scenarios
        No: follow "1" scenarios

- Note: the game runs this again after the second slot, so it's not 100%
certain that scenario "1" for the third slot will follow scenario "1" for the
second slot, and vice versa.

```
                       --- ABILITY LIST ---


  -------------
     TOY BOX
  -------------

  * Name                   MP  Tar  Type  Elem  Form  PwrCst   %    M  R  +Added
  ------------------------------------------------------------------------------
  * Toy Box                0   1    Phys  -     Phys  -        255  X  X  (1)(2)
                                                                          (3)


  (1) Long Range attack
  (2) 1/7 - PwrCst = 32 (boulder animation)
      1/7 - PwrCst = 40 (icicle animation)
      1/7 - PwrCst = 48 (weight animation)
      1/7 - PwrCst = 56 (hammer animation)
      1/7 - PwrCst = 64 (Fat Chocobo animation)
      1/7 - PwrCst = 72 (Hell House animation)
      1/7 = PwrCst = 80 (meteors animation)
  (3) used with any non-aligned combination other than Cait Sith, Cait Sith, BAR


  -----------------
     TOY SOLDIER
  -----------------

  * Name                   MP  Tar  Type  Elem  Form  PwrCst   %    M  R  +Added
  ------------------------------------------------------------------------------
  * Toy Soldier            0   A    Phys  -     Phys  80       255  X  X  (1)(2)
                                                                          (3)


  (1) Long Range attack
  (2) 100% scenario "1" results
  (3) used with Crown, Crown, Crown


  ---------------
     MOG DANCE
  ---------------

  * Name                   MP  Tar   Type   Elem  Form  PwrCst   %   M  R  +Added
  ------------------------------------------------------------------------------
  * Mog Dance              0   AA*   P/HMPr Res   Reco  -        I   X  X  (1)(2)


  (1) 100% scenario "1" results
  (2) used with Star, Star, Star


  ------------
     SUMMON
  ------------

  * Name                   MP  Tar   Type  Elem  Form  PwrCst   %    M  R  +Added
  ------------------------------------------------------------------------------
  * Summon                 0   A*    Var   Var   Mag   Var      255  X  X  (1)(2)
                                                                           (3)(4)
                                                                           (5)


  (1) Type and Element are variable upon the Summon that is chosen.
  (2) The Summon's name will appear on screen instead of its attack except in the
      case of Fat Chocobo and Gunge Lance (as they occur under special conditions
      with Choco/Mog and Odin)
```

```
(3) Summon chosen is selected a such:
    Step 1: [Rnd[1..10] + Rnd[1..10] + Rnd[1..10] + Rnd [1..10]]*
            * - you cannot simply multiply Rnd[1..10] by 4 because the function
                is run four seperate times
    Step 2: [Step 1 result + (Cait Sith's lvl / 21)]
    Step 3: [(Step 2 result x 1/2) - 3]
    - Step 3 results can be 1 through 16 (max). In ascending order from 1:
      Choco/Mog, Shiva, Ifrit, Ramuh, Titan, Odin, Leviathan, Bahamut, Kjata,
      Alexander, Phoenix, Neo Bahamut, Hades, Typhoon, Bahamut ZERO, Knights of
      the Round
(4) scenario "1" is only available every two seconds into the slots
(5) used with BAR, BAR, BAR


---------------
    TRANSFORM
---------------

* Name                   MP  Tar  Type  Elem  Form  PwrCst   %    M  R  +Added
-------------------------------------------------------------------------------
* Transform              0   AA    -     -     -     -      255   X  X  (1)(2)
                                                                        (3)(4)
                                                                        (5)

(1) Cait Sith transform into a much larger version itself, but only if Cait
    Sith is not the only one in battle. The entire party disappears when this
    is selected, and Cait Sith is by himself. All of his commands are the same
    except for the fact that Limits Breaks are not available.
(2) Cait Sith's stats are modified as such:
    - MaxHP = [sum of party's MaxHP] (max = 9999 or 999 with HP<->MP Materia)*
    - MaxMP = [sum of party's MaxMP] (max = 999 or 9999 with HP<->MP Materia)**
    - Att = [party's average Att + (Att x 100%)] (max = 255)
    - Def = [party's average Def + (Def x 20%)] (max = 255)
    - MAt = [party's average MAt + (MAt x 20%)] (max = 255)
    - MDf = [party's average MDf + (MDf x 20%)] (max = 255)
    - Df% = [party's average Df% - (Df% x 20%)] (max = 255)***
    - MD% = [party's average MD% - (MD% x 50%)] (max = 255)
    - Dex = [party's average Dex - (Dex x 50%)] (max = 255)
    - Luck = [party's average Luck]
    * - CurHP is the [sum of party's CurHP]
    ** - CurMP is the [sum of party's CurMP]
    *** - Df% is independent from Dex; it is derived solely from the armor the
          is wearing
    - Note: any stat modifications from items are not incorporated into the
      average or sum of any stats; only the base stats are considered in
      reevaluating Cait Sith's statistics (any stat bonuses Cait Sith had from
      items, however, are still valid but do not apply to his old stats - they
      apply to the stat modifications he receives through using Transform)
(3) scenario "1" is only available every two seconds into the slots
(4) once battle ends with Cait Sith in Transform (assuming the end of battle
    is not through Game Over), all stats are reset to normal, but the CurHP and
    CurMP of all party members that are not Cait Sith are reset to 1/3 of Cait
    Sith's CurHP and CurMP
(5) used with Mog, Mog, Mog


-----------------
    DEATH JOKER
-----------------

* Name                   MP  Tar  Type  Elem  Form  PwrCst   %    M  R  +Added
-------------------------------------------------------------------------------
```

```
* Death Joker              0   AA   -    -    -    -        255  X  X  (1)(2)
                                                                       (3)


(1) Death [100%] (ignores immunity)
(2) scenario "2" excludes this possibility
(3) used with Cait Sith, Cait Sith, BAR


----------------
   LUCKY GIRL
----------------


* Name                    MP  Tar  Type Elem Form PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Lucky Girl               0   AA   -    -    -    -        255  X  X  (1)(2)
                                                                       (3)


(1) Lucky Girl [100%]
(2) scenario "1" is only available every 4 seconds into the slots
(3) used with Heart, Heart, Heart


---------------
   GAME OVER
---------------


* Name                    MP  Tar  Type Elem Form PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Game Over                0   A    -    -    -    -        255  X  X  (1)(2)
                                                                       (3)


(1) Death [100%] (ignores immunity)
(2) scenario "1" is only available every 64 seconds into the slots
(3) used with Cait Sith, Cait Sith, Cait Sith


-> Description: This is an insane Limit Break, and also, has a ton of actual
possibilites, instead of one set one which you can always predict. Hey, just by
looking at Cait Sith's first one, we've come to expect some surprises and
usually nondescript outcomes from his Limit Breaks. Slots is an awesome Limit
Break, and is a lot alike to the slots in the Battle Arena when you are
choosing your "fate" for the next battle. But, this Limit Break isn't all good,
and can have some negative effects on your party. What happens is Cait Sith
starts spinning a slot. Note: sometimes effects are forcefully chosen, and
before you can choose, the game automatically lands you on something you didn't
choose or time for. Anyways, all effects are as follows: First is 3 Cait Siths,
in which all enemies are instantly killed, although there is an obvious
exception with a very specific super boss discussed before. This is extremely
rare to get, too. Now, we also have the 2 Cait Siths + "BAR" = instantaneous,
irrevokable KO to all members. Once you get this it's an automatic, spontaneous
Game Over for you. Too bad. The good thing is that it's fairly rare, however.
Ok, let's not even think of that one too much. Jesus. Anyways, the next one to
cover is the 3 Hearts lined up. This makes some random girl appear on the
fighting field, and what she does is really cool. She ensures that you have
255 Acc% in both physical and magical attacks, and like this, you can never,
ever miss one single attack during the fight. 3 Mogs is the next one. This
transubstantiates Cait Sith into one version triple the size of his normal self
with higher Str, and HP is all combined party members. When the fight is over,
Cait Sith gets all the Exp and AP to himself. Extra effect is that after, all
party members are at 3333 HP and 333 MP. Now, ok, if you get 3 "Bar", you get
to summon forth a random summon and it doesn't leech any MP of yours. All
right, moving right along, the 3 Crowns result in you receiving tons of small
toy soldiers to attack all enemies randomly and simultaneously. Lastly, at any
```

rate, there's you getting 3 Stars which does the Mog Dance, and this, in turn,
rejunvenates everyone in the current battle party's Hit Points and Magic Points
to maximum if any were lost. Effect is nullified, of course, if all members are
in perfect condition.

```
===============================================================================
              -------------------------------------------------
              .:'*':.         12. Golden Saucer        .:'*':.          #SL2G
              -------------------------------------------------
===============================================================================
```

At any time after you have obtained access to the Highwind airship, you can go
back, with more ease than usual, to the Gold Saucer. Now, you go there a few
times during the actual story, but, this section is not really going to deal
with that, but rather, what you can do after you've unlocked everything there,
and going back a leisure just to have fun and take a load off from everything
and all the twists of the story. So let's start the fun!

```
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
                              1. Wonder Square
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
```

This is my absolute favorite place to be in the Gold Saucer (except for maybe
Battle Square, where you can get some totally kick-ass prizes). Here, you have
tons of mini-games, plus three more important games which you can unlock by
doing them one at a time in the real game (ie. Snowboarding). Anyway, without
any further ado, it's time to begin with this section.

```
-------------------------------------------------------------------------------
```

1. Super Dunk: As you may have guessed by now, this game is a game that is
sort of like basketball, or one of those shot-testers at real-life arcades. It
is not as fun, though. The point of the game, obviously, is to shoot
basketballs into the net. The more you make in one game, the more GP you can
get from it. But, it's not as simple as all that. Instead, there's much timing
involved in making your baskets in. This game costs 200 Gil to play it, so I
would not suggest keep going unless you're fairly to truly confident about your
abilities in it. Every basket you make, the amount of GP you receive doubles.
Remember, it's best to hold down the button for about 1-1.5 seconds, but not
any less (you'll miss by going too little), or any more (you'll shoot it way
too high to make it in). The best place to stop holding is when the ball
reaches the tip of Cloud's longest spike of his hair, or when Cloud's legs
stop being. After you make 10 baskets, you have the opportunity for Double
Chance. If you make the baskets in at every Double Chance interval (which will
always be 10 baskets), you double your GP. The max you can get in one game is
300 GP.

```
-------------------------------------------------------------------------------
```

2. Fortune Telling: You'll be able to tell this game's appearance easily. What
it does is exactly what its name implies: tells you your fortune (albeit in an
odd, somewhat quizzical manner). Well, this is not a all in all that much of a
true "game" in the sense that you don't really do anything or partake with the
outcome. All you do is pay the game a 50 Gil total and get a fortune. Simple.

- First Time - "Use caution in relationships."
- After obtaining Buggy - "Your lucky color is red."

- After Cosmo Canyon - "You may meet someone new."
- After Nibelheim - "You have ties with those that fly."
- After obtaining Tiny Bronco: "What you are looking for is near."
- After the Golden Saucer date: "What you search for is in the southeast."
- After Temple of the Ancients: "Beware of the north."
- After City of the Ancients: "A great turning point is near."
- After obtaining Highwind: "Never give up."

----

3. Mog House: This is a semi-decent game, but it can get long, boring, and a
bit tedious. The main objective of this game is to feed a Mog some Kupo Nuts,
in order to get your Mog to fly. The cost to play this game is a fair 100 Gil,
which is much better than paying 200 Gil a game for the Super Dunk. But, about
the Kupo Nuts, you must be extremely careful as to how many you feed him. If
you feed him to many, he'll try to fly, but then he falls out of mid-air simply
because he is too heavy to fly currently. But, if you feed him too little
amount of food, he can't fly either. So, just how in the hell do you tell which
is the correct amount of Kupo Nuts to feed your cute 'lil guy? Easy. All you
have to do is feed the Mog enough of the Nuts until he starts making this cute
little squeaking sound and jumping up and down. Do not feed him any more after
this certain point in the game. But, do not underfeed under this point, because
you'll here a stomach rumbling sound if you do, and he'll be bent over and not
excited or energized otherwise. After this, your Mog will jump on into the air,
start to flap his wings, and being flying around in circles in the air with
glee. Look at the 'lil guy go! Anyway, this is not the end of the game. Next,
your Mog goes into his home. A bit later, a pink female Mog comes around and
your Mog comes out. He's now horny and he wants to impress her. So, you must
start to feed him more nuts to get him to fly again and prove himself worthy of
her affection. Now, feed him three nuts and he'll start to fly once again. Then
they go inside, it all goes for a while, and then they come out, followed by
many Mog children. Our little Mog got some! ;) This finishes the game. Now,
after it's done, speak to the guy behind you on the machine, and you get a good
30 GP for being able to beat the game successfully. Awesome.

----

4. Arm Wrestler: You pay 100 Gil to play this game, and then, you are allowed
to choose from two different difficulties, or in other words, two different
opponents in this game. One of them is the sumo wrestler (this guy is the more
difficult one of the two), and then the normal wrestler (he's easiest). Now,
this is not that hard of a game, but I have met people that got so pissed at
this game because they were not effective button-mashers (I'm awesome at it
because I've had a lot of experience playing old and classic games like Contra
and M-U-S-H-A). Anyway, while playing this game, you must very quickly tap the
O button to win the match and pin the other opponents arm down. Now, as a
reward for conquering them, go get following as a gift: 1 GP from beating the
sumo wrestler, and 2 GP for beating the wrestler.

----

5. Wonder Catcher: Simple as hell game, which like the Fortune Teller, cannot
really be classified as a game. Instead, you have no challenge whatsoever,
unlike in some of the games here. Simply, you pay a sum of 100 Gil to the

machine (which I personally think is an utter rip-off for it), and then await
your prize. Now, you can receive the following: nothing whatsoever (sucks for
you if you get this one, or, *don't* get it :); a Potion (meh, you have plenty
of them, right?); some GP (meh), or a Megalixir (which is very rare, so you're
lucky if you get this).

-> Prizes on the left side:
   - Potion; 40.63%
   - Nothing; 29.69%
   - 1 GP; 14.06%
   - 3 GP; 7.81%
   - Ether; 5.87%
   - Megalixir; 1.16%
   - 80 GP; .781%

-> Prizes on the right side:
   - Potion; 35%
   - Nothing; 30%
   - 1 GP; 22%
   - 3 GP; 9%
   - Phoenix Down; 2.5%
   - Elixir; 1%%
   - 80 GP; .5%

----

6. 3D Battler: The coolest and most fun game that I've gotten to mention since
the Mog House (although this game is 10x as fun as the Mog House game will ever
be). This one will easily catch your eye and be apparent as game to you. It's
the big fight simulator machine in the middle of the room. It costs 200 Gil to
play it, too. Here are the basic rules of the game: there *are* difficulties in
this game, and they get more and more difficult as you progress by beating
characters; also, there are different places on the bodies that you can hit,
these include: Upper Body, Mid Body, and Lower Body. The controls are Triangle
(/\) to hit upper, Square([]) to hit mid, and X to hit lower. Here's how this
whole thing plays out: If both opponents attack at the same location on the
body on the same move, the attacks do nothing and are negated. Time to get more
technical now with what I've found out. If you strike up, it will beat an
attack that goes lower, and loses to an attack directed to the middle area of
the body. Lower strikes will triumph over a middle attack, but lose to a higher
strike. Then, the middle attacks fail against lower attacks, but win on more
elevated attacks. There are three opponents. The first one is an easy to beat
woman. Then, it gets just a tad harder, with a redneck who's out to kick your
ass (thank God he dun have his smokin' pole!). And after that, it's the way
difficult disco man. He's got an afro and he's not afraid to use it. It takes
10 hits altogether for you to beat someone, and hits from a previous match on
you don't carry over to next battles, so do not worry even one bit about that.
Each match, you have less of a chance of beating the opponent, but more of a
GP yield. Your chance of making it to the final battle is roughly .95%. The
chances for each battle are as such:

-> Round 1 - ~90% chance of victory - no GP (girl)
-> Round 2 - ~70% chance of victory - 3 GP (sumo wrestler)
-> Round 3 - ~15% chance of victory - 30 GP (afroman)
-> Round 4 - ~10% chance of victory - 300 GP (spacesuit)
-> Round 5 - 0% chance of victory (invisible) - impossible to even attack it

----

7. G Bike: This is the absolute coolest, and most fun game to partake in here
at the Gold Saucer, so have fun. You must pay 200 Gil to start playing, which
is really a great deal considering that you had to pay that much for the
stupid and more inferior Super Dunk game. Now, at the beginning, you may be
saying something like, "Hey, I've played this game before!" And quite franly,
you're correct. You have played this once before (remember when you were
breaking out of the Shinra building and you fought that gigantic robotic boss
at the end of it all?). Well, this is it, only slightly different. The real
main difference is that there is none of your characters to protect in the
vehicle being chased, but instead, it's just a normal van. Heh, that's a tad
less motivation for me, since I'm not fighting for the people I love (except
for Barret, I was hoping that annoying bastard would die or something...) But,
what definitely stays the same are the following things: Cloud Strife still
riding his bike, and sword slinging his enormous Buster Sword looking all kick-
ass and all; and also the two different color kinds of motorcycles that are
chasing after the van, and you have protect your van from them. Cool! Also,
every time you get over 10000 points in this game, it nets you 10 GP, but,
any less (even 9999!), gets you 2 GPs only. But also, say if you got 20000 in
once race, that's 20 GP for you right there. One thing else before we truly
begin: you get a Speed Source (how fitting) for the first time you reach or
exceed the 10000 point purlieus.

All right then, once the game starts, you'll already feel the adrenaline.
Basically, there is the aquamarine -ish colored vehicle that you're trying to
protect, and that's from other baddies sent by Shinra on motorcycles. Their
motorcycles come in two different colors, and that's how you can differentiate
which ones are the hard ones, and which ones won't pose as much of a threat to
you. First off, let's go over the basics of the basics: a) you get points for
knocking down enemy bikes, and keeping your van safe from enemy harm. This
should actually go without saying, though; b) if the van is hit by your enemies
(by them raming their bikes into it kamikaze style), it deducts points; b) the
controls for hitting is the same as choosing an option for an attack when in
battle (O -> action button). Now, let's mention some details about the two
different color bikes, so that you can distinguish them and be able to create
and develop your own strategies on how to beat them down, and prevent them from
touching the van you're trying to save. First, let's go from the hardest, most
difficult ones to beat and work our way down; the red ones. These guys are much
more intelligent, and could probably tell their asses from a hole in the
ground. They don't just go after the truck when you're right next to it
defending, but, they instead stay away from awhile, waiting for you you to
come and get them. At which time, unless you've prefected and polished your
maneuvering skills, will probably out-drive you and get quite a few hits on the
van, reducing your total score substancially. Then there's the ever-so-stupid
orange class, which just sacrifice themselves to hopefully get some minor
hits on the van in (which probably will not happen, since they're so stupid
and predictable that you could most likely take them out with your eyes closed,
and playing the game with your feet).

Now let's talk strategics, shall we? This may or may not get complicated, so
pay very close attention to my instructions: --> Strategy for taking out orange
bikers: Well, since they're obviously the easier of the two, I decided to do
them first--they're easier. There sometimes will be a lot of these on the
screen at one time, but still, that's not much of a threat, especially if you
eliminate them before they get the chance to get too on-screen. If they manage
to get far in, they'll start suiciding the van, even at the expense of their
own lives sometimes. You can easily stop this by just running them into rails
and other objects of the sort. They're easy to take out with one swing of your

sword as well, since they don't move in too many directions except towards the vehicle. --> Strategy for taking out red bikers: this is where it all gets a tad bit more tricky, but don't worry, since you have me here with you :) Anyways, I've already mentioned how they move, and *try* to trick you away from your van, so that you get them, then they out-maneuver you and go and take cheap shots at your vehicle (well, not really cheap, since they earned it if they successfully baited you away from the van). Always stay by the van when there's some of them out there, especially when there's more than one, or one plus an orange biker. That way, it'll be harder for them to get any hits on the van. They're not as stupid as oranges, so, dead-on sword hits will be the only effective means of killing these guys. By the way, you can always know two down at the same time by hitting one with the sword, and knocking down others in somewhat of a domino effect. My highest score on this game was 31236. One last note: killing bikeriders nets you 500 points, while the if the car you're protecting gets hit, you lose 25 points each time.

----

8. Snowboarding: First off, the preliminary information of the game, like always. What? Don't tell me you were expecting to forget it and get right to the chase, were you!? Anyways, the game costs a mere 200 Gil to partake in, and as a special added bonus (well, three, actually), there are three difficulty levels. The difficulties are as such: Beginner (this is the easiest course in the entire snowboarding game. Less jumps and quick turns in it), Expert (second hardest course. It's a notch up from Beginner, but it's not *that* difficult if you're at least semi-experienced with it, and then there's Crazy (which is a lot harder than any of the last difficulty levels, and really tests your skills and reflexes).

Now, as you may have or may have not expected, it's not just snowboarding, it's snowboarding FFVII style! And by this I mean, it is not simply just straight-forward, but there's many obstacles, such as trees, Mogs (two kinds, which I'll get into in just a little bit). Plus, you go through and gain points depending on your performance (ie. time, whether or not you hit anything, etc.). You can get some point modifiers as well, or, simply putting them: balloons. There are three balloons that can actually raise your points, and they are: Green (five points+), Blue (three points+), and Red (1 point+). Then, there's a special kind of balloon--the yellow color--which only appears once in every level, and it's right at the beginning. What this does is initiates Time Attack challenge mode. In this, you race, and try to set records. Once you do it once, and go back to do it once more again and perhaps beat your record, you get to race the Ghost Mog. Cool!

Now, about the Mogs, and losing points, and more... You lose points throughout the game by hitting obstacles such as Mogs and trees, as previously stated. Now the two kinds of Mogs I simply call "On-Ball" and "Off-Ball". The first one, if you hit it, it does not deduct any points from your score whatsoever. But, if you hit the one off of its snowball, you do decrease your score total. You can raise your score any of the following ways: not hitting things (or reducing the objects you do run in to), and getting good times. If you do well enough, you even get an item, as well as some acceptable GP. After scoring a SUPER on Course A in Time Attack Mode, you can choose to race a Cactuar in Time Attack as opposed to a Mog.

Ok, now we'll get deep into point keeping, and timing, as it is all tied heavily into the Snowboarding experience.

For normal mode, there are three different courses and four possible ranks for

each. The four ranks are as follows:

- BAD -> 0~29 points
- AWFUL -> 30~69 points
- GOOD -> 70~99 points
- COOL -> 100 points (cannot exceed 100 points)

The coures and score requirement for prize payoff is determined as such:

For getting 89+ points on any of the three courses, you get:
- Course A -> 30 GP + Safety Bit (Safety Bit is only given the first time)
- Course B -> 100 GP + All (All Materia is only given the first time)
- Course C -> 300 GP + Crystal Bangle (Crystal Bangle is only given the first time)

As for actually acquiring points, there are various amounts of points awarded for various things. You receive points from the balloons on the courses, corresponding to:

```
- Red   -> 1 point        \        From balloons you can
- Blue  -> 3 points       | --->   obtain a total of 40
- Green -> 5 points       /        points on your score.
```

As per actual performance, you receive:
- Technique -> 30 total points -> [-1] for every object bumped into
- Time -> 30 total points -> [-1] for every 2 seconds you are above the the following times for each specific course level:
          - Course A -> 01'30"000
          - Course B -> 01'45"000
          - Course C -> 02'00"000

Now, let's revisit Time Attack from this same point/timing perspective:

Time Attack only becomes available after you receive a socre of GOOD on Course A, Course B, and Course C in normal mode.

The times for each score in Time Attack mode are as follows:

- FAIL -> Course A -> 01'45"000+
       -> Course B -> 02'15"000+
       -> Course C -> 02'30"000+
- POOR -> Course A -> 01'30"000 ~ 01'44"999
       -> Course B -> 02'00"000 ~ 02'14"999
       -> Course C -> 02'10"000 ~ 02'29"999
- AVERAGE -> Course A -> 01'18"000 ~ 01'29"999
          -> Course B -> 01'45"000 ~ 01'59"999
          -> Course C -> 01'54"000 ~ 02'09"999
- GOOD -> Course A -> 01'12"000 ~ 01'17"999
       -> Course B -> 01'31"000 ~ 01'44"999
       -> Course C -> 01'42"000 ~ 01'53"999
- VERY GOOD -> Course A -> 01'07"000 ~ 01'11"999
            -> Course B -> 01'29"000 ~ 01'30"999
            -> Course C -> 01'36"000 ~ 01'41"999
- EXCELLENT -> Course A -> 01'05"000 ~ 01'06"999
            -> Course B -> 01'27"000 ~ 01'28"999
            -> Course C -> 01'30"000 ~ 01'35"999
- SUPER -> Course A -> 01'04"999-
           Course B -> 01'26"999-
           Course C -> 01'29"999-

----

9. Torpedo Attack: First off, the first time you come here to Gold Saucer
Wonder Square, you may be think, "Hey, that looks awesome, I want to try it
mommy, pleeeease pay for it!" Well, then you get to it and you realize, dag
nab it, I can't play it just yet. So, I'll get straight into the requirements
for gaining the ability to play it. You must have received your own submarine
in the game, and took out all the other submarines that Shinra had sent out
after you. Then, if you head back to the Gold Saucer, you have access to it.
Its cost isn't as steep as you might've originally thought. It's just like the
G-Bike, Snowboarding, and *gasp*... the Super Dunk. That's right, you've
guessed it: it's 200 Gil. Not bad, isn't it? Well, that's true, and even more
true since it has a grand total of five difficulty levels altogether, meaning
5x the fun. Hell, not only that, but you also have the option to choose from
four levels, and you can increase the hardness of the enemies, too. From the
beginning, it looks all hi-tech. Well, what did you expect, ancient fish
swimming around in the ocean? These are submarines which appear to be from many
years in the future, judging by the Shinra technology in this game, FF7. Now,
the basics of underwater combat: Search and Destroy! First, mines: they're
hidden around the place, and they're little polygonal shapes on the screen.
DON'T run in them. There are 7 targets in the Underwater Reactor battle, 10
targets in Level 1, 8 targets in Level 2, 12 targets in Level 3, and 10 targets
in Level 4.

While you're in a fight underwater, a lot is usually going on, but there are
some times when you're just floating around searching for enemies (or you are
completely lost and oblivious), when nothing is going on, and it's all quiet
everywhere. This sometimes gets annoying and boring, but don't leave and stop
playing the game, because once you get past that, the game is awesome. You are
able to, in this mini-game, fire up to 4 missiles at one single time. This is
the best way to take out any enemies (single, or underwater in groups), and
especially by locking onto them (I believe you can only lock onto one at a time
however, but the blasts will be so close that they'll hit others - still must
try this out, blast it!). Now, you might want to get within 15 submarine
lengths to shoot the missiles, since they don't go all that far (trust me, they
don't need to once you are skilled enough in this game). Now, don't go under
the impression that you're the only one who can shoot in this game. Enemies can
attack you, too. And, when that happens, just start going fast and in all sorts
of directions in an attempt to confuse them and cause them to misfire.

Prizes for the the game are as follows:

- Underwater Mako Reactor -> 20 GP + Ink (Ink is only given for the first time)
- Level 1 -> 20 GP + T/S Bomb (T/S Bomb is only given for the first time)
- Level 2 -> 20 GP + Dragon Fang (Dragon Fang is only given for the first time)
- Level 3 -> 20 GP + Dragon Scales (Dragon Scales is only given for the first
time)
- Level 4 -> 20 GP + Cauldron (Cauldron is only given for the first time)

===
                              2. Battle Square
===

The Battle Square at Gold Saucer is easily the most rewarding of the Squares
at Gold Saucer. But, with great rewards, always comes great challenges. You
enter here through the main circle at the beginning, like you would any square,
and then sign up and register at the counter. Here, the basic idea is pretty
simple. You pay 10 GP to enter here, and only one character fight in there at
a time. Your characters then partake in a series of some straight, random

battles inside the arena. They all increase in difficulty. But, there is one catch (or a few, if you really want to get technical). That one catch will now be explained: you see, after every battle your character fights in, they get Battle Points from it. But, once on fight is done, more happens. You are then given the choice to quit fighting and stop and leave with the Battle Points you have accumulated, and go back to normal HP/MP/status. But, if you wish to keep on and continue fighting like a true warrior, you'll have to pay the consequences. That is to face getting a random status/stat deduction/lose a command/lose Materia/break currently equipped equipment, etc. This is all chosen via random slot machine. It spins, and you stop it whenever you feel like doing so. If you get lucky, there are two things that can really help you out a lot: the Lucky 7 (you receive no handicap whatsoever for the next battle) and Cure (which fully revives you for the next battle - best one, I say).

Now, this is not just a do-any-time thing. You can't just waltz right in and start fighting and expect to win or even do well. No, you must truly be adequetly prepared to endure the hardships that lie ahead. And by this I mean stats way high, good armor, accessories, weapons, etc. Time for some majorly hardcore recommendations, that can get you way far in this. I mightily suggest that the character of your choice's level be at least 60-65, and any higher is even better, but not necessarily required, especially with the armors and weapons I recommend. You may need to pay a few visits to the Gelnika sunken ship to Morph enemies for some [stat] sources, as well. Stats should all be in the high 100s, to anywhere in the 200s if you really want to push the envelope and obliterate every opposition in here (I don't blame you, quite frankly). Now, for your weapons: I serious say that you should either be equipped with said character's ultimate weapon (in my favorite character, Cloud's, case, it was the Ultima Weapon. Go figure), *or*, Tetra Elemental weapon. That way, the weapon you choose has many slots for some great Materias which I'll discuss in just a second. Now, for armor. There is no standing for anything that is not a Ribbon armor. This completely negates any of the status effects that are sustained by enemies and/or between-battle status additions. You can Morph particular enemies for it (seen in the Enemy Compendium), or, you get one in the Temple of the Ancients. Next thing is some Materia recommendations for your "chosen one". First of all, link Contain as well as Added Effect, that way most enemies susceptibile to Petrify status will be turned into statues from the start of the battle. Cure 3 may also be a plus.

Counter Attack is another essential, so that if you're hit by an enemy, you can automatically strike back, and then perhaps get in another attack of your own, which makes for double damage. Barrier is also useful here. Another useful link would be Revive/Final Attack, so that whenever you can come back if you die in battle. If you have enough room, the following could also come in handy: Ultima black magic spell, and linking Mime with Bahamut ZERO. If you've worked your behind off already and have obtained the Knights of the Round (if you have Mime that means you might already have this, too), you can use that and it will completely annihilate your enemies. Now, I'll list all of the additions that can take place after battles:

   - All Materia Broken: When this happens, what you probably have inferred
   from the name happens. Yep, all of the Materia you have is then rendered
   obsolete for the whole time you're in the Battle Arena. Now, this may
   seem all bad, and that nothing good can come of it. Well, you're wrong,
   since when this happens, your HP rises quite quickly. But, I wouldn't say
   that's good enough to fully make up for losing all of your Materia for the
   remainder of your total battles.

   - Armor Broken: With this random effect in place, it breaks your current
   armor, meaning it's made useless. And as you may've guessed if you though
   far enough ahead, the factor (statistic) that is used to acuate attacks

resistance is your Def.

- Accessory Broken: A lot like the above two, but especially more like the armor broken effect. If you have an accessory item that is equipped to the character you chose to fight the sequential battles, it is lost for the residuum of the battles. Really, this does not have consequences and aftereffects as losing your armor and/or Materia, it's still not something that you truly want happening to you - especially early on.

- Command Materia Broken: With this, all command Materia types on your character are broken. If you want to know specifically which ones these are, they're the yellow kind, so, if you have any of those one (which I do recommend sometimes), that really is horrible. Any added effects/commands are gone along with the command Materia.

- Independent Materia Broken: With this, all independent Materia types on your character are broken. If you want to know specifically which one these are, they're the purple kind, so, if you have any of those one (which I do recommend sometimes), that really is horrible. Any added effects/commands are gone along with the independent Materia.

- Item Command Sealed: Oh, this one can really be a hampering pain in the neck. What occurs is the loss of your ability to use the item command on your battle menu. Now, if your Materia+Armor set-up I suggested is what I said, this won't be quite as much of a devastating blow. That's because you'd mainly be using items here simply for negating negative status augmentations, or recovering some lost Hit Points. Both of those aren't factors if both your armor and Materia are what is suggested. Since Ribbon cancels just about every status effect that can be inflicted here, and the Cure 3 can heal you a lot (not automatically, and you have to use it, so if Item and Materia/Magic is gone, so is this).

- HP[-1/2]: Heh, all it says is "HP" in captial green letters. But, don't get the idea that this'll add any HP or cure you at all, since that's not even close to its effect. What it does, in actuallity, is reduces your Max HP by 1/2 (50%). So any example would be if you're at 9999 health, it would the be taken down to ~5000.

- MP[-1/2]: This is a lot like the HP-50% one mentioned just above this one. Here, only the two letters, "M" and "P" pop up, but what this does as an effect is reduces your maximum MP by 1/2. So say if your Max was 458, that would mean your HP would be cut to 229.

- HP&MP[-1/2]: This one (as you may have implied from the name of it already) is a combination of both the HP and MP between-battle effects described to the above, which makes it pretty much twice as deadly. Both your Max HP and your Max MP of the chosen character are reduced to half of their maximum capacity for the upcoming battles. Example: if your HP was 5000 and the MP was 500, the latter would become 5000/500.

- Zero(0) MP: Easy to make an educated guess as to what it does just by reading the name. And chances are, you're not going to be very fond of this effect. What its major job to do is to take down all your MP to absolutely nothing. Zero, zilch, nada, nothing.

- 10 Levels Down: The appearance of this effect simply shows the letters Lv (which is short for "level(s)"), and a huge arrow pointing down behind it. This takes you down 10 levels. Now, don't think that is useless. Oh no, it also changes any of your current stats. Like say, your Def and go from 150<->100 or so (hypothetically speaking).

- 5 Levels Down: This is almost like the last one. There is now instead a number five, with a smaller arrow behind it point downwards. This can mean that your stats go down five levels, along with your level. This is a killer, but be grateful (*cough yeahright cough*) if you get this instead of the 10 levels down, since it's twice as bad.

- 30x Time Damage: This one bites it big. It's also slightly confusing to comprehend. In this effect, your character that you chose has HP deducted. The main, major factor in determining just how much damage is done is the timer after the previous fight (meaning before you spun this slot and received this status, per se). Then, you take that variable (the timer), and multiply it x30. Take note that this will *never* KO your character, and the least HP it can take you down to is one. Which if you're quick enough, you can recover in the beginning of the next bout.

- Cure: I believe that I mentioned this before in the preparations. What this does when you get it is it restores 500 of your HPs that you may have lost to full. Of course, if you have lost no HP whatsoever, this effect is rendered totally useless, but, it does pretty much save you for one battl, from perhaps getting a negative add-on.

- Lucky 7: Hey, what's going on here!? Isn't this the name of a special effect that you're going to mention later on in your sexy guide, Siniroth!? Why yes, yes it is. But, this one is completely different. It instead allows you to pass from one battle to the next without adding anything or doing anything to you, instead of having your characters go berserk and start slashing like mad at opponents.

- Support Materia Broken: With this, all support-kind Materia types on your character are broken. If you want to know specifically which one these are, they're the blue kind, so, if you have any of those one (which I do recommend sometimes), that really is horrible. Any added effects/commands are gone along with the support Materia.

- Summon Materia Broken: With this, all summon-kind Materia types on your character are broken. If you want to know specifically which one these are, they're the red kind, so, if you have any of those one (which I do recommend sometimes), that really is horrible. Any added effects/commands are gone along with the summon Materia.

- Magic Materia Broken: With this, all magic-kind Materia types on your character are broken. If you want to know specifically which one these are, they're the green kind, so, if you have any of those one (which I do recommend sometimes), that really is horrible. Any added effects/commands are gone along with the magic Materia.

- Mini: When the next fight starts up, your character is automatically transformed into a little, little... little form of themselves. Their main core stats are reduced also.

- Frog: This victim of this status is transformed into a small frog. In this state, Str and Def is cut down drastically. I've found there's also no change in Acc, though.

- Poison: Does Poison based damage to enemy, thus, they lose HP during every turn until it is removed. The main way to remove it would be the Antidote or Remedies, but with recommendations and suggestions that I made earlier, it shan't be needed.

- Speed[-1/2]: Speed statistic is reduced by a whopping, heaping, humongous
    [SinirothX, do you wish to ****ing die!? We get the picture!] half. This
    means it shall be considerably more difficult to make strikes on your
    opposition, and an easier target.

    - Sword Broken: With this random effect in place, it breaks your current
    armor, meaning it's made useless. And as you may've guessed if you though
    far enough ahead, the factor (statistic) that is used to acuate attacks
    resistance is your Str.

There are two levels of difficulty for this game, of course with one being
easier, and the second more difficult. Not both of them are available to you
from the beginning, however. One of them is accessible right from the start,
and that's the easier of the two, obviously. The second one is quite difficult
to unlock, though. First thing you must do is had already beaten the Proud
Clod near the end of the second disk, when you parachute in on Midgar during
the raid. The second thing you have to do is come to the Battle Square, and
fight until you have obtained both the W-Summon, and the Omnislash (more on how
to get those is just a little while). After that, you will have unlocked the
new, harder difficulty. In this, you fight eight consecutive battles, with
much more challenging foes. Now, as you may be wondering, who will be the
enemies you're fighting here on the second, harder level of difficulty? That's
what I'm about to tell you. +-----------------------+ Now, I'll offer you a
                          | Sea Worm | few basics tips on how
                          | Ho-Chu | to beat them, but don't
                          | Unknown 3 | expect anything fancy,
                          | Serpent | ok? First for the Sea
                          | Wolfmeister | Worm, he's any easy
                          | Behemoth | bastard to fight and
                          | Maximum Kimaira | defeat. All you have to
                          | Proud Clod | do is cast high level
                          +-----------------------+ Ice (Blizzard) type
spells to beat him. He's pretty weak to it. For Ho-Chu, it's still moderately
simple. He's a weak enemy, and you'll only have to use Water kinds of magic to
defeat him. Unknown#3: Not much to worry. Have recommended preparations in
place when you fight this guy (Note: you might want to have leveled a bit since
my beginning suggestions for this). Just fight like you usually would with
regular attacks and powerful magics to win. Serpent is generally easy, but he
sometimes can be a pain. He casts Ice a lot, so be careful. Use high Fire magic
and high level Comets, too. Wolfmeister is very susceptible to Water kind magic
so that's useful to use against him. Leviathan is also a useful summon for this
battle. You may have fought him in the Midgar raid. If so, you know what to do.
Ultima is useful magic, and if your Str is high, normal attacks can do
exceedingly high amounts of damage (up to 9999, of course). Next is Maximum
Kimaira is nothing you piss your pants over, either. His HP is small, so just
follow the same tactics as Behemoth. Proud Clod: [refer to walkthrough]
For winning these fights you can get the following prize: Final Attack Materia.

Now that that is completed, I'll now get into prizes and rewards for gaining
tons of BP here at the Battle Square (it should be noted that BP = Battle
Points, and is in no way whatsoever related to GP). Also note that if you leave
the Battle Square, your current BP is gone. You should only come in here when
you have a lot of time on your hands, and when you're fully stocked up on items
and your accoutrements are what I had recommended, so that you do not have to
leave at all. Well, at the big prize machine near the entrance to the main
Battle Square building is where you get redemtion for all that hard work for BP
fighting, and you are able to trade it all in. Here's a complete list of them
all, when you can get certain ones, and how much BP is required to get them.
Note that whenever you battle in the Arena, also, you get a tissue, for any
amount of battles you win (or lack thereof).

```
1. First Disk (before the Tiny Bronco)->
a) Champion Belt: It increases your Str by 30, and also your AtkPwr by 30
                  points as well. You can get it for 41960 BPs, and it's an
                  equipment item.
b) Enemy Lure: This one I do not recommend getting unless you're aiming for a
                  perfect file with all items, or if you're training and leveling
                  up like mad. What it does is increase your enemy counter rate by
                  about double. It is worth 5120 BP, though, and it is a Materia.
                  A downside to this is that it also subtracts one Luck point.
c) Fury Ring: This casts Berserk on the character equipped with it right in the
                  beginning of battle. Its cost is 2560 BP, and it's equipable.
d) Mimett Greens: Chocobos--no status effects. You can purchase it here for an
                  amount of 1280 (which I think is a slight rip-off). Also it's
                  a useable item.
e) Pre-Emptive: This increases your chances greatly of getting to be the first
                  to act in battles, as you may have guessed already. Cost is
                  10240 BP. It's also equipment, by the way. Another plus it has
                  is it adds 2 to Dexterity.
f) Speed Plus: Adds a random amount to your Dexterity statistic - variable -
                  variant depending on Materia Level of character. It's a Materia.
                  Costs 20480.

2. First Disk (after the Tiny Bronco)->
a) Champion Belt: It increases your Str by 30, and also your AtkPwr by 30
                  points as well. You can get it for 25600 BP, and it's an
                  equipment item.
b) Choco Feather: Adds 10+ to Dex. Is an equipment item which you can buy for
                  1600 BP.
c) Enemy Lure: This one I do not recommend getting unless you're aiming for a
                  perfect file with all items, or if you're training and leveling
                  up like mad. What it does is increase your enemy counter rate by
                  about double. It is worth 800 BP, though, and it is a Materia.
                  A downside to this is that it also subtracts one Luck point.
d) Mimett Greens: Chocobos--no status effects. You can purchase it here for an
                  amount of 400 (which I think is a slight rip-off). Also it's
                  a useable item.
e) Omnislash: THE most powerful attack in the game... but only if amplified to
                  its fullest. Yes, even more than Knights of the Round (KotR). He
                  attacks his enemy(ies) with many many attacks with his sword (20,
                  I think), each resulting in serious damage. If done with 180+ Str
                  and Ultima Weapon this attack can do as much as 199980 damage. If
                  used against a single boss damage done is cataclysmic but if used
                  on many enemies damage is reduced when spread. Can kill any enemy
                  storyline boss in one hit. It's Cloud's ultimate limit break. It
                  costs 51200 GP.
f) Phoenix Down: Revives the dead (KOed). It's really cheap (100 BP), and is an
                  item for mainly battle, but it can be used outside of battle
                  as well.
g) Pre-Emptive: This increases your chances greatly of getting to be the first
                  to act in battles, as you may have guessed already. Cost is
                  6400 BP. It's also equipment, by the way. Another plus it has
                  is it adds 2 to Dexterity.
h) Remedy: Cures all status imperfections a character may have on them, due to
                  enemies, random effects, attacks, etc. Is an item, and costs 200 BP
                  if you want it badly enough.
i) S-Mine: Does a good amount of std to an enemy. It will relieve you of 3200
                  BP, though.
j) Speed Plus: Adds a random amount to your Dexterity statistic - variable -
                  variant depending on Materia Level of character. It's a Materia.
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                        Costs 12800.

3. Second and Third Disks (Anytime during them)->
a) Champion Belt: It increases your Str by 30, and also your AtkPwr by 30
                  points as well. You can get it for 16000 BP, and it's an
                  equipment item.
b) Enemy Lure: This one I do not recommend getting unless you're aiming for a
               perfect file with all items, or if you're training and leveling
               up like mad. What it does is increase your enemy counter rate by
               about double. It is worth 200 BP, though, and it is a Materia.
               A downside to this is that it also subtracts one Luck point.
c) Omnislash: THE most powerful attack in the game... but only if amplified to
              its fullest. Yes, even more than Knights of the Round (KotR). He
              attacks his enemy(ies) with many many attacks with his sword (20,
              I think), each resulting in serious damage. If done with 180+ Str
              and Ultima Weapon this attack can do as much as 199980 damage. If
              used against a single boss damage done is cataclysmic but if used
              on many enemies damage is reduced when spread. Can kill any enemy
              storyline boss in one hit. It's Cloud's ultimate limit break. It
              costs 32000 GP.
d) Pre-Emptive: This increases your chances greatly of getting to be the first
                to act in battles, as you may have guessed already. Cost is
                1000 BP. It's also equipment, by the way. Another plus it has
                is it adds 2 to Dexterity.
e) Reagan Greens: Raises the the Stamina of one of your Chocobos of choice. You
                  can get it, as an item, for 2000 BP amount.
f) Remedy: Cures all status imperfections a character may have on them, due to
           enemies, random effects, attacks, etc. Is an item, and costs 100 BP
           if you want it badly enough.
g) Right Arm: 500 is its BP price, and doing elevated std is its game.
h) Speed Plus: Adds a random amount to your Dexterity statistic - variable -
               variant depending on Materia Level of character. It's a Materia.
               Costs 4000.
i) Stardust: If you're ever low on MP in battle, and you want to use Comet2,
             simply improvise and use this item. It'll drop you by 8000 BP if
             you get it, though.
j) W-Summon: Allows you to summon twice, and is especially useful if you use it
             with KotR, and link with Mime. Costs the ungodly amount of BP of
             64000, so have fun getting this one! ;)

So, from all this, one thing I say is that if you're planning on buying
anything during the earlier part of the first disk, reconsider and buy it
later on the first disk, or anytime during the second or third disks (2nd&3rd
are more recommended since the items will cost even less then). Lastly, we will
cover all the enemy formations in the Battle Square, and how the enemies
themselves are modified for Battle Square purposes.

Now, here is the BP you can get in each round, depending on whatever handicaps
you may have at that point. Note: this list is taken from Cloud VS Sephiroth's
FAQ. I take no credit for this list. Pay a visit to it if you're looking for a
Perfect Game.
```

Handicap	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8
Down 5 L	5	8	13				
Down 10 L		16	28	53	118	308	968
1/2 HP&MP			43	94	244	775	3134
1/2 HP	13	22	40	84	204	591	
1/2 MP	12	20	36	73	173	485	

0 MP	11			70	171	502	1855
Lucky 7	7	7	7	7	7	7	7
Cure	1	1	1	1	1	1	1
Frog	6	10	19	44	130	520	3069
Mini	5	8	16	36	108	453	2940
No Item	13	23	91	118	355	1368	7201
Poison	4	6		16	33	82	
x30 Time		15	26	54	130	379	1401
1/2 Spd	5	7		19			
No Weapon	15	27	57	140		1602	8246
No Armor		17	33			654	
Accessory	10	18	35	84	248	953	
No Red	10	18	37	90			
No Yellow	5	8	17	41			
No Blue			37	91	281		
No Green	15	28		145	445	1775	9425
No Purple	11	20		99	311	1196	6645
No Mat.			59		463	1866	10000

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-    DISK 1 - BEFORE TINY BRONCO                                                -
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All enemies faced at this time will have [HP x 2], [Att x 1.25], [MAt x 1.25]
of the normal versions of the same enemies faced in their respective locations.

--- FIRST BATTLE ---

1/2 - Group 1
      1/4 - Monodrive x2
      1/4 - Guard Hound
      1/4 - Grunt x2
      1/4 - Grunt x3
1/2 - Group 2
      1/4 - Guard Hound x2
      1/4 - Chuse Tank x2
      1/4 - Grashtrike
      1/4 - Grashtrike x3

--- SECOND BATTLE ---

1/2 - Group 1
      1/4 - Hedgehog Pie x2
      1/4 - Whole Eater x2
      1/4 - Ceasar + Sahagin x2
      1/4 - Blugu x3
1/2 - Group 2
      1/4 - Hedgehog Pie x3
      1/4 - Ceasar x3
      1/4 - Sweeper
      1/4 - Whole Eater + Hedgehog Pie x2

--- THIRD BATTLE ---

1/2 - Group 1
      1/4 - Ghost x3
      1/4 - Deenglow + Ghost x2
      1/4 - Deenglow + Cripshay x2
      1/4 - Eligor

```
1/2 - Group 2
      1/4 - Aero Combatant x2
      1/4 - Deenglow x2
      1/4 - Deenglow x3
      1/4 - Eligor

--- FOURTH BATTLE ---

1/2 - Group 1
      1/4 - Moth Slasher
      1/4 - Brain Pod x2
      1/4 - Vargid Police + Zenene
      1/4 - Sword Dance x2
1/2 - Group 2
      1/4 - Moth Slasher x2
      1/4 - Brain Pod
      1/4 - Sword Dance
      1/4 - Sword Dance x3

--- FIFTH BATTLE ---

1/2 - Group 1
      1/4 - Devil Ride
      1/4 - Kalm Fang x3
      1/4 - Elfadunk x2
      1/4 - Levrikon x3
1/2 - Group 2
      1/4 - Levrikon + Elfadunk x2
      1/4 - Levrikon x2
      1/4 - Custom Sweeper x2
      1/4 - Levrikon + Mu x2

--- SIXTH BATTLE ---

1/2 - Group 1
      1/4 - Castanets x3
      1/4 - Madouge x2
      1/4 - Crawler x5
      1/4 - Ark Dragon + Crawler x3
1/2 - Group 2
      1/4 - Castanets x4
      1/4 - Scrutin Eye x4
      1/4 - Ark Dragon + Crawler + Castanets x2
      1/4 - Madouge x2 + Crawler x3

--- SEVENTH BATTLE ---

1/2 - Group 1
      1/4 - Zemzelett
      1/4 - Beachplug x4
      1/4 - Nerosuferoth x2
      1/4 - Capparwire x5
1/2 - Group 2
      1/4 - Formula x2
      1/4 - Zemzelett
      1/4 - Nerosuferoth + Capparwire x2
      1/4 - Formula + Nerosuferoth x2

--- EIGHTH BATTLE ---
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```
1/4 - Grangalan
1/4 - Harpy
1/4 - Hell Rider VR2
1/4 - Bagnadrana x2


-------------------------------------------------------------------------------
-   DISK 1 - AFTER TINY BRONCO                                                 -
-------------------------------------------------------------------------------

All enemies faced at this time will have [HP x 2], [Att x 1.25], [MAt x 1.25]
of the normal versions of the same enemies faced in their respective locations.

--- FIRST BATTLE ---

1/2 - Group 1
     1/4 - Bullmotor
     1/4 - Bullmotor x2
     1/4 - Flapbeat x4
     1/4 - Spencer x2
1/2 - Group 2
     1/4 - Flapbeat
     1/4 - Flapbeat x2
     1/4 - Flapbeat + Spencer x3
     1/4 - Joker x2

--- SECOND BATTLE ---

1/2 - Group 1
     1/4 - Gagighandi x2
     1/4 - Grand Horn x2
     1/4 - Grand Horn
     1/4 - Crown Lance
1/2 - Group 2
     1/4 - Gagighani x2
     1/4 - Gagighandi x3
     1/4 - Needle Kiss + Bagnadrana + Search Crown
     1/4 - Needle Kiss x3

--- THIRD BATTLE ---

1/2 - Group 1
     1/4 - Flower Prong
     1/4 - Heavy Tank
     1/4 - Kimara Bug
     1/4 - Gagighandi + Touch Me x2
1/2 - Group 2
     1/4 - Touch Me
     1/4 - Flower Pring
     1/4 - Heavy Tank
     1/4 - Kimara Bug x2

--- FOURTH BATTLE ---

1/2 - Group 1
     1/4 - Griffin
     1/4 - Golem
     1/4 - Desert Sahagin x2
     1/4 - Bagrisk x3
1/2 - Group 2
     1/4 - Griffin
```

```
        1/4 - Crown Lance x2
        1/4 - Desert Sahagin x2
        1/4 - Griffin + Skeeskee x2


--- FIFTH BATTLE ---

1/2 - Group 1
        1/4 - Heg x4
        1/4 - Gi Spector x2
        1/4 - Sneaky Step x3
        1/4 - Skeeskee x3
1/2 - Group 2
        1/4 - Heg x5
        1/4 - Gi Spector x3
        1/4 - Sneaky Step + Heg x2
        1/4 - Sneaky Step + Heg x3


--- SIXTH BATTLE ---

1/2 - Group 1
        1/4 - Bahba Velamyu x2
        1/4 - Battery Cap x6
        1/4 - Nibel Wolf x3
        1/4 - Velcher Task + Nibel Wolf x2
1/2 - Group 2
        1/4 - Bahba Velamyu x2 [sets Group 1 to 100% for seventh battle]
        1/4 - Valron x3
        1/4 - Valron + Battery Cap x4
        1/4 - Velcher Task x2


--- SEVENTH BATTLE ---

1/2 - Group 1 [100% if Bahba Velamyu x2 was selected from Group 2 in sixth
      battle]
        1/4 - Twin Brain x3
        1/4 - Twin Brain + Screamer x2
        1/4 - Black Bat x4
        1/4 - Sonic Speed + Kyuvilduns x2
1/2 - Group 2 [0% if Bahba Velamyu x2 was selected from Group 2 in sixth
      battle]
        1/4 - Kyuvilduns x3
        1/4 - Kyuvilduns x5
        1/4 - Black Bat x3
        1/4 - Sonic Speed x3


--- EIGHTH BATTLE ---

1/4 - Zuu
1/4 - Dragon
1/4 - Ying + Yang
1/4 - Ghirofelgo


--------------------------------------------------------------------------------
-    DISK 2 AND DISK 3                                                          -
--------------------------------------------------------------------------------

All enemies faced at this time will have [HP x 2], [Att x 1.25], [MAt x 1.25]
of the normal versions of the same enemies faced in their respective locations.

--- FIRST BATTLE ---
```

```
1/2 - Group 1
     1/4 - Foulander x2
     1/4 - Foulander x3
     1/4 - Razor Weed x3
     1/4 - Bizarre Bug + Jayjujayme x2
1/2 - Group 2
     1/4 - Garuda x2
     1/4 - Garuda x3
     1/4 - Dual Horn x2
     1/4 - Garuda + Jayjujayme x2


--- SECOND BATTLE ---

1/2 - Group 1
     1/4 - Tonadu
     1/4 - Adamantaimai
     1/4 - Kelzmelzer x2
     1/4 - Under Lizard x2
1/2 - Group 2
     1/4 - Under Lizard
     1/4 - Tonadu
     1/4 - Tail Vault + Bizarre Bug x2
     1/4 - Slaps x5


--- THIRD BATTLE ---

1/2 - Group 1
     1/4 - Doorbull
     1/4 - 8 Eye x2
     1/4 - Ancient Dragon x3
     1/4 - Jemnezmy + Toxic Frog x3
1/2 - Group 2
     1/4 - Doorbull
     1/4 - 8 Eye x2
     1/4 - Ancient Dragon x2
     1/4 - Jemnezmy + Toxic Frog x2


--- FOURTH BATTLE ---

1/2 - Group 1
     1/4 - Acrophies
     1/4 - Trickplay x2
     1/4 - Vlakorados
     1/4 - Bountfat + Malldancer x3
1/2 - Group 2
     1/4 - Jumping x2
     1/4 - Hippogriff
     1/4 - Ice Golem x2
     1/4 - Trickplay + Boundfat x2


--- FIFTH BATTLE ---

1/2 - Group 1
     1/4 - Magnade
     1/4 - Jumping x3
     1/4 - Shred x3
     1/4 - Lessaloploth x2
1/2 - Group 2
     1/4 - Frozen Nail x2
```

```
        1/4 - Lessaloploth
        1/4 - Lessaloploth + Snow
        1/4 - Frozen Nail + Shred x2


--- SIXTH BATTLE ---


1/2 - Group 1
        1/4 - Cuahl + Headbomber x2
        1/4 - Ironite + Wind Wing x2
        1/4 - Stilva
        1/4 - Sculpture + Gremlin x2
1/2 - Group 2
        1/4 - Cuahl x2
        1/4 - Evilhead x3
        1/4 - Headbomber x3
        1/4 - Zolokalter + Headbomber x2


--- SEVENTH BATTLE ---


1/2 - Group 1
        1/4 - Blue Dragon
        1/4 - Dragon Rider
        1/4 - Gigas
        1/4 - Malboro
1/2 - Group 2
        1/4 - Ironite x2
        1/4 - Wind Wing x2
        1/4 - Tonberry [only Tonberry encounter in the game]
        1/4 - Gremlin


--- EIGHTH BATTLE ---


1/4 - Ho-Chu
1/4 - Sea Worm
1/4 - Ghost Ship
1/4 - Serpent


Now, again, I will cover the Special Battle which becomes available this point.
All enemies faced at this time will have [HP x 2], [Att x 1.25], [MAt x 1.25]
of the normal versions of the same enemies faced in their respective locations.


--- FIRST BATTLE ---


Sea Worm


--- SECOND BATTLE ---


Ho-Chu


--- THIRD BATTLE ---


Unknown 3


--- FOURTH BATTLE ---


Serpent


--- FIFTH BATTLE ---


Wolfmeister
```

--- SIXTH BATTLE ---

Behemoth

--- SEVENTH BATTLE ---

Maximum Kimaira

--- EIGHTH BATTLE ---

Proud Clod + Jamar Armor

===
                              3. Speed Square
===

This is a such an awesome game. It's perhaps the best thing to do here at Gold
Saucer (besides G-Bike, which may be my absolute favorite), and aside from
that, it's also quite rewarding. The basics of it are that you have a laser
firing weapon on your rollercoaster, which you can fire at anytime to the
location indicated by the current position of your crosshairs. There are tons
of enemies and obstacles the pop up during the course of this game. Shoot them
all for points. Here's how points (meaning prizes perhaps at the end, but only
if you get high enough are the rewards truly significant): If you get 3000
points, you receive some useless item that I hope you feel like a pathetic
human being and a waste of flesh about if you get it. Or, if you manage to net
in 5000+ points, you can get Aeris' Parasol (her ultimate weapon) only during
disk one, and Cid's Flayer at anytime proceeding that. Now, back to just a few
more basics.. You can charge up your laser beam as well, and this is by not
firing, it charges up. If you are firing it goes down. Simple enough, correct?
This is more prolific than you may think, since some things require more
sustained shot power to destroy. Now, I'm not going to go through the whole
ride piece by piece and show you where everything is (actually, maybe in a
later update... maybe...). But, I'll still do something else.

Ok, no more suspense BS (although it was a horrible attempt in the first place.
In fact, probably such little suspense there that you most likely didn't even
know I tried to build it up :|). Anyway, I'll list all of the obstacles and/or
things you can shoot. That's it. If you believed that, slap yourself 50 times
in the face... I'll do you one better; I'll list everything to shoot in this
ride, *and* how many points they give you. In order of appearance (when they
show up during the ride, in other words), since they don't have any designated
specific names to call them by. Ghouls (40); Cactus Plant (may offer from 30
points to 50 points); Blue Plane (50 at least and 60 at most); Fast Plane (50
or 60 points); Golden Boulder In Desert (200); Ship (60); Shining Star (40);
Icicle (40 to 50 points--not totally sure; will get back on this); Ball (70);
Small Balloon (30); Large Balloon (70); Small UFO (60); Missile-type thing
(50); Burning Boulder (70); Chopper (it gives from 40 to 50 points); Large
UFO (1000 - you must be extremely quick to catch this one, sorta like in Kirby
series); Wheel (1[!!!]). Well, there you have it. I've listed the prizes you
may get to the above. Be sure to build up your skills and reactions to succeed
in this game. If I get enough requests, I'll kill myself and *try* to go
through and list everything exactly, but I'm only human, you know, contrary to
popular belief.

I have now received word thanks to DevilOfDestruction that there are a few
hidden, secret targets that I'd missed. Here they are, according to him:
In the area where you can shoot tons of icicles as they fall (see above for
their pointage), you can fire your laser beam at the roof. You'll rack up some

insane points, although you cannot see what you are hitting. And lastly, there
is the light nearing the end of the course, which you can shoot out for 200
points. Here's the prizes, and all of their requirements: 5000+ points can
nab you a Aeris' ultimate weapon, Parasol, if you reach this point threshold
during disk 1, and in any subsequent disks, it lands you Cid's Flayer. If you
nail from 3000 to 4999 points, you can get:

1/2 - Masamune Blade
1/4 - Super Sweeper
1/4 - 1/35 Soldier

Now, here is a chart I've formulated after all of this with every target
possible and all their details.

+-------------------+--------+---------+------------------------------------+
| TARGET | # | PTS | SPECIAL INFO |
+-------------------+--------+---------+------------------------------------+
Ghoul	10	40	
Cactus	5	30	
Large Cactus	1	50	
Blue Plane	10	60	
Gray Plane	11	60	
Golden Boulder	1	200	Can be shot two seperate times
Yellow Submarine	3	70	
Red Wheel	1	1~300	Can be shot multiple times; in the JP
			version you can get more than 300 pts
Golden Star	10	40	
Icicle	10	40	
Frozen Rock	1	50	
Frozen Crystal	5	70	
Rainbow Balloons	19	30	
Large Balloon	1	70	
Small UFO	11	60	
Blimp Propeller	1	4960~	Only targettable in the JP and PC
		25000	versions; can be shot multiple times
Molten Rock	6	70	
Chopper	9	40	
Large UFO	1	1000	
Light	1	200	
+-------------------+--------+---------+------------------------------------+

The list was organized in order of appearance on the ride.

==
                            4. Chocobo Square
==

Well, by now you've probably guessed it. Chocobos aren't just for raising and
getting super Materias like Knights of the Round and Mime, but they're also for
racing here at Gold Saucer. Sort of like horse races. *Warning!: This section
contains fake, videogame gambling. Those under the age of 2 shouldn't be able
to read this. Yes, pretty much this involves some gambling, betting on winning
Chocobos, and you can use Chocobos you've trained. There are some marvelous
items you are able to receive here. Too bad that now you don't ride the
Chocobo like you did earlier in the game, but another jockey does (he doesn't
hold a candle to Cloud!). There are tons of stats factored in with Chocobos,
sort of like your normal, real characters. These include: Attitude (how it
feels about itself and winning apparently; enthusiasm or drive and persistance
to win), Stamina (how long it can keep going straight without starting to go
sluggishly slow - showed on a bar, which when it runs down, you start moving

so slow that a snail could lap you), and also Top Speed (how fast the Chocobo
can move, and usually comes with a lower amount of Stamina, which doesn't
really balance out, since Stamina's the most important statistic). Also, apart
from stats and attributes, there's also the right jockey, who runs best with
that particular Chocobo. In-depth information of breeding and raising your
own mega-winning Chocobo in section 29 of this FAQ, which should be used
hand-in-hand with this section.

Ok, we now begin to talk about the courses in which you can have your Chocobo
participate in. There is, of course, an easy one (obviously being the smaller
of the two), and the more challenging track (which is a good amount larger than
the other one). There is really no point whatsoever in choosing the longer one
unless you are seeking more of a challenge, but it's nothing too special. The
short one is more useful, and offers you more of a chance in winning, and can
be used to expedite the process of breeding, or more specifically, training,
your Chocobo(s). The short one takes you to where you cross over the log type
things to where you get to the final stretch (the real outer space -ish looking
area), but the long course takes you far passed that. There's no point, though.
Sure, if you have a fast enough Gold Chocobo you can run that long race in the
same time it would take you to run a normal Blue or Green Chocobo across the
short one, so once you reach that point in breeding, it pretty much evens out.
But, imagine running the short course with a Golden type Chocobo and how
unimagineably quick you could finish that race, huh, huh? Yeah... But, once
you've raised a Gold Chocobo, I doubt you'll have much need to be racing in
any type of course/race, unless you're just looking to decimate your opponents
and give them nothing but humility. But other than that, the only thing you'll
be doing here us massacring all other Chocobos here.

All right, now let's cover a few more basics relevant to Chocobo Racing. First
of all, if either Tifa and/or Cid are in your party at the time you wish to
race Chocobos, they may randomly ask if they could be the ones to race, and you
can of course opt to accept or decline this. Whatever. The controls are this:
  = Accelerate; X = deccelerate; O = dash (Stm. consumption); Select = switch
between Automatic and Manual control settings; R1+R2 = replenishes Stm. guage.
Automatic controls means that the game controls how your Chocobo moves, and
exemplifies how your Chocobo can normally run and compete with its stats
(definitely not recommend). Manual, which like its name implies, allows you to
manually control your Chocobo, and this is definitive form of recommendation;
it is the Alpha and Omega of winning higher-level races. All right, let's cut
to the end of actual racing and list the prizes for every class, and their GP
costs.

```
            +----------------------------------+
            |               Class C            |
            +------------------------+---------+
            |       ITEM NAME        | GP COST |
            +------------------------+---------+
            | Potion                 | 5       |
            | Phoenix Down           | 10      |
            | Antarctic Wind         | 20      |
            | Bolt Plume             | 20      |
            | Fire Fang              | 20      |
            | Tranquilizer           | 10      |
            | Hyper                  | 10      |
            | Ether                  | 30      |
            | Hi-Potion              | 15      |
            +------------------------+---------+


            +----------------------------------+
            |               Class B            |
```

ITEM NAME	GP COST
Phoenix Down	10
Tranquilizer	10
Hyper	10
Hero Drink	15
Hi-Potion	15
Ether	30
Bolt Plume	20
Fire Fang	20
Antarctic Wind	20
Elixir	200
Turbo Ether	150

Class A	
ITEM NAME	GP COST
Phoenix Down	10
Bolt Plume	20
Fire Fang	20
Antarctic Wind	20
Ice Crystal	50
Fire Veil	50
Swift Bolt	50
Hi-Potion	15
Ether	30
Hero Drink	15
Elixir	200
Cat's Bell	500
Counter-Attack	300
Enemy Away	300
Sneak Attack	300

Class S	
ITEM NAME	GP COST
Phoenix Down	10
Hero Drink	15
Ice Crystal	50
Fire Veil	50
Swift Bolt	50
Elixir	200
Turbo Ether	150
Megalixir	300
Cat's Bell	500
Counter*	300
Enemy Away	300
Sneak Attack	300
Chocobracelet	400
Precious Watch	300
Sprint Shoes	500

```
* - this is actually Counter Attack Materia, but the full name does not appear.


And lastly, there is betting on Chocobos via the woman at the front at the
reception counter of the Chocobo Square. You first choose the class you wish to
place your bets in, and then choose a Gil amount to bet with. You start off by
being able to vote in all classes besides S (C,B,A). That is, until you
yourself possess a good Chocobo, that, itself has made it all of the way to
that class, also. All right, the items you can receive for winning in all
respective classes are the same (view the above data charts). You can switch
between Chocobos to view their statistical information and ranking by using
the R2 and L2 button. Their are six Chocobos to choose from each time, each
with varying stats. Choose the higher all-around ones, usually, and they'll
almost assuredly come out victorious (note I didn't say "always"). A good tip
is to add each Chocobos' statistics together then divide by two [(150+175)/2]
to get all around. After doing so to all 5 of them, you can more safely make a
precise wager. You'll also undoubtedly spot the cards here that say ?-? (* -
"?" = a number). The numbers go 1-6, meaning the places of the Chocobos. This
means that you vote for any one of those two Chocobos to come in first place.
You can also select multiple votes (note- not all), but it decreases your Gil
each time. The number down at the bottom of this screen is in semblence to the
Gil you're blowing here, not your current Gil. If you wish to make a
determination as to your Gil amount after the race, you take that number and
subtract it from the total Gil you possessed preceding entrance to the betting.


===============================================================================
                   -------------------------------------------
                   .:'*':.      13. Shop Listing      .:'*':.            #SM3S
                   -------------------------------------------
===============================================================================


This will be a clear listing of all shops in the game, what they sell, how much
it costs, and a brief tidbit on what each item is. If particular shops/prices
are not listed as a means of obtaining an accessory/item/armor/weapon/materia
in the appropriate sections of the guide (by err of my own), check here.


===============================================================================
-   DISK 1 SHOP LISTING                                                       -
===============================================================================


-------------------------------------------------------------------------------
-   SECTOR 7 ITEM SHOP                                                         -
-------------------------------------------------------------------------------


    Item Name            Gil Cost      Details
    -------------------------------------------------------
    Potion                   50        Item
    Phoenix Down            300        Item
    Antidote                 80        Item
    Fire                    600        Materia
    Ice                     600        Materia
    Lightning               600        Materia
    Restore                 750        Materia


-------------------------------------------------------------------------------
-   SECTOR 7 WEAPON SHOP                                                       -
-------------------------------------------------------------------------------


    Item Name            Gil Cost      Details
    -------------------------------------------------------
    Iron Bangle             160        Armor
```

```
           Assault Gun              350        Weapon - Barret
           Grenade                   80        Item


--------------------------------------------------------------------------------
-    SECTOR 5 MATERIA SHOP                                                      -
--------------------------------------------------------------------------------


     Item Name               Gil Cost        Details
     ---------------------------------------------------
     Fire                       600        Materia
     Ice                        600        Materia
     Lightning                  600        Materia
     Restore                    750        Materia


--------------------------------------------------------------------------------
-    SECTOR 5 ITEM SHOP                                                         -
--------------------------------------------------------------------------------


     Item Name               Gil Cost        Details
     ---------------------------------------------------
     Potion                      50        Item
     Phoenix Down               300        Item
     Antidote                    80        Item
     Tent                       500        Item


--------------------------------------------------------------------------------
-    SECTOR 5 WEAPON SHOP                                                       -
--------------------------------------------------------------------------------


     Item Name               Gil Cost        Details
     -------------------------------------------------------
     Titan Bangle               280        Armor
     Grenade                     80        Item


--------------------------------------------------------------------------------
-    WALL MARKET ITEM SHOP                                                      -
--------------------------------------------------------------------------------


     Item Name               Gil Cost        Details
     -------------------------------------------------------
     Potion                      50        Item
     Phoenix Down               300        Item
     Antidote                    80        Item
     Echo Screen                100        Item
     Eye drop                    50        Item
     Hyper                      100        Item
     Tranquilizer               100        Item
     Hi-Potion                  300        Item
     Tent                       500        Item


--------------------------------------------------------------------------------
-    WALL MARKET WEAPON SHOP                                                    -
--------------------------------------------------------------------------------


     Item Name               Gil Cost        Details
     -------------------------------------------------------
     Mythril Rod                370        Weapon - Aeris
     Metal Knuckle              320        Weapon - Tifa
     Assault Gun                350        Weapon - Barret
     Titan Bangle               280        Armor
```

```
        Mythril Armlet            350          Armor


-------------------------------------------------------------------------------
-    SECTOR 7 SLUMS ITEM SHOP                                                  -
-------------------------------------------------------------------------------


    Item Name                Gil Cost       Details
    -----------------------------------------------------
    Potion                       50          Item
    Phoenix Down                300          Item
    Antidote                     80          Item
    Grenade                      80          Item
    Hyper                       100          Item
    Tranquilizer                100          Item
    Tent                        500          Item


-------------------------------------------------------------------------------
-    SHINRA HEADQUARTERS ITEM SHOP                                             -
-------------------------------------------------------------------------------


    Item Name                Gil Cost       Details
    -----------------------------------------------------
    Potion                       50          Item
    Phoenix Down                300          Item
    Antidote                     80          Item
    Eye drop                     50          Item
    Tent                        500          Item


-------------------------------------------------------------------------------
-    KALM ITEM SHOP                                                            -
-------------------------------------------------------------------------------


    Item Name                Gil Cost       Details
    -----------------------------------------------------
    Potion                       50          Item
    Phoenix Down                300          Item
    Antidote                     80          Item
    Eye drop                     50          Item
    Hyper                       100          Item
    Tranquilizer                100          Item
    Tent                        500          Item


-------------------------------------------------------------------------------
-    KALM MATERIA SHOP                                                         -
-------------------------------------------------------------------------------


    Item Name                Gil Cost       Details
    -----------------------------------------------------
    Earth                      1500          Magic Materia
    Poison                     1500          Magic Materia
    Steal                      1200          Command Materia
    Sense                      1000          Command Materia
    Heal                       1500          Magic Materia


-------------------------------------------------------------------------------
-    KALM WEAPON SHOP                                                          -
-------------------------------------------------------------------------------


    Item Name                Gil Cost       Details
    -----------------------------------------------------
```

```
     Mythril Saber          1000          Weapon - Cloud
     Cannon Ball             950          Weapon - Barret
     Mythril Claw            750          Weapon - Tifa
     Full Metal Staff        800          Weapon - Aeris
     Mythril Armlet          350          Armor


-------------------------------------------------------------------------------
-    CHOCOBO FARM VEGETABLE STORE                                             -
-------------------------------------------------------------------------------


     Item Name              Gil Cost     Details
     --------------------------------------------------------
     Mimett Greens          1500         Item
     Curiel Greens          1000         Item
     Pahsana Greens          800         Item
     Tantal Greens           400         Item
     Krakka Greens           250         Item
     Gysahl Greens           100         Item


-------------------------------------------------------------------------------
-    FORT CONDOR ITEM SHOP                                                    -
-------------------------------------------------------------------------------


     Item Name              Gil Cost     Details
     --------------------------------------------------------
     Potion                   50         Item
     Phoenix Down            300         Item
     Hyper                   100         Item
     Tranquilizer            100         Item
     Tent                    500         Item


-------------------------------------------------------------------------------
-    FORT CONDOR MATERIA SHOP                                                 -
-------------------------------------------------------------------------------


     Item Name              Gil Cost     Details
     --------------------------------------------------------
     Fire                    600         Magic Materia
     Lightning               600         Magic Materia
     Ice                     600         Magic Materia
     Restore                 750         Magic Materia


-------------------------------------------------------------------------------
-    VILLAGE BELOW JUNON WEAPON SHOP                                          -
-------------------------------------------------------------------------------


     Item Name              Gil Cost     Details
     --------------------------------------------------------
     Mythril Armlet          300         Armor
     Potion                   50         Item
     Phoenix Down            300         Item
     Grenade                  80         Item
     Tent                    500         Item


-------------------------------------------------------------------------------
-    JUNON MATERIA SHOP                                                       -
-------------------------------------------------------------------------------


     Item Name              Gil Cost     Details
     --------------------------------------------------------
```

```
    Sense                1000         Command Materia
    Seal                 3000         Magic Materia
    Restore               750         Magic Materia
    Heal                 1500         Magic Materia
    Revive               3000         Magic Materia


-------------------------------------------------------------------------------
-    JUNON WEAPON SHOP                                                         -
-------------------------------------------------------------------------------


    Item Name            Gil Cost     Details
    -------------------------------------------------------
    Hardedge             1500         Weapon - Cloud
    Grand Glove          1200         Weapon - Tifa
    Atomic Scissors      1400         Weapon - Barret
    Striking Staff       1300         Weapon - Aeris
    Diamond Pin          1300         Weapon - Red XIII
    Boomerang            1400         Weapon - Yuffie


-------------------------------------------------------------------------------
-    JUNON ITEM SHOP                                                           -
-------------------------------------------------------------------------------


    Item Name            Gil Cost     Details
    -------------------------------------------------------
    Potion                 50         Item
    Hi-Potion             300         Item
    Phoenix Down          300         Item
    Antidote               80         Item
    Eye drop               50         Item
    Echo Screen           100         Item
    Hyper                 100         Item
    Tranquilizer          100         Item
    Tent                  500         Item


-------------------------------------------------------------------------------
-    JUNON MATERIA SHOP                                                        -
-------------------------------------------------------------------------------


    Item Name            Gil Cost     Details
    -------------------------------------------------------
    Fire                  600         Magic Materia
    Ice                   600         Magic Materia
    Lightning             600         Magic Materia
    Earth                1500         Magic Materia
    Poison               1500         Magic Materia


-------------------------------------------------------------------------------
-    JUNON ACCESSORY SHOP                                                      -
-------------------------------------------------------------------------------


    Item Name            Gil Cost     Details
    -------------------------------------------------------
    Silver Glasses       3000         Accessory
    Headband             3000         Accessory


-------------------------------------------------------------------------------
-    JUNON WEAPON SHOP                                                         -
-------------------------------------------------------------------------------
```

```
      Item Name            Gil Cost       Details
      ----------------------------------------------------------
      Mythril Saber        1000           Weapon - Cloud
      Cannon Ball          950            Weapon - Barret
      Mythril Claw         750            Weapon - Tifa
      Full Metal Staff     800            Weapon - Aeris
      Mythril Clip         800            Weapon - Red XIII


--------------------------------------------------------------------------------
-    SHINRA CARGO SHIP ITEM SHOP                                               -
--------------------------------------------------------------------------------


      Item Name            Gil Cost       Details
      ----------------------------------------------------------
      Potion                 50           Item
      Phoenix Down          300           Item


--------------------------------------------------------------------------------
-    COSTA DEL SOL WEAPON SHOP                                                 -
--------------------------------------------------------------------------------


      Item Name            Gil Cost       Details
      ----------------------------------------------------------
      Platinum Bangle      1800           Armor
      Carbon Bangle         800           Armor
      Four Slots           1300           Armor
      Molotov               400           Item


--------------------------------------------------------------------------------
-    COSTA DEL SOL MATERIA SHOP                                                -
--------------------------------------------------------------------------------


      Item Name            Gil Cost       Details
      ----------------------------------------------------------
      Heal                 1500           Magic Materia
      Revive               3000           Magic Materia
      Restore               750           Magic Materia
      Seal                 3000           Magic Materia
      Fire                  600           Magic Materia
      Ice                   600           Magic Materia
      Lightning             600           Magic Materia


--------------------------------------------------------------------------------
-    COSTA DEL SOL ITEM SHOP                                                   -
--------------------------------------------------------------------------------


      Item Name            Gil Cost       Details
      ----------------------------------------------------------
      Potion                 50           Item
      Hi-Potion             300           Item
      Phoenix Down          300           Item
      Soft                  150           Item
      Antidote               80           Item
      Eye drop               50           Item
      Hyper                 100           Item
      Tranquilizer          100           Item
      Tent                  500           Item


--------------------------------------------------------------------------------
-    NORTH COREL TOOL SHOP                                                     -
```

```
--------------------------------------------------------------------------------

    Item Name             Gil Cost       Details
    ----------------------------------------------------
    Potion                    50         Item
    Phoenix Down             300         Item
    Tent                     500         Item


--------------------------------------------------------------------------------
-    NORTH COREL GENERAL STORE                                                  -
--------------------------------------------------------------------------------

    Item Name             Gil Cost       Details
    ----------------------------------------------------
    Transform               5000         Magic Materia
    Maiden's Kiss            150         Item
    Cornucopia               150         Item
    Soft                     150         Item
    Hyper                    100         Item
    Tranquilizer             100         Item


--------------------------------------------------------------------------------
-    NORTH COREL WEAPON SHOP                                                    -
--------------------------------------------------------------------------------

    Item Name             Gil Cost       Details
    ----------------------------------------------------
    Carbon Bangle            800         Armor
    Force Stealer           2200         Weapon - Cloud
    Molotov                  400         Item


--------------------------------------------------------------------------------
-    GHOST SQUARE HOTEL SHOP                                                    -
--------------------------------------------------------------------------------

    Item Name             Gil Cost       Details
    ----------------------------------------------------
    Potion                    50         Item
    Phoenix Down             300         Item
    Ether                   1500         Item
    Antidote                  80         Item
    Maiden's Kiss            150         Item
    Cornucopia               150         Item
    Soft                     150         Item
    Echo Screen              100         Item
    Hyper                    100         Item
    Tranquilizer             100         Item


--------------------------------------------------------------------------------
-    PRISON PUB GENERAL STORE                                                   -
--------------------------------------------------------------------------------

    Item Name             Gil Cost       Details
    ----------------------------------------------------
    Potion                    50         Item
    Phoenix Down             300         Item
    Tent                     500         Item


--------------------------------------------------------------------------------
-    HOTEL SHOP                                                                 -
```

```
    --------------------------------------------------------------------------------

        Item Name               Gil Cost        Details
        -------------------------------------------------------
        Potion                    50            Item
        Phoenix Down             300            Item
        Ether                   1500            Item
        Antidote                  80            Item
        Maiden's Kiss            150            Item
        Cornucopia               150            Item
        Soft                     150            Item
        Echo Screen              100            Item
        Hyper                    100            Item
        Tranquilizer             100            Item


    --------------------------------------------------------------------------------
    -   GONGAGA ACCESSORY SHOP                                                     -
    --------------------------------------------------------------------------------

        Item Name               Gil Cost        Details
        -------------------------------------------------------
        Headband                3000            Accessory
        Silver Glasses          3000            Accessory
        Star Pendant            4000            Accessory
        Talisman                4000            Accessory
        White Cape              5000            Accessory
        Fury Ring               5000            Accessory
        Mystify                 6000            Magic Materia
        Time                    6000            Magic Materia
        Heal                    1500            Magic Materia
        Transform               5000            Magic Materia


    --------------------------------------------------------------------------------
    -   GONGAGA WEAPON SHOP                                                        -
    --------------------------------------------------------------------------------

        Item Name               Gil Cost        Details
        -------------------------------------------------------
        Hardedge                1500            Weapon - Cloud
        Grand Glove             1200            Weapon - Tifa
        Atomic Scissors         1400            Weapon - Barret
        Striking Staff          1300            Weapon - Aeris
        Diamond Pin             1300            Weapon - Red XIII
        Boomerang               1400            Weapon - Yuffie
        Impaler                  500            Item
        Shrivel                  500            Item
        Molotov                  400            Item


    --------------------------------------------------------------------------------
    -   GONGAGA ITEM SHOP                                                          -
    --------------------------------------------------------------------------------

        Item Name               Gil Cost        Details
        -------------------------------------------------------
        Potion                    50            Item
        Hi-Potion                300            Item
        Phoenix Down             300            Item
        Tent                     500            Item
        Maiden's Kiss            150            Item
        Cornucopia               150            Item
```

```
    Soft                    150         Item
    Echo Screen             100         Item
    Hyper                   100         Item
    Tranquilizer            100         Item


-------------------------------------------------------------------------------
-   COSMO CANYON GENERAL STORE                                                 -
-------------------------------------------------------------------------------

    Item Name               Gil Cost    Details
    -------------------------------------------------------------
    Potion                   50         Item
    Hi-Potion               300         Item
    Phoenix Down            300         Item
    Ether                  1500         Item
    Tent                    500         Item
    Maiden's Kiss           150         Item
    Cornucopia              150         Item
    Soft                    150         Item
    Hyper                   100         Item
    Tranquilizer            100         Item


-------------------------------------------------------------------------------
-   TIGERLILY WEAPON SHOP                                                      -
-------------------------------------------------------------------------------

    Item Name               Gil Cost    Details
    -------------------------------------------------------------
    Butterfly Edge         2800         Weapon - Cloud
    Tiger Fang             2500         Weapon - Tifa
    Heavy Vulcan           2700         Weapon - Barret
    Prism Staff            2600         Weapon - Aeris
    Silver Barrette        2500         Weapon - Red XIII
    Pinwheel               2600         Weapon - Yuffie
    Green M-phone          2400         Weapon - Cait Sith
    Silver Armlet          1300         Armor


-------------------------------------------------------------------------------
-   COSMO CANYON MATERIA SHOP                                                  -
-------------------------------------------------------------------------------

    Item Name               Gil Cost    Details
    -------------------------------------------------------------
    MP Plus                8000         Independent Materia
    HP Plus                8000         Independent Materia
    Mystify                6000         Magic Materia
    Transform              5000         Magic Materia


-------------------------------------------------------------------------------
-   NIBELHEIM GENERAL STORE                                                    -
-------------------------------------------------------------------------------

    Item Name               Gil Cost    Details
    -------------------------------------------------------------
    Potion                   50         Item
    Hi-Potion               300         Item
    Phoenix Down            300         Item
    Tent                    500         Item


-------------------------------------------------------------------------------
```

```
-    ROCKET TOWN WEAPON SHOP                                              -
-------------------------------------------------------------------------------


    Item Name             Gil Cost        Details
    ----------------------------------------------------------
    Shotgun                 3100          Weapon - Vincent
    Gold Armlet             2000          Armor
    Power Wrist             7500          Accessory
    Protect Vest            3500          Accessory
    Earring                 7500          Accessory
    Talisman                4000          Accessory


-------------------------------------------------------------------------------
-    ROCKET TOWN ITEM SHOP                                                -
-------------------------------------------------------------------------------


    Item Name             Gil Cost        Details
    ----------------------------------------------------------
    Potion                    50          Item
    Hi-Potion                300          Item
    Phoenix Down             300          Item
    Ether                   1500          Item
    Hyper                    100          Item
    Tranquilizer             100          Item
    Tent                     500          Item
    Barrier                10000          Magic Materia
    Exit                   10000          Magic Materia
    Time                    6000          Magic Materia


-------------------------------------------------------------------------------
-    BONE VILLAGE ITEM SHOP                                               -
-------------------------------------------------------------------------------


    Item Name             Gil Cost        Details
    ----------------------------------------------------------
    Diamond Bangle          3200          Armor
    Rune Armlet             3700          Armor
    Potion                    50          Item
    Hi-Potion                300          Item
    Phoenix Down             300          Item
    Ether                   1500          Item
    Hyper                    100          Item
    Tranquilizer             100          Item
    Tent                     500          Item


-------------------------------------------------------------------------------
-    WUTAI WEAPON SHOP                                                    -
-------------------------------------------------------------------------------


    Item Name             Gil Cost        Details
    ----------------------------------------------------------
    Murasame                6500          Weapon - Cloud
    Diamond Knuckle         5800          Weapon - Tifa
    Chainsaw                6300          Weapon - Barret
    Aurora Rod              5800          Weapon - Aeris
    Gold Barrette           6000          Weapon - Red XIII
    Slash Lance             6500          Weapon - Cid
    Blue M-phone            5500          Weapon - Cait Sith
    Razor Ring              6000          Weapon - Yuffie
    Shortbarrel             6400          Weapon - Vincent
```

```
--------------------------------------------------------------------------------
-   WUTAI ITEM SHOP                                                            -
--------------------------------------------------------------------------------


    Item Name            Gil Cost        Details
    ----------------------------------------------------------
    Hi-Potion             300            Item
    Phoenix Down          300            Item
    Ether                1500            Item
    Hyper                 100            Item
    Tranquilizer          100            Item
    Tent                  500            Item
    Fire Veil             800            Item
    Swift Bolt            800            Item
    Choco Feather       10000            Accessory


--------------------------------------------------------------------------------
-   WUTAI WEAPON SHOP                                                           -
--------------------------------------------------------------------------------


    Item Name            Gil Cost        Details
    ----------------------------------------------------------
    Murasame             6500            Weapon - Cloud
    Diamond Knuckle      5800            Weapon - Tifa
    Chainsaw             6300            Weapon - Barret
    Aurora Rod           5800            Weapon - Aeris
    Gold Barrette        6000            Weapon - Red XIII
    Slash Lance          6500            Weapon - Cid
    Blue M-phone         5500            Weapon - Cait Sith
    Razor Ring           6000            Weapon - Yuffie
    Shortbarrel          6400            Weapon - Vincent


--------------------------------------------------------------------------------
-   TEMPLE OF THE ANCIENTS ITEM SHOP                                           -
--------------------------------------------------------------------------------


    Item Name            Gil Cost        Details
    ----------------------------------------------------------
    Potion                 50            Item
    Hi-Potion             300            Item
    Phoenix Down          300            Item
    Ether                1500            Item
    Hyper                 100            Item
    Tranquilizer          100            Item
    Maiden's Kiss         150            Item
    Tent                  500            Item


================================================================================
-   DISK 2/3 SHOP LISTING                                                      -
================================================================================


This section will focus on item shops that are either new to the disks
following disk 1, or new items certain shops may sell. It will not retouch on
the listings in the above subsection. Shops that have "(disk 2)" by their names
mean that it cannot be used any longer in disk 3.


--------------------------------------------------------------------------------
-   ICICLE INN WEAPON SHOP                                                     -
--------------------------------------------------------------------------------
```

```
    Item Name             Gil Cost        Details
    ----------------------------------------------------------
    Organics              12000           Weapon - Cloud
    Dragon Claw           10000           Weapon - Tifa
    Microlaser            12000           Weapon - Barret
    Adaman Clip           11000           Weapon - Red XIII
    Hawkeye               12000           Weapon - Yuffie
    Red M-Phone           11000           Weapon - Cait Sith
    Mast Ax               13000           Weapon - Cid
    Lariat                12000           Weapon - Vincent
    Tent                    500           Item
    Hi-Potion               300           Item


-------------------------------------------------------------------------------
-   CHOCOBO FARM VEGETABLE STORE (DISK 2)                                      -
-------------------------------------------------------------------------------


    Item Name             Gil Cost        Details
    --------------------------------------------------------
    Lasan Nut               600           Item
    Saraha Nut              400           Item
    Luchile Nut             200           Item
    Pepio Nut               100           Item
    Mimett Greens          1500           Item
    Curiel Greens          1000           Item
    Pahsana Greens          800           Item
    Tantal Greens           400           Item
    Krakka Greens           250           Item
    Gysahl Greens           100           Item


-------------------------------------------------------------------------------
-   FORT CONDOR ITEM SHOP (DISK 2)                                             -
-------------------------------------------------------------------------------


    Item Name             Gil Cost        Details
    --------------------------------------------------------
    Hi-Potion               300           Item
    Phoenix Down            300           Item
    Ether                  1500           Item
    Hyper                   100           Item
    Tranquilizer            100           Item
    Tent                    500           Item
    S-mine                 1000           Item


-------------------------------------------------------------------------------
-   FORT CONDOR MATERIA SHOP (DISK 2)                                          -
-------------------------------------------------------------------------------


    Item Name             Gil Cost        Details
    --------------------------------------------------------
    Throw                 10000           Command Materia
    Manipulate            10000           Command Materia
    Deathblow             10000           Command Materia
    Destruct               9000           Magic Materia
    All                   20000           Support Materia


-------------------------------------------------------------------------------
-   JUNON WEAPON SHOP (DISK 2)                                                 -
-------------------------------------------------------------------------------
```

```
    Item Name              Gil Cost        Details
    --------------------------------------------------------
    Rune Blade             3800            Weapon - Cloud
    Enhance Sword          12000           Weapon - Cloud
    W-Machine Gun          2000            Weapon - Barret
    Drill Arm              3300            Weapon - Barret
    Platinum Fist          2700            Weapon - Tifa
    Kaiser Knuckle         15000           Weapon - Tifa
    Fairy Tale             2500            Weapon - Aeris


-------------------------------------------------------------------------------
-    JUNON ITEM SHOP (DISK 2)                                                  -
-------------------------------------------------------------------------------


    Item Name              Gil Cost        Details
    --------------------------------------------------------
    Wind Slash             2000            Weapon - Yuffie
    Twin Viper             3200            Weapon - Yuffie
    Viper Halberd          7000            Weapon - Cid
    Dragoon Lance          6200            Weapon - Cid
    Peacemaker             3500            Weapon - Vincent
    Buntline               6800            Weapon - Vincent
    Magic Comb             2000            Weapon - Red XIII
    Plus Barrette          3500            Weapon - Red XIII
    Wizard Staff           1800            Weapon - Aeris
    Wizer Staff            3200            Weapon - Aeris


-------------------------------------------------------------------------------
-    JUNON ITEM SHOP (DISK 2)                                                  -
-------------------------------------------------------------------------------


    Item Name              Gil Cost        Details
    --------------------------------------------------------
    Nail Bat               2800            Weapon - Cloud
    Rocket Punch           3200            Weapon - Barret
    Work Glove             2200            Weapon - Tifa
    Hairpin                6000            Weapon - Red XIII
    Superball              3000            Weapon - Yuffie
    Trumpet Shell          3000            Weapon - Cait Sith
    Mop                    3200            Weapon - Cid
    Silver Rifle           3000            Weapon - Vincent


-------------------------------------------------------------------------------
-    JUNON ACCESSORY SHOP (DISK 2)                                             -
-------------------------------------------------------------------------------


    Item Name              Gil Cost        Details
    --------------------------------------------------------
    Platinum Bangle        1800            Armor
    Powersoul              4200            Weapon - Tifa
    Enemy Launcher         3300            Weapon - Barret
    Magic Shuriken         6000            Weapon - Yuffie
    White M-Phone          2300            Weapon - Cait Sith
    Black M-Phone          2800            Weapon - Cait Sith
    Silver M-Phone         3300            Weapon - Cait Sith
    Sniper CR              3000            Weapon - Vincent


-------------------------------------------------------------------------------
-    JUNON WEAPON SHOP (DISK 2)                                                -
```

```
--------------------------------------------------------------------------------

    Item Name             Gil Cost        Details
    --------------------------------------------------------
    Atomic Scissors       1400            Weapon - Barret
    Grand Glove           1200            Weapon - Tifa
    Striking Staff        1300            Weapon - Aeris
    Diamond Pin           1300            Weapon - Red XIII
    Boomerang             1400            Weapon - Yuffie
    Yellow M-Phone         500            Weapon - Cait Sith
    Spear                 1200            Weapon - Cid
    Trident               7500            Weapon - Cid
    Quicksilver           1000            Weapon - Vincent


--------------------------------------------------------------------------------
-    COSTA DEL SOL WEAPON SHOP (DISK 2)                                          -
--------------------------------------------------------------------------------

    Item Name             Gil Cost        Details
    ------------------------------------------------------
    Solid Bazooka         16000           Weapon - Barret
    Centclip              14000           Weapon - Red XIII
    Spiral Shuriken       14000           Weapon - Yuffie
    Long Barrel R         13000           Weapon - Vincent
    Gold M-phone          15000           Weapon - Cait Sith
    S-mine                1000            Item


--------------------------------------------------------------------------------
-    COSTA DEL SOL MATERIA SHOP (DISK 2)                                         -
--------------------------------------------------------------------------------

    Item Name             Gil Cost        Details
    ------------------------------------------------------
    Fire                   600            Magic Materia
    Ice                    600            Magic Materia
    Lightning              600            Magic Materia
    Earth                 1500            Magic Materia
    Gravity               8000            Magic Materia
    Poison                1500            Magic Materia


--------------------------------------------------------------------------------
-    ROCKET TOWN WEAPON SHOP (DISK 2)                                            -
--------------------------------------------------------------------------------

    Item Name             Gil Cost        Details
    ------------------------------------------------------
    S-mine                1000            Item
    Gold Armlet           2000            Armor
    Edincoat              8000            Armor
    Power Wrist           7500            Accessory
    Protect Vest          3500            Accessory
    Earring               7500            Accessory
    Talisman              4000            Accessory
    Peace Ring            7500            Accessory
    Safety Bit            7500            Accessory


--------------------------------------------------------------------------------
-    ROCKET TOWN ITEM SHOP (DISK 2)                                             -
--------------------------------------------------------------------------------
```

```
    Item Name            Gil Cost      Details
    --------------------------------------------------------
    Hi-Potion              300         Item
    Phoenix Down           300         Item
    Ether                 1500         Item
    Tent                   500         Item
    Barrier              10000         Magic Materia
    Exit                 10000         Magic Materia
    Time                  6000         Magic Materia
    Throw                10000         Command Materia
    Deathblow            10000         Command Materia
    Manipulate           10000         Command Materia


-------------------------------------------------------------------------------
-   CHOCOBO SAGE GENERAL STORE                                                 -
-------------------------------------------------------------------------------

    Item Name            Gil Cost      Details
    --------------------------------------------------------
    Porov Nut             2000         Item
    Pram Nut              2500         Item
    Sylkis Greens         5000         Item
    Reagan Greens         3000         Item


-------------------------------------------------------------------------------
-   MIDEEL ITEM SHOP                                                           -
-------------------------------------------------------------------------------

    Item Name            Gil Cost      Details
    --------------------------------------------------------
    Hi-Potion              300         Item
    Phoenix Down           300         Item
    Ether                 1500         Item
    Hyper                  100         Item
    Tranquilizer           100         Item
    Remedy                1000         Item
    Tent                   500         Item


-------------------------------------------------------------------------------
-   MIDEEL MATERIA SHOP                                                        -
-------------------------------------------------------------------------------

    Item Name            Gil Cost      Details
    --------------------------------------------------------
    HP Plus               8000         Independent Materia
    MP Plus               8000         Independent Materia
    Transform             5000         Magic Materia
    Gravity               8000         Magic Materia
    Destruct              9000         Magic Materia


-------------------------------------------------------------------------------
-   MIDEEL WEAPON SHOP                                                         -
-------------------------------------------------------------------------------

    Item Name            Gil Cost      Details
    --------------------------------------------------------
    Crystal Sword        18000         Weapon - Cloud
    Crystal Glove        16000         Weapon - Tifa
    A.M Cannon           18000         Weapon - Barret
    Crystal Comb         17000         Weapon - Red XIII
```

```
    Crystal Cross         18000         Weapon - Yuffie
    Crystal M-Phone       18000         Weapon - Cait Sith
    Partisan              19000         Weapon - Cid
    Winchester            18000         Weapon - Vincent
    Crystal Bangle         4800         Armor
    Wizard Bracelet       12000         Armor


--------------------------------------------------------------------------------
-    MIDEEL ACCESSORY SHOP                                                      -
--------------------------------------------------------------------------------


    Item Name             Gil Cost      Details
    ---------------------------------------------------------
    Amulet                10000         Accessory
    Fire Ring              8000         Accessory
    Ice Ring               8000         Accessory
    Bolt Ring              8000         Accessory
    Fairy Ring             7000         Accessory
    Jem Ring               7500         Accessory
    White Cape             5000         Accessory


--------------------------------------------------------------------------------
-    (DESTROYED) MIDEEL ITEM SHOP                                               -
--------------------------------------------------------------------------------


    Item Name             Gil Cost      Details
    ---------------------------------------------------------
    Potion                      50      Item
    Phoenix Down               300      Item
    Antidote                    80      Item
    Tent                       500      Item


--------------------------------------------------------------------------------
-    (DESTROYED) MIDEEL MATERIA SHOP                                            -
--------------------------------------------------------------------------------


    Item Name             Gil Cost      Details
    ---------------------------------------------------------
    Fire                       600      Magic Materia
    Ice                        600      Magic Materia
    Lightning                  600      Magic Materia
    Restore                    750      Magic Materia


--------------------------------------------------------------------------------
-    MIDEEL ITEM SHOP (WOMAN)                                                   -
--------------------------------------------------------------------------------


    Item Name             Gil Cost      Details
    ---------------------------------------------------------
    Hi-Potion                  300      Item
    Phoenix Down               300      Item
    Ether                     1500      Item
    Hyper                      100      Item
    Tranquilizer               100      Item
    Remedy                    1000      Item
    Tent                       500      Item


--------------------------------------------------------------------------------
-    MIDEEL WEAPON SHOP (WOMAN)                                                 -
--------------------------------------------------------------------------------
```

```
    Item Name              Gil Cost      Details
    -------------------------------------------------------
    Crystal Sword          18000         Weapon - Cloud
    Crystal Glove          16000         Weapon - Tifa
    A.M Cannon             18000         Weapon - Barret
    Crystal Comb           17000         Weapon - Red XIII
    Crystal Cross          18000         Weapon - Yuffie
    Crystal M-Phone         18000         Weapon - Cait Sith
    Partisan               19000         Weapon - Cid
    Winchester             18000         Weapon - Vincent
    Crystal Bangle          4800         Armor
    Wizard Bracelet        12000         Armor


---------------------------------------------------------------------------------
-   MIDEEL MATERIA SHOP                                                          -
---------------------------------------------------------------------------------


    Item Name              Gil Cost      Details
    ---------------------------------------------------------
    HP Plus                 8000         Independent Materia
    MP Plus                 8000         Independent Materia
    Transform               5000         Magic Materia
    Gravity                 8000         Magic Materia
    Destruct                9000         Magic Materia


---------------------------------------------------------------------------------
-   WALL MARKET MATERIA SHOP                                                     -
---------------------------------------------------------------------------------


    Item Name              Gil Cost      Details
    ---------------------------------------------------------
    Fire                     600         Magic Materia
    Ice                      600         Magic Materia
    Lightning                600         Magic Materia
    Restore                  750         Magic Materia
    Cover                   1000         Independent Materia


---------------------------------------------------------------------------------
-   WALL MARKET WEAPON SHOP                                                      -
---------------------------------------------------------------------------------


    Item Name              Gil Cost      Details
    ---------------------------------------------------------
    Sneak Glove            129000        Accessory


===============================================================================
              ------------------------------------------------
              .:'*':.     14. The Master Materia      .:'*':.          #SN4M
              ------------------------------------------------
===============================================================================


Well, later on, you'll be visiting Bugenhagen a lot more, and you'll be in the
huge planetarium observatory a lot more, too. Now, the Huge Materia will be
kept there, and you can do a lot with them, plus get a few useful things from
them as well. The best thing you can get from them is arguably one of the best
summons in the game. First of all, you are going to need the following summons
to be able to obtain the one I'll mention next here: Bahamut and Neo Bahamut.
Yep, that's all. Once you have those two, you are able to go up to the Huge
Blue Materia and examine it. And for doing that, you can receive the summon
```

Materia, Bahamut ZERO. The way to get the other three Master Materias, is to
basically master all of the Materias of a certain class. Simple as that? Well,
no, since that's definitely not the smallest feat in the world to attempt. ^_^

```
===============================================================================
                  -------------------------------------------
                  .:'*':.     15. Kalm Traveler     .:'*':.          #SO5K
                  -------------------------------------------
===============================================================================
```

For this mini little quest, you must go exactly to the place that the name
basically tells you to go: Kalm. You should know where this is by now, so just
fly your Highwind back over there. Now, if you go the bulding furthest to the
right (East) of Kalm, you should go up the stairs now. Up here, there will be
a middle-aged man. If you talk to him, you can tell that, from what he says,
he's all happy, and that he's perfectly okay with how the whole entire world
is. But, once Sephiroth has brought forth Meteor, and the WEAPONS have been
unleashed upon every one, he's not so happy and content any more. So, he has
begun searching for the following three items that I am about to mention:
Earth Harp, Desert Rose, and Guide Book. All of which are semi-difficult, to
very difficult to obtain. He'll handsomely reward your party if you bring
him any of these items, so hey, why not?

The Desert Rose is the first item I'll mention on how to get. What you must do
is defeat the Ruby WEAPON. Now, this is easier said than done, since it's
arguably the hardest boss to beat in the game (it's a secret boss, though, so
don't think you absolutely must fight it and beat it if you want to beat this
game). The Ruby WEAPON is located in the sands desert near the Gold Saucer area
and part of its body (red, ruby colored, duh!), will be sticking out like a
sore thumb. All you have to do is fly your Highwind airship into it to initiate
the battle with it. Now, unless you're properly prepared, he's gonna wipe the
floor with your ass. Also, you can always refer to Section 30 of this guide
(which is titled "All WEAPONS") to get a good strategy on defeating it. For
giving this over to him, you get a Gold Chocobo.

Now, since I just did an item received from slaughtering a WEAPON, how about I
do the next one, too? No. Since I've decided to go in a more strategic order,
and you'll see why in just a second. To get the Guide Book, it's really MUCH
easier to get than it is to attain the other two items this greedy, greedy man
wants. All right, so, to get this item, you must obtain it at the Underwater
Reactor area over near Junon area. It's not as simple as opening a treasure
chest and getting the damn item, no... that would be too easy, and Square could
never allow that. *coughbastardscough* Anyway, it's here, but, you must Morph
a foe here to get it. The name of the needed-to-be-Morphed enemy is Ghost Ship.
Its main hang out spot is near the floor of the ocean, in all of the corridors
and passages. Now, later in the game, if you take this item to the guy at Kalm,
he'll hand over Underwater Materia, which is used to subtract the 20 minute
time limit to defeat Emerald WEAPON.

Now, the final item you are to obtain for him is the Earth Harp, and you get
this one from conquering the challenge that is Emerald WEAPON. See why I told
you to get Guide Book first, so you wouldn't have to worry about the 20 minute
timer for fighting Emerald WEAPON next. This, depending on how you fight and/or
your levels at the time, may be the hardest and most unforgiving bout in the
whole entire game (it's narrowed down to two at least: Ruby and Emerald WEAPON)
Where you find Emerald WEAPON is swimming around underwater near Junon. He'll
be found in random places, and not just one set spot. He's pretty hard to miss,
and if you do, congratulations, you're officially a dumbass. Anyway, if you
want strategy, go to Sec30 of this guide. Now, once it's beaten, head on back
to Kalm and you'll get Master Magic, Master Command, and Master Summon.

As you can see, this perhaps may be one of, if not the, most rewarding side-
quests in the entire game. I mean, instead of going insane trying to raise,
breed, and train Chocobos all for a final Gold Chocobo, all you have to do is
beat Ruby WEAPON (which isn't easy at all, but it might not take as much time
in the long run). Same with Emerald WEAPON, you can get the Master Materias
like that instead of the *perhaps* longer alternative. Plus, you can even get
a Materia to make the Emerald WEAPON battle a bit easier and less strenuous.

```
==============================================================================
            ------------------------------------------------------
            .:'*':.      16. Secret Weapon Seller     .:'*':.         #SP6S
            ------------------------------------------------------
==============================================================================
```

You may or may not have encountered him before ever reading this section, but
either way, it's pretty much the same thing. So, if you go to Gongaga Village
and use that as a landmark to get to where I'm describing, head East from there
and you'll eventually find a small place, and that's the weapon seller's shop.
Now, don't mistake this as a place where you can find insanely uber weapons, or
much weapons at all, since there is only a few times in the entire game that
you can go there and actually be able to get something useful. You are first
able to when on your quest for the Keystone. Next is the real time you can get
something good from him is when you have obtained the Mythril from the sleepy
man in the small and out-there cave. You can get Great Gospel from upstairs,
or downstairs is a small item. You can also sleep here anytime you wish to...

```
==============================================================================
            ------------------------------------------------------
            .:'*':.      17. T's Paradise Flyers     .:'*':.          #SQ7T
            ------------------------------------------------------
==============================================================================
```

This is not just a one-time only thing, or only held in Wutai, but, this goes
on all throughout the game, never ending until you've collected all of the
flyers for Turtle's Paradise. A pub in Wutai named Turtle's Paradise has placed
six flyers/advertisements for itself all around the world of Final Fantasy VII.
It's strange: it's a contest to see who can bring them all in to the pub, yet
no-one but you seems to be scouting the entire planet for them. Looks like a
lot of people have better things to do with their boring, uneventful lives,
while your party can afford to take such a long break from saving the world
from an insane, genetically-enhanced super soldier named Sephiroth. Right..
The prizes aren't all that great, either. They include the following things:
Megalixir, Luck Source, Power Source, Mind Source, Magic Source, Guard Source,
Speed Source. Nothing too special at all, right? Well, here are the locations
of all the flyers you are to look for (if you want to, that is).

1. This one, I hope you're reading this way early in the beginning for (I also
mention it in the Walkthrough), since, if you don't get it then, you must wait
a super long time to get again, although that might be around the time you even
find out about this sidequest. Anyway, it's location is in the Midgar Sector
Five Slums. It's in the really horrid house (although most houses here are
quite bad, but this one takes the cake), sort of to the West area of the place.
Not extremely West, however. In there, you can find it easily, especially since
the house is so small and pathetic. If you're getting this later on in the game
instead of in the/near the beginning, you'll need the Key to Midgar from the
Excavation Site to get in (more on that in a later section of this FAQ).

2. For the next flyer, number two, you must find it in Shinra Headquarters, and
in one of two times. If you're an idiot, and don't get it one of the times,

then I can't say anything but the following: You can never get another chance
to get it again, hahaha!!! Anyway, as for its more exact location, it'll be up
on a board on the wall in the room that is under the stairs on the first floor
of the Shinra HQ. It's pretty easy to get, and if you're one of those freaks
like me who never leave a stone unturned, you'll have no trouble at all finding
this the first time. But if you do, you'll always be able to return to this
part one more time. That's covered elsewhere in the guide, though.

3. Very easy to find, and you can go to it at any time after you've first been
to the Gold Saucer. So, basically, at this point you know that if you want to
find this flyer, go on back to the awesome amusement park. From there, you'll
want to go to the Ghost Hotel area, past all the graves leading to other
Squares, and then enter the Ghost Hotel itself. From here, you can go to the
entrance of the Item Shop inside of the hotel, and there you will be able to
spot it hanging up on a wall in pretty much plain sight for you. "Stop in the
Turtle's Paradis!" (not a spelling error xP)

4. Yet another one that's very easy to find, and it's not gone forever once you
miss it a certain number of time(s) or if you miss it the first opportunity you
are handed, you must wait almost the whole entire game to regain it. Instead,
it can be found in Cosmo Canyon. A very specific spot of Cosmo Canyon, though.
Where, you ask? Well, I guess I'll quit this stupid and pitiful attempt at
adding any suspense to this and tell you: it's in the Tiger Lily Weapons/Armor
shop. To get to the Tiger Lily shop you must use the path that is behind
Bugenhagen's.

5. Not too far at all from the last flyer you got, which was also in Cosmo
Canyon. This one can be located in the same ancient city of the canyon. But,
you just have to walk a small bit to the inn, where it's easily located.

6. Well, this is in quite an obvious spot, from probably where you'll start
this quest. You know from the beginning when I told you that the quest starts
at a pub named Turtle's Paradise in the tourist attraction city of Wutai (more
like a town, but you get the picture)? Well, this flyer is found right next
door to the Turtle's Paradise bar, and then go into the basement there and it's
hung on the wall. Now with this flyer, it brings your probably-game-long quest
to an end.

```
================================================================================
               ----------------------------------------------------
               .:'*':.    18. Costa del Sol Revisited    .:'*':.        #SR8C
               ----------------------------------------------------
================================================================================
```

There are many things that you are able to do when you revisit the hot city of
Costa del Sol (and by hot, I mean it in two ways *wink, wink*). And this
section is dedicated to explaining those things to do to you. So without any
further ado, shall we begin?

```
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
                        1. Tropical Resort for Sale!
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
```

Yep, you heard it correctly. In Costa del Sol, not only is the hottest and
hippest place to be in all of Final Fantasy VII, but you can also go back there
and purchase a tropical resort there. Yeah, it sounds all good a peachy, but
there are more downsides to it than upsides, sadly enough. The only good part
about it is what I've already mentioned, and the down part is what I've failed
to mention thus far, and that is the following things: it costs 300000 Gil
which is a biblical waste of your cash, and all you can do with it is rest, and

not something good like doing Tifa or something... There is just another small
plus, and that's that there's items in the resort. In the basement to be more
specific and exact. But, you do *not* need to relieve that colossal amount of
money to get them. Instead, just barge right in and take them, and only buy
the resort if you really want to, and you have enough Gil to spare. But, I
suggest that you save all of that Gil for Chocobo Breeding, in which you'll be
spending in the millions of Gils. That would be smarter than this.

```
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
                    2. The Sun Coast Weapons Seller
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
```

Well, more than likely you have already seen and maybe bought some weapons from
this guy in the past, but now, he has some even better weapons up for sale. The
basic reasoning he gives for this, is in his last days of his life, he's become
bitter and wants to kill all in his power. Sick son of a bitch! Although, this
does work to your advantageous needs, since he sells even better weapons for a
fair amount of Gil, too.

```
===============================================================================
              --------------------------------------------------
              .:'*':.      19. Midgar Key to City      .:'*':.          #SS9M
              --------------------------------------------------
===============================================================================
```

Once you get the Highwind airship, or maybe you just travel by foot because
you want the game to take hours longer (no idea why you'd do that besides
idiocy), you should also go back to Midgar. There's a man outside the outer
perimeter gates of the biggest city in the Final Fantasy VII world, Midgar.
If you speak to him, you have the ever so shortest conversation with him and he
is saying how he must've dropped the Keys to the City of Midgar at the
excavation site at Bone Village (which as you already know is pretty far North
on the World Map). So, at this point, any person with at least an ass for brain
could at least guess that you're going to have to fly back up there to get the
Key to the City (and that little prick isn't getting his keys back ever again
because it's in our hands now. Finders keepers, losers go iceskate with
scissors).

Now once you're there, you'll definitely be remembering how annoyed you were
when you were first here searching for Lunar Harp the first time. But, this is
much easier to find than it was to excavate the Lunar Harp. Now, once you're
there, go up to the main guy there who sets up everything like last time. You
must tell him that you are in search of Normal Treasure. Now, set them to blow
and dig up the ladder near the top area. The next morning you should open up
the chest and you should now be in possession of the Key to Sector 5. At this
point in the game, you'll now be able to move from and about the city at your
leisure. Now, let's name some of the things that you are now enabled to to back
and pick up/do now that you have Midgar's key.

1. For one thing, do you remember in the Turtle's Paradise Flyers section when
I mentioned the first flyer you can obtain? Well, if you had missed that at
that point, now is the time that you can actually go back and muster it from
the guy's house in the Sector 5 vicinity. Don't worry, it's not like this is
the last time and only time you can do this, since you permanently have the
key, thus granting you infinite access to the city.

2. Now, you cannot ever forget the things there is to do in Wall Market. Now,
it isn't too much, mind you, but it's still enough to mention. First thing to
do in this semi-bustling area is to pay a little visit to the Weapon Shop and
speak with the owner. He now reveals that he has another good item in stock,

but, with most good items in this game, the price is almost a tad unreasonable.
The precise price of this item is 129000 Gil, and the name of it is the Sneak
Gloves. The major advantage and addition this item gives is that it allows you
to pilfer items from enemies with ease. This is the only location in the whole
entire game that you can attain this nice, useful piece of equipment. Though,
you don't have to get it right away, like it's going to disappear if you do not
purchase it immediately, so do not fret over that.

3. The final thing that you can do here that is really somewhat pertinent to
the game itself is obtaining Tifa's ultimate weapon, the Premium Heart. Now...
Ok, for the Premium Heart weapon, you must also be in Wall Market. Go to the
busted vending machine and put the key to more use there. And for doing all of
this, you have now obtained Tifa's Premium Heart.


```
===============================================================================
                 ----------------------------------------
                 .:'*':.       20. Sleepy Man      .:'*':.              #STOS
                 ----------------------------------------
===============================================================================
```

First, I must divulge the location of this sidequest, where it's taking place.
There will be a small, seemingly useless cave to the East of Junon, in a
mountain side. It's not accessible right away, however. You must either have
a Blue and/or Gold Chocobo to get to it, or much easier is to use your Highwind
airship once you have it. Inside of it, as you probably could have surmised
from the name, there is a sleeping man. Now, you may be thinking this faineant
sluggard couldn't be of any use to you whatsoever. Well, you couldn't be any
more incorrect. Now, apparently he isn't too asleep, since he's able to talk to
you. So, engage in conversation with him, and he'll converse with you some
information. What you'll want to be implicated with is the amount of battles
that you have fought in. What you now should be totally interested in is if
the last two numbers of your total battles fought are equal. Here's a few small
examples: 177, 288, or 399. Or, say if you've bouted in numbers with only two
digits, something like 66 would do just fine also.

The item you'll mainly be seeking for here is the Mythril. For this one, you'll
want to chit-chat with him, but only when the final two numbers of the amount
of times you've battled are odd numbers (ie. 77, 55, etc.). Once you get this
rare item, you do what I've already stated in the Secret Weapon Seller section
of this FAQ. And that is to take the Mythril over to the small house near
Gongaga village (it's an independent weapons dealer), and give him the Mythril.
In exchange for your generosity, he'll let you try your hand at opening one of
the chests in his house - the top or bottom. The bottom gives you a normal item
which isn't really of any particular use to you. But, the top one contains the
Great Gospel Manual for Aeris (guess you should do this before that certain
"moment" mentioned in the walkthrough, huh?). Subsequentially, if you get more
Mythrils and take them to him, you'll simply receive Gold Armlet.

Now, for more little things you may receive from the resting man in the cave.
You could always go to him when the last two numbers of your battle numbers
match up, and that can net you any one of following two items: Ice Ring or a
Bolt Ring, which is an "Item of Sorts". This is no where near as beneficial
as the Mythril is, but I can think of a few good uses for them: 1) Selling for
a decent amount of money; 2) Actually using them in some battles where they
might work to your strategic advantage. Oh, and one more thing (not much to
your interest or of much importance): you can not only learn the amount of
fights you have battled in, but you can even learn some small thing like how
many battles you have run away from (cowardly, hurry, bored, or you knew you'd
be decimated - whichever reason it may be, it's still there, and it will tell
you just how many... exactly).

```
================================================================================
                  ---------------------------------------------
                  .:'*':.       21. Items Listing       .:'*':.          #SU1I
                  ---------------------------------------------
================================================================================

Here in this section I'll be listing down every single item in the whole game
of Final Fantasy VII, and their effects.

No data representation sections will be given due to the different templates
I'll be using to display data for the various types of items. However, if you
are interested in exactly what the effects of Battle Items are, you can check
the data representation enemy attacks in the Enemy Compendium section.


================================================================================
-   BATTLE ITEMS                                                               -
================================================================================


These are simply all of the items that can be used in battle to achieve a
variety of effects.


--------------------------------------------------------------------------------
-   POTION                                                                     -
--------------------------------------------------------------------------------


-> Item's Name: Potion
-> Carrying Capacity: 99

     * Name                       Tar  Type  Elem  Form  PwrCst  %     +Added
     ----------------------------------------------------------------------
     * Potion                     1    MHPr  Res   Fix   100     255


-> Extra Uses: None
-> Shop Locations: Sector 7 Slums (disk 1), Sector 5 Slums, Sector 7 (after
Turks:Reno battle - disk 1), Wall Market, Shinra Headquarters (disk 1), Kalm,
village under Junon, Junon, Shinra Cargo Ship, Costa del Sol, North Corel, Gold
Saucer (Ghost Inn), Corel Prison, Cosmo Canyon, Gongaga, Nibelheim, Mideel
(either in the item shop, or after Ultimate Weapon battle), Bone Village
-> Item Purchase Price: 50
-> Item Sell Price: 25
-> Yielding Enemies: Aero Combatant (Win [8]/Steal [32]/Morph - disk 1), Aps
(Win [8]/Morph), Blood Taste (Morph - disk 1), Blugu (Win [8]/Morph), Capparwire
(Win [8]), Castanets (Win [8]), Ceasar (Win [8]/Morph - disk 1), Chuse Tank
(Win [8]/Steal [32]/Morph - disk 1), Corneo's Lackey (Morph - disk 1), Crawler
(Win [8]), Cripshay (Win [8]/Steal [32]/Morph - disk 1), Custom Sweeper (Win
[8]), Desert Sahagin (Win [8]/Steal [32]), Devil Ride (Win [8]), Elfadunk
(Win [8]), Grangalan Jr.Jr. (Win [8]), Grunt (Win [8]/Morph - disk 1), Guard
Hound (Win [8]/Steal [32]/Morph - disk 1), Hedgehog Pie (Win [8]), Hell House
(Win [8]/Morph), Hell Rider VR2 (Win [8]), Kalm Fang (Win [8]), Kelzmelzer
(Win [8]), Madouge (Win [8]/Morph), Mono Drive (Win [8]), MP (Win [8]/Morph -
disk 1), Proto Machinegun (Morph), Prowler (Win [8]), Rocket Launcher (Morph),
Sahagin (Morph - disk 1), Scotch (Morph - before you beat Scotch), Sweeper
(Morph - disk 1), Vice (Win [8]/Morph), Whole Eater (Steal [32]/Morph - disk
1/3)
-> Found Where: Midgar #1 Mako Reactor (after initially getting off train,
examine both dead soldiers), Midgar #1 Mako Reactor (by Jessie), Aeris' House,
Sector 8 Slums (before boarding train), Shinra Headquarters (x4 in the room
with Sample: HO512 - disk 1), Bone Village (must be excavated), Great Glacier,
Sector 4 Underground, Junon (x6 by getting 30%~39% in televised parade),
```

```
Gold Saucer (get 80 BP in the Battle Square [disk 1 before Tiny Bronco])


--------------------------------------------------------------------------------
-   HI-POTION                                                                  -
--------------------------------------------------------------------------------

-> Item's Name: Hi-Potion
-> Carrying Capacity: 99

    * Name                      Tar  Type  Elem  Form  PwrCst  %    +Added
    ----------------------------------------------------------------------
    * Hi-Potion                 1    MHPr  Res   Fix   500     255

-> Extra Uses: None
-> Shop Locations: Wall Market, Fort Condor, Junon (disk 1), Costa del Sol,
Cosmo Canyon, Gongaga, Nibelheim, Rocket Town, Wutai, Mideel, Bone Village,
Icicle Inn
-> Item Purchase Price: 300
-> Item Sell Price: 150
-> Yielding Enemies: 2-Faced (Win [8]/Morph), Bagnadrana (Win [8]), Bandersnatch
(Win [8]), Bandit (Morph), Beachplug (Win [8]), Bloatfloat (Win [8]/Morph),
Cactuar (Morph - disk 1), Crown Lance (Win [8]), Cuahl (Win [8] - disk 2),
Death Claw (Win [8]/Morph - disk 1), Devil Ride (Steal [32]), Doorbull (Win
[8]/Steal [32]), Dragon Rider (Win [8]/Steal [32] - disk 2), Elfadunk (Steal
[8]), Formula (Win [8]), Golem (Win [8]), Grand Horn (Win [8]/Morph), Grangalan
(Win [8]), Grangalan Jr. (Win [8]), Harpy (Win [8]), Heavy Tank (Win [8]), Heg
(Win [8] - disk 1), Hell Rider VR2 (Steal [32]/Morph), Ice Golem (Win [8]/
Morph), Ironite (Win [2]), Joker (Win [8]), Jumping (Win [8]), Kimara Bug (Win
[8]), Kyuvilduns (Win [8]/Morph), Laser Cannon (Morph - disk 1/2), Levrikon
(Win [8]/Morph), Machine Gun (Morph - disk 1/2), Malldancer (Win [8]), Mu
(Win [8]), Nerosuferoth (Win [8]), Nibel Wolf (Morph), Razor Weed (Win [8]),
Search Crown (Win [8]/Morph), Slalom (Morph), Slaps (Win [8]), Smogger (Morph -
disk 2), Sonic Speed (Win [8]), Special Combatant (Morph - disk 2), Spiral (Win
[8]), Stinger (Win [8] - disk 1), Thunderbird {Win [8]), Trickplay (Win [8]),
Turks:Rude (Win [8] - Rocket Town [before you beat Rude]), Valron [Win [8]/
Morph), Velcher Task (Win [8]), Wind Wing (Steal [32] - disk 2), Zemzelett (Win
[8]/Morph)
-> Found Where: Sector 4, Midgar Train (while making your way to the front,
speak to a man in the second cart; select the first answer), Mythril Mines,
Fort Condor (x5 per battle for winning 5th and 6th battles [before and after
first visit to Cosmo Canyon when the Buggy crashes down before Cosmo Canyon],
The Crater Whirlwind Maze (speak to a Sephiroth clone)


--------------------------------------------------------------------------------
-   X-POTION                                                                   -
--------------------------------------------------------------------------------

-> Item's Name: X-Potion
-> Carrying Capacity: 99

    * Name                      Tar  Type  Elem  Form  PwrCst  %    +Added
    ----------------------------------------------------------------------
    * X-Potion                  1    MHPr  Res   Prop  -       255  (1)

(1) restore by 100% MaxHP

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
```

-> Yielding Enemies: Bandit (Steal [32]), Bizarre Bug (Win [100%]), Bullmotor (Steal [32] - disk 1), Death Dealer (Win [8]), Diver Nest (Win [2]), Dragon Zombie (Win [2]), Eagle Gun (Win [100%] - disk 2), Edgehead (Win [8]), Gargoyle (Win [8]/Steal [32]), Gorkii (Win [100%]), King Behemoth (Win [32]), Magnade (Win [8]), Manhole (Win [8] - disk 2), Pollensalta (Win [8]), Midgar Zolom (Morph), Custom Sweeper (Morph), Gremlin (Morph - disk 2), Ironite (Morph - disk 2), Malldancer (Morph), Marine (Morph - disk 1), Poodler (Win [8]), Rilfsak (Win [8]), Roulette Cannon (Win [100%] - disk 2+), Scissors (Win [8]), SOLDIER: 2nd (Win [8] - disk 2+), Spiral (Steal [32]), Turks:Rude (Win [100%] - Gongaga), Zolokalter (Win [8] - disk 2)
-> Found Where: Gold Saucer (Wonder Square), Fort Condor (x5 per battle after winning 10th and 11th battles [after taking a nap at City of the Ancients]), Cave of the Gi, Icicle Inn, North Crater

----
-    ETHER   -

-> Item's Name: Ether
-> Carrying Capacity: 99

```
    * Name                      Tar  Type  Elem  Form  PwrCst  %    +Added
    -------------------------------------------------------------------
    * Ether                     1    MMPr  Res   Fix   100     255
```

-> Extra Uses: None
-> Shop Locations: Fort Condor, Costa del Sol, Gold Saucer (Ghost Inn), Cosmo Canyon, Rocket Town, Mideel (after Ultimate Weapon battle), Bone Village, Wutai
-> Item Purchase Price: 1500
-> Item Sell Price: 750
-> Yielding Enemies: Ark Dragon (Win [8]/Steal [32]), Crazy Saw (Win [8] - disk 2) Mono Drive (Win [2]/Morph - disk 1 before #5 Mako Reactor), Bull Motor (Win [8] - disk 1), Capparwire (Steal [8]), Crysales (Win [8]), Deenglow (Steal [32] - disk 1), Gighee (Win [8]), Head Hunter (Win [8]), Hedgehog Pie (Steal [32]/ Morph - disk 1/3), Hungry (Win [8]), Kalm Fang (Steal [8]), Killbin (Win [8] - disk 2), Land Worm (Win [8] - disk 1), Levrikon (Steal [8]), Mandragora (Morph), Prowler (Steal [32]), Scissors (Steal [32]), Scrutin Eye (Win [2]/Steal [32] - disk 1), Shred (Win [2]), Sonic Speed (Steal [8]), Stinger (Steal [8] - disk 1), Turks:Reno (Win [100%] - Sector 7 Plate Support), Twin Brain (Win [8]/Steal [32]), Zenene (Win [8] - disk 1/2), Ghost (Morph - disk 1)
-> Found Where: Sector 7 Slums (Beginner's Hall - only before #5 Mako Reactor]), Sector 4 Underground, Don Corneo's Mansion (basement with Tifa), Aeris' Garden, Kalm (x3 - inside drawer in the Inn, then two others in random houses [open up drawers]), Mythril Mines, Cave of the Gi (x2), The Crater Whirlwind Maze (disk 2), Junon (x6 by getting 40%~49% in televised parade), Bone Village (must be excavated), Fort Condor (after winning 2nd battle [after Bottomswell battle]), North Corel (in a house in a pot)

-    TURBO ETHER   -

-> Item's Name: Turbo Ether
-> Carrying Capacity: 99

```
    * Name                      Tar  Type  Elem  Form  PwrCst  %    +Added
    -------------------------------------------------------------------
    * Turbo Ether               1    MMPr  Res   Prop  -       255  (1)
```

(1) restore by 100% MaxMP

```
  -> Extra Uses: None
  -> Shop Locations: None
  -> Item Purchase Price: None
  -> Item Sell Price: 1
  -> Yielding Enemies: Ancient Dragon (Win [8] - disk 1), Armored Golem (Steal
  [32]), Beachplug (Morph), Bullmotor (Morph - disk 1), Crazy Saw (Morph - disk
  2), Death Dealer (Steal [32]), Golem (Steal [8]), Jersey (Win [8]/Steal [32]),
  Killbin (Steal [32] - disk 2), Land Worm (Steal [8]), Magic Pot (Win [100%]),
  Mover (Win [100%]/Steal [32]), Poodler (Steal [32] - disk 2+), Scrutin Eye
  (Morph - disk 1), Search Crown (Steal [8]), Sea Worm (Win [8]), Shadow Maker
  (Win [100%] - disk 2), Shake (Win [100%]), Tonberry (Steal [8] - disk 2+),
  Twin Brain (Morph), XCannon (Win [8] - disk 2)
  -> Found Where: Sector 5 Slums (don't take the money from the hidden drawer in
  the sleeping child's room, then come back in disk 2/3 and speak with the
  child), Fort Condor (x3 after winning 8th and 9th battle [after obtaining the
  Keystone]), Cave of the Gi, Nibelheim (speak to a Sephiroth clone inside),
  Bone Village (must be excavated), North Crater


  --------------------------------------------------------------------------------
  -   ELIXIR                                                                     -
  --------------------------------------------------------------------------------


  -> Item's Name: Elixir
  -> Carrying Capacity: 99


      * Name                      Tar  Type  Elem  Form  PwrCst  %    +Added
      ----------------------------------------------------------------------
      * Elixir                    1    P/HMPr Res   Reco  -       I


  -> Extra Uses: None
  -> Shop Locations: None
  -> Item Purchase Price: None
  -> Item Sell Price: 1
  -> Yielding Enemies: Dark Dragon (Win [8]), Gighee (Steal [8]), Harpy (Morph),
  Iron Man (Steal [8] - past point of no return), Master Tonberry (Steal [32]),
  Staniv (Win [100%]), Tonberry (Morph - disk 2+), Turks:Reno (Win [100%] -
  Midgar Raid), Turks:Rude (Win [100%] - Sunken Gelnika before Midgar Raid),
  Turks:Rude (Win [100%] - Midgar Raid), Vlakorados (Morph)
  -> Found Where: Shinra Headquarters (x2 [one if you guess Mayor Domino's
  password on second try] - disk 1), Mythril Mines, Fort Condor (x3 after winning
  13th battle [beginning of disk 2], and x3 after winning 19th battle [only
  before Tifa goes to see Cloud in Mideel]), Nibelheim (speak to one of the
  Sephiroth clones - disk 1), Mt. Nibel (there is a hidden path in the wall in
  the an area after Materia Keeper), City of the Anicents, Gaea's Cliff (disk 2),
  Mideel (in a house [only before Ultimate Weapon]), Midgar (x3 - disk 2),
  Sunken Gelnika, Bone Village (must be excavated), Great Glacier (if when the
  message telling you you received Elixir shows up you do not press O but instead
  leave the cave and come back, you can receive an infinite amount), North Crater


  --------------------------------------------------------------------------------
  -   MEGALIXIR                                                                  -
  --------------------------------------------------------------------------------


  -> Item's Name: Megalixir
  -> Carrying Capacity: 99


      * Name                      Tar  Type  Elem  Form  PwrCst  %    +Added
      ----------------------------------------------------------------------
      * Megalixir                 A*   P/HMPr Res   Reco  -       I
```

```
-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Master Tonberry (Win [8])
-> Found Where: Temple of the Ancients (Room VIII in the clock room [must win
a battle inside a treasure chest] - disk 1), Corral Valley Cave, Gaea's Cliff
(disk 2), Midgar Underground (disk 2), Sunken Gelnika, Ancient Forest (cave
where you obtain Cloud's Apocalypse), Bone Village (must be excavated), Fort
Condor (after winning 4th battle [only after Corel Prison]), Gold Saucer
(1.16% prize in the Wonder Square for playing Wonder Catcher - only on the left
side]), Wutai (reward for the Turtle's Paradise sidequest), North Crater (x2)


--------------------------------------------------------------------------------
-   TENT                                                                        -
--------------------------------------------------------------------------------


-> Item's Name: Tent
-> Carrying Capacity: 99

     * Name                      Tar  Type   Elem  Form  PwrCst  %    +Added
     ----------------------------------------------------------------------
      Tent                       AA   P/HMPr Res   Reco  -       I    (1)


(1) only can be used on the World Map or at save points (as such, it is not a
    "true" battle item; however, it does not fit anywhere else)

-> Extra Uses: None
-> Shop Locations: Sector 5, Wall Market, Sector 7 Plate, Kalm, Fort Condor,
village below Junon, Junon, Costa del Sol, Corel Prison, North Corel, Cosmo
Canyon, Gongaga, Nibelheim, Rocket Town, Temple of the Ancients, Mideel, Icicle
Inn, Wutai, Bone Village
-> Item Purchase Price: 500
-> Item Sell Price: 250
-> Yielding Enemies: Bandit (Win [8]), Gremlin (Steal [32] - disk 2), Stilva
(Win [8] - disk 2)
-> Found Where: Sector 4 Underground, Mythril Mines, Mt. Corel (railroad tracks
before the bridge)


--------------------------------------------------------------------------------
-   PHOENIX DOWN                                                                -
--------------------------------------------------------------------------------


-> Item's Name: Phoenix Down
-> Carrying Capacity: 99

     * Name                      Tar  Type   Elem  Form  PwrCst  %    +Added
     ----------------------------------------------------------------------
     * Phoenix Down              1    MHPr   Res   Prop  -       255  (1)(2)
                                                                      (3)


(1) restore by 1/4 MaxHP
(2) remove KO [100%]
(3) 100% miss if target is not under KO or does not absorb Restorative
(4) Death [25%] on targets that absorb Restorative

-> Extra Uses: None
-> Shop Locations: Sector 7 Slums (disk 1), Sector 6 Slums, Wall Market,
Sector 7 Plate (disk 1), Shinra Headquarters (disk 1/3), Kalm, Fort Condor,
```

village below Junon, Junon, Shinra Cargo Ship, Costa del Sol, Gold Saucer
(Ghost Inn), Corel Prison, North Corel, Cosmo Canyon, Gongaga, Nibelheim,
Rocket Town, Temple of the Ancients, Mideel, Bone Village, Wutai
-> Item Purchase Price: 300
-> Item Sell Price: 150
-> Yielding Enemies: Behemoth (Win [32] - disk 2), 2-Faced (Steal [32]),
Adamantaimai (Win[8]), Aps (Win [100%]), Ark Dragon (Win [8]/Morph), Christopher
(Win [8]), Crazy Saw (Win [8] - disk 2), Deenglow (Morph - disk 1), Dorky Face
(Win [8]), Ghost Ship (Win [8]/Steal [32]), Griffin (Win [100%]/Steal [32]/
Morph), Heavy Tank (Steal [32]), Ironite (Steal [8]), Iron Man (Win [8] - past
point of no return), King Behemoth (Steal [32]), Lessaploth (Win [8]/Steal
[32]), Magnade (Steal [32]), Malldancer (Steal [8]), Soul Fire (Win [8] - disk
1; two available); Tail Vault (Win [100%]), Tonberry (Win [8] - disk 2+),
Vargid Police (Win [100%] - disk 1/2), Wind Wing (Win [8]/Morph - disk 2)
-> Found Where: Midgar #1 Mako Reactor, Midgar Train, Don Corneo's Mansion,
Aeris' House, Mt. Corel (x10 - for winning battles against Cokatolis), Gold
Saucer (get 160 BP in the Battle Square [disk 1 before Tiny Bronco], or get 100
BP in the Battle Square [after Tiny Bronco])

-   ANTIDOTE   -

-> Item's Name: Antidote
-> Carrying Capacity: 99

* Name	Tar	Type	Elem	Form	PwrCst	%	+Added
* Antidote	1	-	-	-	-	I	(1)

(1) remove Poison [100%]

-> Extra Uses: None
-> Shop Locations: Sector 7 Slums (disk 1), Sector 5 Slums, Wall Market,
Sector 7 Plate (disk 1), Shinra Headquarters (disk 1/3), Kalm, Fort Condor,
Junon, Costa del Sol, Gold Saucer (Ghost Inn), North Corel, Gongaga, Nibelheim,
Rocket Town, Temple of the Ancients, Mideel, Wutai
-> Item Purchase Price: 80
-> Item Sell Price: 40
-> Yielding Enemies: Blood Taste (Win [8] - disk 1), Brain Pod (Steal [32]),
Kelzmelzer (Steal [32]/Morph), Special Combatant (Win [8] - disk 1), Zolokalter
(Morph)
-> Found Where: N/A

-   SOFT   -

-> Item's Name: Soft
-> Carrying Capacity: 99

* Name	Tar	Type	Elem	Form	PwrCst	%	+Added
* Soft	1	-	-	-	-	I	(1)

(1) remove Petrification [100%], Slow Numb [100%]

-> Extra Uses: None
-> Shop Locations: Costa del Sol (disk 1), Gold Saucer (Ghost Inn), North
Corel, Cosmo Canyon

```
-> Item Purchase Price: 150
-> Item Sell Price: 75
-> Yielding Enemies: Bagrisk (Win [8]/Steal [32]), Bloatfloat (Steal [32]),
Cokatolis (Win [8]/Steal [32]/Morph), Gagighandi (Win [8]/Steal [32]), Needle
Kiss (Steal [32]),
-> Found Where: N/A


-------------------------------------------------------------------------------
-   MAIDEN'S KISS                                                              -
-------------------------------------------------------------------------------


-> Item's Name: Maiden's Kiss
-> Carrying Capacity: 99

    * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
    -----------------------------------------------------------------------
    * Maiden's Kiss           1    -     -     -     -       I    (1)


(1) remove Frog [100%]

-> Extra Uses: None
-> Shop Locations: Gold Saucer (Ghost Inn), North Corel, Cosmo Canyon, Gongaga
-> Item Purchase Price: 150
-> Item Sell Price: 75
-> Yielding Enemies: Touch Me (Win [8])
-> Found Where: N/A


-------------------------------------------------------------------------------
-   CORNUCOPIA                                                                 -
-------------------------------------------------------------------------------


-> Item's Name: Cornucopia
-> Carrying Capacity: 99

    * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
    -----------------------------------------------------------------------
    * Cornucopia              1    -     -     -     -       I    (1)


(1) remove Small [100%]

-> Extra Uses: None
-> Shop Locations: Gold Saucer (Ghost Inn), North Corel, Cosmo Canyon
-> Item Purchase Price: 150
-> Item Sell Price: 75
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------------
-   ECHO SCREEN                                                                -
-------------------------------------------------------------------------------


-> Item's Name: Echo Screen
-> Carrying Capacity: 99

    * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
    -----------------------------------------------------------------------
    * Echo Screen             1    -     -     -     -       I    (1)


(1) remove Silence [100%]
```

```
-> Extra Uses: None
-> Shop Locations: Wall Market, Junon (disk 1), Gold Saucer (Ghost Inn)
-> Item Purchase Price: 100
-> Item Sell Price: 50
-> Yielding Enemies: Armored Golem (Win [8]), Dorky Face (Steal [32]), Eligor
(Win [2] - disk 1), Hammer Blaster (Steal [32] - disk 1/2), Hippogriff (Win
[2]), Malboro (Steal [32]), Thunderbird (Win [8])
-> Found Where: N/A


--------------------------------------------------------------------------------
-   HYPER                                                                       -
--------------------------------------------------------------------------------


-> Item's Name: Hyper
-> Carrying Capacity: 99


      * Name                      Tar  Type  Elem  Form  PwrCst  %    +Added
      --------------------------------------------------------------------
      * Hyper                     1    -     -     -     -       I    (1)


(1) Fury [100%] (if target does not have Sadness), remove Sadness [100%] (if
    target has Sadness)


-> Extra Uses: None
-> Shop Locations: Wall Market, Sector 7 Plate (disk 1), Kalm, Fort Condor,
Junon (disk 1), Costa del Sol, Gold Saucer (Ghost Inn), North Corel, Cosmo
Canyon, Mideel (after Ultimate Weapon battle), Wutai, Bone Village
-> Item Purchase Price: 100
-> Item Sell Price: 50
-> Yielding Enemies: Aps (Steal [8] - before you beat Aps), Corvette (Steal
[8]), Headbomber (Win [2]/Morph - disk 2), Pollensalta (Steal [32]), Skeeskee
(Win [8]/Morph), Slaps (Morph), Sword Dance (Steal [8] - disk 1/2), Sahagin
(Win [8]/Steal [32] - disk 1)
-> Found Where: Don Corneo's Mansion (in his room [before Aps battle])


--------------------------------------------------------------------------------
-   TRANQUILIZER                                                                -
--------------------------------------------------------------------------------


-> Item's Name: Tranquilizer
-> Carrying Capacity: 99


      * Name                      Tar  Type  Elem  Form  PwrCst  %    +Added
      --------------------------------------------------------------------
      * Tranquilizer              1    -     -     -     -       I    (1)


(1) Sadness [100%] (if target does not have Fury), remove Fury [100%] (if
    target has Fury)


-> Extra Uses: None
-> Shop Locations: Wall Market, Sector 7 Plate (disk 1), Kalm, Fort Condor,
Junon (disk 1), Costa del Sol, Gold Saucer (Ghost Inn), North Corel, Cosmo
Canyon, Mideel (after Ultimate Weapon battle), Wutai, Bone Village
-> Item Purchase Price: 100
-> Item Sell Price: 50
-> Yielding Enemies: Ceasar (Win [2]/Steal [8] - disk 1), Cuahl (Steal [32]/
Morph - disk 2), Grenade Combatant (Steal [32] - disk 1/2), Head Bomber (Steal
[63]/Morph - disk 2), Head Hunter (Steal [32]), Mighty Grunt (Win [8]/Steal
[32] - disk 1/2), Razor Weed (Win [8]), Sample: HO512-opt (Win [100%]),
Sculpture (Win [2] - disk 2), Skeeskee (Steal [32]), Vargid Police (Steal [32]/
```

```
Morph - disk 1/2)
-> Found Where: N/A


--------------------------------------------------------------------------------
-   REMEDY                                                                      -
--------------------------------------------------------------------------------

-> Item's Name: Remedy
-> Carrying Capacity: 99

     * Name                        Tar  Type  Elem  Form  PwrCst  %    +Added
     ----------------------------------------------------------------------
     * Remedy                      1    -     -     -     -       I    (1)

(1) remove Darkness [100%], Poison [100%], Silence [100%], Sleep [100%],
    Confusion [100%], Paralysis [100%], Petrification [100%], Berserk [100%],
    Frog [100%], Small [100%], Fury [100%], Sadness [100%], Slow-Numb [100%]

-> Extra Uses: None
-> Shop Locations: Mideel (after Ultimate Weapon battle)
-> Item Purchase Price: 1000
-> Item Sell Price: 500
-> Yielding Enemies: Bagrisk (Morph), Gagighandi (Morph), Gargoyle (Win [8]),
Jayjujayme (Win [8]), Needle Kiss (Morph), Parasite (Win [8]/Steal [32]/Morph),
SOLDIER:2nd (Steal [8]), Touch Me (Morph), Toxic Frog (Morph - disk 1), Under
Lizard (Win [8]/Steal [32]/Morph), Velcher Task (Steal [32]/Morph), Zenene
(Morph - disk 1/2)
-> Found Where: Gold Saucer (get 200 BP in the Battle Square [disk 1 after Tiny
Bronco]), North Crater


--------------------------------------------------------------------------------
-   SMOKE BOMB                                                                  -
--------------------------------------------------------------------------------

-> Item's Name: Smoke Bomb
-> Carrying Capacity: 99

     * Name                        Tar  Type  Elem  Form  PwrCst  %    +Added
     ----------------------------------------------------------------------
     * Smoke Bomb                  A`   -     -     -     -       I    (1)

(1) if certain battle variables (such as a boss battle) do not constrain escape,
    entire party escapes battle

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Edgehead (Win [8]), Gi Spector (Win [8] - disk 1), Hammer
Blaster (Morph - disk 2), Slalom (Steal [8])
-> Found Where: N/A

--------------------------------------------------------------------------------
-   SPEED DRINK                                                                 -
--------------------------------------------------------------------------------

-> Item's Name: Speed Drink
-> Carrying Capacity: 99

     * Name                        Tar  Type  Elem  Form  PwrCst  %    +Added
```

```
     -----------------------------------------------------------------------
      * Speed Drink               1`    -     -     -     -      I    (1)


(1) Haste [100%]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Formula (Morph), Sonic Speed (Morph), Vice (Steal [32])
-> Found Where: N/A


--------------------------------------------------------------------------------
-   HERO DRINK                                                                  -
--------------------------------------------------------------------------------


-> Item's Name: Hero Drink
-> Carrying Capacity: 99

      * Name                      Tar  Type  Elem  Form  PwrCst  %    +Added
     -----------------------------------------------------------------------
      * Hero Drink                1A    -     -     -     -      I    (1)(2)
                                                                      (3)(4)

(1) Add 30% to Def (max = 100%, even if it's used more than four times)
(2) Add 30% to MDf (max = 100%, even if it's used more than four times)
(3) Add 30% to Att (max = 100%, even if it's used more than four times)
(4) Add 30% to MAt (max = 100%, even if it's used more than four times)

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gold Saucer (A Rank Prize in the Chocobo Square), Icicle Inn
(inside a house), North Crater (x2)


--------------------------------------------------------------------------------
-   VACCINE                                                                     -
--------------------------------------------------------------------------------


-> Item's Name: Vaccine
-> Carrying Capacity: 99

      * Name                      Tar  Type  Elem  Form  PwrCst  %    +Added
     -----------------------------------------------------------------------
      * Vaccine                   1     -     -     -     -      I    (1)

(1) Resist [100%]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Dark Dragon (Morph), Dragon Zombie (Morph)
-> Found Where: Icicle Inn (inside a house), North Crater (x2)


--------------------------------------------------------------------------------
-   EYE DROP                                                                    -
--------------------------------------------------------------------------------
```

```
-> Item's Name: Eye Drop
-> Carrying Capacity: 99


   * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
   ----------------------------------------------------------------------
   * Eye Drop                1    -     -     -     -       I    (1)


(1) remove Darkness [100%]


-> Extra Uses: None
-> Shop Locations: Wall Market, Shinra Headquarters (disk 1/2), Kalm, Junon
(disk 1), Costa del Sol
-> Item Purchase Price: 50
-> Item Sell Price: 25
-> Yielding Enemies: Allemagne (Win [100%]/Steal [32]), Battery Cap (Win [8]),
Blood Taste (Steal [32] - disk 1), Blugu (Steal [32]), Marine (Win [100%] -
disk 1), Special Combatant (Steal [32] - disk 1)
-> Found Where: N/A


-------------------------------------------------------------------------------
-   GRENADE                                                                    -
-------------------------------------------------------------------------------


-> Item's Name: Grenade
-> Carrying Capacity: 99


   * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
   ----------------------------------------------------------------------
   * Grenade                 1    Phys  Sht   Item  160     I    (1)


(1) Long Range attack


-> Extra Uses: None
-> Shop Locations: Sector 7 Slums (disk 1), Sector 5 Slums, Sector 7 Plate,
village below Junon
-> Item Purchase Price: 80
-> Item Sell Price: 40
-> Yielding Enemies: Grenade Combatant (Win [8]/Morph - disk 1/2), Grunt (Steal
[8] - disk 1), Mighty Grunt (Steal [8] - disk 1/2), MP (Steal [8] - disk 1),
Sample: HO512-opt (Win [100%] - x1 for every Sample: HO512-opt you kill),
Special Combatant (Win [2] - disk 1), Underwater MP (Win [100%] - disk 2)
-> Found Where: Junon (get less than or equal to 29% in televised parade)


-------------------------------------------------------------------------------
-   SHRAPNEL                                                                   -
-------------------------------------------------------------------------------


-> Item's Name: Shrapnel
-> Carrying Capacity: 99


   * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
   ----------------------------------------------------------------------
   * Shrapnel                A*   Phys  Sht   Item  416     I    (1)


(1) Long Range attack


-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
```

```
-> Item Sell Price: 1
-> Yielding Enemies: Bomb (Win [8]/Morph)
-> Found Where: Gold Saucer (get 320 BP in the Battle Square [disk 1 before
Tiny Bronco])


--------------------------------------------------------------------------------
-   RIGHT ARM                                                                  -
--------------------------------------------------------------------------------

-> Item's Name: Right Arm
-> Carrying Capacity: 99

    * Name                     Tar  Type  Elem  Form  PwrCst  %    +Added
    -----------------------------------------------------------------------
    * Right Arm                A*   Phys  Sht   Item  1600    I    (1)

(1) Long Range attack

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Bomb (Steal [8]), Grenade (Win [8]/Steal [8]/Morph - disk
2)
-> Found Where: Gold Saucer (get 500 BP in the Battle Square [disk 2+])


--------------------------------------------------------------------------------
-   HOURGLASS                                                                  -
--------------------------------------------------------------------------------

-> Item's Name: Hourglass
-> Carrying Capacity: 99

    * Name                     Tar  Type  Elem  Form  PwrCst  %    +Added
    -----------------------------------------------------------------------
    * Hourglass                A    -     -     -     -       I    (1)

(1) Stop [80]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Edgehead (Win [8]), Kimara Bug (Morph)
-> Found Where: N/A


--------------------------------------------------------------------------------
-   KISS OF DEATH                                                              -
--------------------------------------------------------------------------------

-> Item's Name: Kiss of Death
-> Carrying Capacity: 99

    * Name                     Tar  Type  Elem  Form  PwrCst  %    +Added
    -----------------------------------------------------------------------
    * Hourglass                A    -     -     -     -       I    (1)

(1) Death [68]

-> Extra Uses: None
```

```
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Death Dealer (Win [8])
-> Found Where: N/A


-------------------------------------------------------------------------------
-   SPIDER WEB                                                                 -
-------------------------------------------------------------------------------

-> Item's Name: Spider Web
-> Carrying Capacity: 99

     * Name                    Tar  Type  Elem  Form  PwrCst   %    +Added
     ----------------------------------------------------------------------
     * Spider Web              A    -     -     -     -        I    (1)

(1) Slow [100%]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Grashtrike (Win [2]/Steal [32]/Morph - disk 1), Kimara Bug
(Steal [32])
-> Found Where: N/A


-------------------------------------------------------------------------------
-   DREAM POWDER                                                               -
-------------------------------------------------------------------------------

-> Item's Name: Dream Powder
-> Carrying Capacity: 99

     * Name                    Tar  Type  Elem  Form  PwrCst   %    +Added
     ----------------------------------------------------------------------
     * Dream Powder            A    -     -     -     -        I    (1)

(1) Sleep [80]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Crown Lance (Morph), Crysales (Morph)
-> Found Where: N/A


-------------------------------------------------------------------------------
-   MUTE MASK                                                                  -
-------------------------------------------------------------------------------

-> Item's Name: Mute Mask
-> Carrying Capacity: 99

     * Name                    Tar  Type  Elem  Form  PwrCst   %    +Added
     ----------------------------------------------------------------------
     * Mute Mask               A    -     -     -     -        I    (1)

(1) Silence [80]
```

```
-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Bahba Velamyu (Win [8]/Morph), Crazy Saw (Steal [32] -
disk 2), Dorky Face (Morph), Eligor (Morph - disk 1), Garuda (Win [8]),
-> Found Where: N/A


-------------------------------------------------------------------------------
-    WAR GONG                                                                  -
-------------------------------------------------------------------------------


-> Item's Name: War Gong
-> Carrying Capacity: 99


     * Name                       Tar  Type  Elem  Form  PwrCst  %    +Added
     ----------------------------------------------------------------------
     * War Gong                   A    -     -     -     -       I    (1)


(1) Berserk [80] (if used on an enemy), Berserk [100%] (if used on an ally
    character)

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Behemoth (Steal [32] - disk 2), Grand Horn (Win [8])
-> Found Where: N/A


-------------------------------------------------------------------------------
-    LOCO WEED                                                                 -
-------------------------------------------------------------------------------


-> Item's Name: Loco Weed
-> Carrying Capacity: 99


     * Name                       Tar  Type  Elem  Form  PwrCst  %    +Added
     ----------------------------------------------------------------------
     * Loco Weed                  A    -     -     -     -       I    (1)


(1) Confusion [80]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Corvette (Win [8]), Hammer Blaster (Win [8] - disk 1/2),
Razor Weed (Win [8]), SOLDIER:3rd (Win [8] - disk 1), Sword Dance (Win [8] -
disk 1/2)
-> Found Where: N/A


-------------------------------------------------------------------------------
-    FIRE FANG                                                                 -
-------------------------------------------------------------------------------


-> Item's Name: Fire Fang
-> Carrying Capacity: 99


     * Name                       Tar  Type  Elem  Form  PwrCst  %    +Added
     ----------------------------------------------------------------------
```

```
        * Fire Fang              A*   Mag   Fir   Item  960     I

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Dragon (Win [100%]), Land Worm (Morph - disk 1)
-> Found Where: Gold Saucer (A/B/C Rank prize in the Chocobo Square)


--------------------------------------------------------------------------------
-   FIRE VEIL                                                                  -
--------------------------------------------------------------------------------

-> Item's Name: Fire Veil
-> Carrying Capacity: 99

    * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
    ----------------------------------------------------------------------
    * Fire Veil               A*   Mag   Fir   Item  1200    I

-> Extra Uses: None
-> Shop Locations: Wutai
-> Item Purchase Price: 800
-> Item Sell Price: 400
-> Yielding Enemies: Desert Sahagin (Morph), Foulander (Win [8])
-> Found Where: N/A


--------------------------------------------------------------------------------
-   ANTARCTIC WIND                                                             -
--------------------------------------------------------------------------------

-> Item's Name: Antarctic Wind
-> Carrying Capacity: 99

    * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
    ----------------------------------------------------------------------
    * Antarctic Wind          A*   Mag   Ice   Item  1200    I

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Jumping (Morph)
-> Found Where: N/A


--------------------------------------------------------------------------------
-   ICE CRYSTAL                                                                -
--------------------------------------------------------------------------------

-> Item's Name: Ice Crystal
-> Carrying Capacity: 99

    * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
    ----------------------------------------------------------------------
    * Ice Crystal             A*   Mag   Ice   Item  2076    I

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
```

```
-> Yielding Enemies: Bandersnatch (Morph), Garuda (Win [8]), Snow (Win [8])
-> Found Where: N/A


-------------------------------------------------------------------------
-   BOLT PLUME                                                          -
-------------------------------------------------------------------------

-> Item's Name: Bolt Plume
-> Carrying Capacity: 99

    * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
    ---------------------------------------------------------------------
    * Bolt Plume              A*   Mag   Lit   Item  416     I

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Garuda (Win [8]), Needle Kiss (Win [8]), SOLDIER:3rd
(Morph - disk 1), Thunderbird (Win [8]/Steal [32])
-> Found Where: N/A


-------------------------------------------------------------------------
-   SWIFT BOLT                                                          -
-------------------------------------------------------------------------

-> Item's Name: Swift Bolt
-> Carrying Capacity: 99

    * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
    ---------------------------------------------------------------------
    * Swift Bolt              A*   Mag   Lit   Item  1200    I

-> Extra Uses: None
-> Shop Locations: Wutai
-> Item Purchase Price: 800
-> Item Sell Price: 400
-> Yielding Enemies: Thunderbird (Morph)
-> Found Where: N/A


-------------------------------------------------------------------------
-   EARTH DRUM                                                          -
-------------------------------------------------------------------------

-> Item's Name: Earth Drum
-> Carrying Capacity: 99

    * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
    ---------------------------------------------------------------------
    * Earth Drum              A*   Mag   Eth   Item  640     I

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Christopher (Steal [8]), Flower Prong (Win [8]), Screamer
(Win [8])
-> Found Where: N/A


-------------------------------------------------------------------------
```

```
-   EARTH MALLET                                                             -
--------------------------------------------------------------------------------


-> Item's Name: Earth Mallet
-> Carrying Capacity: 99

     * Name                    Tar  Type  Elem  Form  PwrCst  %     +Added
     ------------------------------------------------------------------------
     * Earth Mallet            A*   Mag   Eth   Item  2560    I

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Gigas (Win [8] - disk 2/only during Whirlwind Maze)
-> Found Where: N/A


--------------------------------------------------------------------------------
-   DEADLY WASTE                                                             -
--------------------------------------------------------------------------------


-> Item's Name: Deadly Waste
-> Carrying Capacity: 99

     * Name                    Tar  Type  Elem  Form  PwrCst  %     +Added
     ------------------------------------------------------------------------
     * Deadly Waste            A*   Mag   Psn   Item  960     I     (1)

(1) Poison [20]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Brain Pod (Win [8]/Morph - disk 1/2), Jayjujayme (Win [8]),
Slalom (Win [8]), Smogger (Win [8] - disk 1), Zenene (Steal [32] - disk 1/2)
-> Found Where: N/A


--------------------------------------------------------------------------------
-   M-TENTACLES                                                              -
--------------------------------------------------------------------------------


-> Item's Name: M-Tentacles
-> Carrying Capacity: 99

     * Name                    Tar  Type  Elem  Form  PwrCst  %     +Added
     ------------------------------------------------------------------------
     * M-Tentacles             A*   Mag   Psn   Item  2400    I     (1)

(1) Poison [48]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Malboro (Win [100%]/Steal [32], Sneaky Step (Win [8] -
disk 1)
-> Found Where: N/A


--------------------------------------------------------------------------------
```

```
 -   STARDUST                                                               -
-------------------------------------------------------------------------------

-> Item's Name: Stardust
-> Carrying Capacity: 99

      * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
      ------------------------------------------------------------------------
      * Stardust                 R    Mag   -     Item  1120    I    (1)

(1) 4 random hits to random targets (any combination of targets) - each hit
    uses the power constant

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Behemoth (Win [8] - disk 2), Serpent (Win [8])
-> Found Where: Gold Saucer (get 8000 BP in the Battle Square [disk 2+])


-------------------------------------------------------------------------------
-   VAMPIRE FANG                                                            -
-------------------------------------------------------------------------------

-> Item's Name: Vampire Fang
-> Carrying Capacity: 99

      * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
      ------------------------------------------------------------------------
      * Vampire Fang             1    MgAb  -     Item  192     I

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Black Bat (Win [8]/Morph), Evilhead (Win [8] - disk 2)
-> Found Where: N/A


-------------------------------------------------------------------------------
-   GHOST HAND                                                              -
-------------------------------------------------------------------------------

-> Item's Name: Ghost Hand
-> Carrying Capacity: 99

      * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
      ------------------------------------------------------------------------
      * Vampire Fang             1    MMAb  -     Item  32      I

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Ghost (Win [2]/Steal [32] - disk 1), Gi Spector (Morph -
disk 1), Sneaky Step (Morph - disk 1)
-> Found Where: N/A


-------------------------------------------------------------------------------
-   VAGYRISK CLAW                                                           -
-------------------------------------------------------------------------------
```

```
-> Item's Name: Vagyrisk Claw
-> Carrying Capacity: 99

    * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
    --------------------------------------------------------------------
    * Vampire Fang            1    -     -     -     -       I    (1)

(1) Petrification [68]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: CMD. Grand Horn (Win [100%] - disk 1/1st, 2nd, 3rd battles
at Fort Condor), Bagyrisk (Steal [8] - only before Stealer is Lv77)
-> Found Where: N/A


--------------------------------------------------------------------------------
-   LIGHT CURTAIN                                                               -
--------------------------------------------------------------------------------

-> Item's Name: Light Curtain
-> Carrying Capacity: 99

    * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
    --------------------------------------------------------------------
    * Light Curtain           A    -     -     -     -       I    (1)

(1) Barrier [100%]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Corvette (Morph), Garuda (Win [8]), Sword Dance (Morph -
disk 1), Unknown (Win [2])
-> Found Where: N/A


--------------------------------------------------------------------------------
-   LUNAR CURTAIN                                                               -
--------------------------------------------------------------------------------

-> Item's Name: Lunar Curtain
-> Carrying Capacity: 99

    * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
    --------------------------------------------------------------------
    * Lunar Curtain           A    -     -     -     -       I    (1)

(1) Magic Barrier [100%]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Foulander (Win [8]), Unknown 2 (Win [2])
-> Found Where: N/A


--------------------------------------------------------------------------------
```

```
-    MIRROR                                                                -
--------------------------------------------------------------------------------


-> Item's Name: Mirror
-> Carrying Capacity: 99

     * Name                     Tar  Type  Elem  Form  PwrCst  %    +Added
     -----------------------------------------------------------------------
     * Mirror                   A    -     -     -     -       I    (1)


(1) Reflect [100%]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Mirage (Win [8])
-> Found Where: N/A


--------------------------------------------------------------------------------
-    HOLY TORCH                                                            -
--------------------------------------------------------------------------------


-> Item's Name: Holy Torch
-> Carrying Capacity: 99

     * Name                     Tar  Type  Elem  Form  PwrCst  %    +Added
     -----------------------------------------------------------------------
     * Holy Torch               A    -     -     -     -       I    (1)


(1) remove Slow [100%], Stop [100%], Haste [100%], Regen [100%], Barrier
    [100%], Magic Barrier [100%], Reflect [100%], Shield [100%]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Evilhead (Morph - disk 2), Stilva (Morph - disk 2),
Uknown 3 (Win [2])
-> Found Where: N/A


--------------------------------------------------------------------------------
-    BIRD WING                                                             -
--------------------------------------------------------------------------------


-> Item's Name: Bird Wing
-> Carrying Capacity: 99

     * Name                     Tar  Type  Elem  Form  PwrCst  %    +Added
     -----------------------------------------------------------------------
     * Bird Wing                A*   Mag   Wnd   Item  1040    I


-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Tonadu (Win [100%]/Steal [63]), Zuu (Win [8]/Steal [32]/
Morph)
-> Found Where: N/A
```

```
--------------------------------------------------------------------------------
-   DRAGON SCALES                                                              -
--------------------------------------------------------------------------------

-> Item's Name: Dragon Scales
-> Carrying Capacity: 99

    * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
    ----------------------------------------------------------------------
    * Dragon Scales           A*   Mag   Wat   Item  3680    I

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Adamantaimai (Win [8]), Sea Worm (Steal [32]/Morph),
Serpent (Win [8])
-> Found Where: Gold Saucer (Lv3 prize in Torpedo Attack in the Wonder Square
[first time only])


--------------------------------------------------------------------------------
-   IMPALER                                                                    -
--------------------------------------------------------------------------------

-> Item's Name: Impaler
-> Carrying Capacity: 99

    * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
    ----------------------------------------------------------------------
    * Impaler                 1    -     -     -     -       I    (1)

(1) Frog [100%]

-> Extra Uses: None
-> Shop Locations: Gongaga
-> Item Purchase Price: 500
-> Item Sell Price: 250
-> Yielding Enemies: Touch Me (Steal [32]), Toxic Frog (Win [8]/Steal [32] -
disk 1)
-> Found Where: N/A


--------------------------------------------------------------------------------
-   SHRIVEL                                                                    -
--------------------------------------------------------------------------------

-> Item's Name: Shrivel
-> Carrying Capacity: 99

    * Name                    Tar  Type  Elem  Form  PwrCst  %    +Added
    ----------------------------------------------------------------------
    * Shrivel                 1    -     -     -     -       I    (1)

(1) Small [100%]

-> Extra Uses: None
-> Shop Locations: Gongaga
-> Item Purchase Price: 500
-> Item Sell Price: 250
-> Yielding Enemies: Gremlin (Win [8]), Grimguard (Win [8]/Steal [32])
-> Found Where: N/A
```

```
--------------------------------------------------------------------------------
-   MOLOTOV                                                                    -
--------------------------------------------------------------------------------

-> Item's Name: Molotov
-> Carrying Capacity: 99

    * Name                     Tar  Type  Elem  Form  PwrCst  %     +Added
    -------------------------------------------------------------------------
    * Molotov                  1    Phys  Fir   Item  400     I     (1)

(1) Long Range attack

-> Extra Uses: None
-> Shop Locations: Costa del Sol (disk 1), North Corel, Gongaga
-> Item Purchase Price: 400
-> Item Sell Price: 200
-> Yielding Enemies: Guard System (Win [2]), Hard Attack (Win [8] - disk 2),
Quick Machine Gun (Win [2])
-> Found Where: N/A


--------------------------------------------------------------------------------
-   S-MINE                                                                     -
--------------------------------------------------------------------------------

-> Item's Name: S-Mine
-> Carrying Capacity: 99

    * Name                     Tar  Type  Elem  Form  PwrCst  %     +Added
    -------------------------------------------------------------------------
    * S-Mine                   1    Phys  Sht   Item  1600    I     (1)

(1) Long Range attack

-> Extra Uses: None
-> Shop Locations: Fort Condor, Costa del Sol, Rocket Town
-> Item Purchase Price: 1000
-> Item Sell Price: 500
-> Yielding Enemies: Attack Squad (Win [8]), Captain (Win [8] - disk 2), Gun
Carrier (Win [8] - disk 2), Submarine Crew (Win [8])
-> Found Where: Gold Saucer (get 3200 BP in the Battle Square [disk 1 after
Tiny Bronco])


--------------------------------------------------------------------------------
-   8-INCH CANNON                                                              -
--------------------------------------------------------------------------------

-> Item's Name: 8-inch Cannon
-> Carrying Capacity: 99

    * Name                     Tar  Type  Elem  Form  PwrCst  %     +Added
    -------------------------------------------------------------------------
    * 8-inch Cannon            1    Phys  Sht   Item  3200    I     (1)

(1) Long Range attack

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
```

```
-> Item Sell Price: 1
-> Yielding Enemies: Attack Squad (Steal [8]), Cromwell (Win [2] - disk 2),
Grosspanzer*Big (Win [100%] - disk 2), Submarine Crew (Steal [8] - disk 2)
-> Found Where: N/A


--------------------------------------------------------------------------------
-   GRAVIBALL                                                                  -
--------------------------------------------------------------------------------

-> Item's Name: Graviball
-> Carrying Capacity: 99

    * Name                      Tar  Type  Elem  Form  PwrCst  %    +Added
    ----------------------------------------------------------------------
    * Graviball                 1    Mag   Grav  Prop  -       255  (1)

(1) Dmg = [target HP x 1/4]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Deenglow (Win [8]), Shadow Maker (Steal [63])
-> Found Where: N/A


--------------------------------------------------------------------------------
-   T/S BOMB                                                                   -
--------------------------------------------------------------------------------

-> Item's Name: T/S Bomb
-> Carrying Capacity: 99

    * Name                      Tar  Type  Elem  Form  PwrCst  %    +Added
    ----------------------------------------------------------------------
    * T/S Bomb                  1    Mag   Grav  Prop  -       255  (1)

(1) Dmg = [target HP x 1/2]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Flapbeat (Win [8]/Steal [32]/Morph)
-> Found Where: Gold Saucer (Lv1 prize in Torpedo Attack in the Wonder Square
[first time only])


--------------------------------------------------------------------------------
-   INK                                                                        -
--------------------------------------------------------------------------------

-> Item's Name: Ink
-> Carrying Capacity: 99

    * Name                      Tar  Type  Elem  Form  PwrCst  %    +Added
    ----------------------------------------------------------------------
    * Ink                       1    -     -     -     -       I    (1)

(1) Darkness [100%]

-> Extra Uses: None
```

```
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Bad Rap (Steal [8])
-> Found Where: Gold Saucer (Underwater Mako Reactor prize in Torpedo Attack in
the Wonder Square [first time only])


-------------------------------------------------------------------------------
-   DAZERS                                                                     -
-------------------------------------------------------------------------------


-> Item's Name: Dazers
-> Carrying Capacity: 99

     * Name                      Tar  Type  Elem  Form  PwrCst  %     +Added
     ---------------------------------------------------------------------
     * Dazers                    1    -     -     -     -       I     (1)


(1) Paralysis [100%]

-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Bad Rap (Win [8]), Battery Cap (Steal [32]), Boundfat
(Win [8]/Steal [32]/Morph)
-> Found Where: N/A


-------------------------------------------------------------------------------
-   DRAGON FANG                                                                -
-------------------------------------------------------------------------------


-> Item's Name: Dragon Fang
-> Carrying Capacity: 2 (99 with W-Item glitch)

     * Name                      Tar  Type  Elem  Form  PwrCst  %     +Added
     ---------------------------------------------------------------------
     * Dragon Fang               A*   Mag   Lit   Item  2400    I


-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Schizo (Left) (Win [100%])
-> Found Where: Gold Saucer (Lv2 prize in Torpedo Attack in the Wonder Square
[first time only])


-------------------------------------------------------------------------------
-   CAULDRON                                                                   -
-------------------------------------------------------------------------------


-> Item's Name: Cauldron
-> Carrying Capacity: 99

     * Name                      Tar  Type  Elem  Form  PwrCst  %     +Added
     ---------------------------------------------------------------------
     * Cauldron                  1    -     -     -     -       I     (1)


(1) Poison [100%], Silence [100%], Sleep [100%], Confusion [100%], Frog [100%],
    Small [100%]
```

```
-> Extra Uses: None
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Dragon Zombie (Win [8]/Steal [32])
-> Found Where: Gold Saucer (Lv4 prize in Torpedo Attack in the Wonder Square
[first time only])


--------------------------------------------------------------------------------
-    SYLKIS GREENS                                                              -
--------------------------------------------------------------------------------


-> Item's Name: Sylkis Greens
-> Carrying Capacity: 99

     * Name                     Tar  Type  Elem  Form  PwrCst  %    +Added
     ----------------------------------------------------------------------
     * Sylkis Greens            1    MHPr  Res   Fix   100     255  (1)(2)

(1) Is Sylkis Greens being used in battle?
    Yes: Is Sylkis Greens being used on a Chocobo?
         Yes: Is Chocobo's HP less than or equal to [(MaxHP / 32) + 1]?
              Yes: Chocobo uses Chocobuckle on last character to use Sylkis
                   Greens on Chocobo
              No: Chocobo is Eating Greens; cannot randomly escape during this
                   time; receives healing effect
         No: Do nothing
(2) No: Modifies Chocobo stats;
        Spd[], Stm[], Int[]

-> Extra Uses: None
-> Shop Locations: Chocobo Sage's House
-> Item Purchase Price: 5000
-> Item Sell Price: 2500
-> Yielding Enemies: N/A
-> Found Where: N/A


--------------------------------------------------------------------------------
-    REAGAN GREENS                                                              -
--------------------------------------------------------------------------------


-> Item's Name: Reagan Greens
-> Carrying Capacity: 99

     * Name                     Tar  Type  Elem  Form  PwrCst  %    +Added
     ----------------------------------------------------------------------
     * Reagan Greens            1    MHPr  Res   Fix   100     255  (1)(2)

(1) Is Reagan Greens being used in battle?
    Yes: Is Reagan Greens being used on a Chocobo?
         Yes: Chocobo is Eating Greens; Chocobo's escape BSV is 8; Chocobo is
              Eating Greens for 8 turns; receives healing effect
         No: Do nothing
(2) No: Modifies Chocobo stats;
        Spd[], Stm[], Int[x]

-> Extra Uses: None
-> Shop Locations: Chocobo Sage's House
-> Item Purchase Price: 3000
```

```
-> Item Sell Price: 1500
-> Yielding Enemies: N/A
-> Found Where: Gold Saucer (get 2000 BP in the Battle Square [disk 2+])

--------------------------------------------------------------------------------
-   MIMETT GREENS                                                              -
--------------------------------------------------------------------------------

-> Item's Name: Mimett Greens
-> Carrying Capacity: 99

     * Name                       Tar   Type  Elem  Form  PwrCst  %    +Added
     -------------------------------------------------------------------------
     * Mimett Greens              1     MHPr  Res   Fix   100     255  (1)(2)

(1) Is Mimett Greens being used in battle?
    Yes: Is Mimett Greens being used on a Chocobo?
         Yes: Is Chocobo's HP less than or equal to [(MaxHP / 32) + 1]?
              Yes: Chocobo uses Chocobuckle on last character to use Mimett
                   Greens on Chocobo
              No: Chocobo is Eating Greens; cannot randomly escape during this
                   time; receives healing effect
         No: Do nothing
(2) No: Modifies Chocobo stats;
        Spd[], Stm[], Int[x]

-> Extra Uses: None
-> Shop Locations: Chocobo Ranch
-> Item Purchase Price: 1500
-> Item Sell Price: 750
-> Yielding Enemies: N/A
-> Found Where: Gold Saucer (get 1280 BP in the Battle Square [disk 1 before
Tiny Bronco])

--------------------------------------------------------------------------------
-   CURIEL GREENS                                                              -
--------------------------------------------------------------------------------

-> Item's Name: Curiel Greens
-> Carrying Capacity: 99

     * Name                       Tar   Type  Elem  Form  PwrCst  %    +Added
     -------------------------------------------------------------------------
     * Curiel Greens              1     MHPr  Res   Fix   100     255  (1)(2)

(1) Is Curiel Greens being used in battle?
    Yes: Is Curiel Greens being used on a Chocobo?
         Yes: Chocobo is Eating Greens; cannot escape during this time; Chocobo
              is Eating Greens for 5 turns; receives healing effect
         No: Do nothing
(2) No: Modifies Chocobo stats;
        Spd[], Stm[], Int[x]

-> Extra Uses: None
-> Shop Locations: Chocobo Ranch
-> Item Purchase Price: 1000
-> Item Sell Price: 500
-> Yielding Enemies: N/A
-> Found Where: N/A
```

```
 --------------------------------------------------------------------------------
 -    PAHSANA GREENS                                                             -
 --------------------------------------------------------------------------------

 -> Item's Name: Pahsana Greens
 -> Carrying Capacity: 99

      * Name                       Tar  Type  Elem  Form  PwrCst  %     +Added
      ----------------------------------------------------------------------
      * Pahsana Greens             1    MHPr  Res   Fix   100     255   (1)(2)

 (1) Is Pahsana Greens being used in battle?
     Yes: Is Pahsana Greens being used on a Chocobo?
         Yes: Chocobo is Eating Greens; Chocobo's escape BSV is 5; receives
               healing effect
         No: Do nothing
 (2) No: Modifies Chocobo stats;
         Spd[x], Stm[x], Int[]

 -> Extra Uses: None
 -> Shop Locations: Chocobo Ranch
 -> Item Purchase Price: 800
 -> Item Sell Price: 400
 -> Yielding Enemies: N/A
 -> Found Where: N/A


 --------------------------------------------------------------------------------
 -    TANTAL GREENS                                                              -
 --------------------------------------------------------------------------------

 -> Item's Name: Tantal Greens
 -> Carrying Capacity: 99

      * Name                       Tar  Type  Elem  Form  PwrCst  %     +Added
      ----------------------------------------------------------------------
      * Tantal Greens              1    MHPr  Res   Fix   100     255   (1)(2)

 (1) Is Tantal Greens being used in battle?
     Yes: Is Tantal Greens being used on a Chocobo?
         Yes: Chocobo is Eating Greens; cannot escape during this time; Chocobo
               is Eating Greens for 3 turns; receives healing effect
         No: Do nothing
 (2) No: Modifies Chocobo stats;
         Spd[], Stm[], Int[]

 -> Extra Uses: None
 -> Shop Locations: Chocobo Ranch
 -> Item Purchase Price: 200
 -> Item Sell Price: 100
 -> Yielding Enemies: N/A
 -> Found Where: N/A


 --------------------------------------------------------------------------------
 -    KRAKKA GREENS                                                              -
 --------------------------------------------------------------------------------

 -> Item's Name: Krakka Greens
 -> Carrying Capacity: 99

      * Name                       Tar  Type  Elem  Form  PwrCst  %     +Added
```

```
         --------------------------------------------------------------------
         * Krakka Greens              1    MHPr  Res   Fix   100     255  (1)(2)


(1) Is Krakka Greens being used in battle?
    Yes: Is Krakka Greens being used on a Chocobo?
         Yes: Chocobo is Eating Greens; Chocobo's escape BSV is 3; receives
              healing effect
         No: Do nothing
(2) No: Modifies Chocobo stats;
        Spd[x], Stm[x], Int[]

-> Extra Uses: None
-> Shop Locations: Chocobo Ranch
-> Item Purchase Price: 250
-> Item Sell Price: 125
-> Yielding Enemies: N/A
-> Found Where: N/A


-------------------------------------------------------------------------------
-    GYSAHL GREENS                                                             -
-------------------------------------------------------------------------------


-> Item's Name: Gysahl Greens
-> Carrying Capacity: 99

     * Name                       Tar  Type  Elem  Form  PwrCst  %    +Added
     --------------------------------------------------------------------
     * Gysahl Greens              1    MHPr  Res   Fix   100     255  (1)(2)

(1) Is Gysahl Greens being used in battle?
    Yes: Is Gysahl Greens being used on a Chocobo?
         Yes: Chocobo is Eating Greens; cannot escape during this time; Chocobo
              is Eating Greens for 2 turns; receives healing effect
         No: Do nothing
(2) No: Modifies Chocobo stats;
        Spd[x], Stm[], Int[x]

-> Extra Uses: None
-> Shop Locations: Chocobo Ranch
-> Item Purchase Price: 100
-> Item Sell Price: 50
-> Yielding Enemies: N/A
-> Found Where: N/A


===============================================================================
-    CONSUMABLE ITEMS                                                          -
===============================================================================


Consumable items, in essence, are items that you can use (consume) to your
benefit. The line of demarcation between this set of items and Battle Items is
that these, quite simply, cannot be used in battle.


-------------------------------------------------------------------------------
-    TENT                                                                      -
-------------------------------------------------------------------------------


-> Item's Name: Tent
-> Carrying Capacity: 99

     * Name                       Tar  Type  Elem  Form  PwrCst  %    +Added
```

```
          ----------------------------------------------------------------------
          Tent                        AA  P/HMPr Res   Reco  -      I    (1)


(1) can only be used on the World Map or at Save Points


-> Extra Uses: None
-> Shop Locations: Sector 5, Wall Market, Sector 7 Plate, Kalm, Fort Condor,
village below Junon, Junon, Costa del Sol, Corel Prison, North Corel, Cosmo
Canyon, Gongaga, Nibelheim, Rocket Town, Temple of the Ancients, Mideel, Icicle
Inn, Wutai, Bone Village
-> Item Purchase Price: 500
-> Item Sell Price: 250
-> Yielding Enemies: Bandit (Win [8]), Gremlin (Steal [32] - disk 2), Stilva
(Win [8] - disk 2)
-> Found Where: Sector 4 Underground, Mythril Mines, Mt. Corel (railroad tracks
before the bridge)


--------------------------------------------------------------------------------
-    POWER SOURCE                                                              -
--------------------------------------------------------------------------------


-> Item's Name: Power Source
-> Carrying Capacity: 99
-> Str, Vit, Mag, Spr, Dex, Luck
   +1,  -,   -,   -,   -,   -
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Heavy Tank (Morph), Lifeform-Hojo N (Win [100%]), Screamer
(Morph), Unknown (Morph)
-> Found Where: Junon (random house), Costa del Sol (Resort basement), Mt.
Corel (on the tracks before the bridge), Rocket Town (random house), Wutai
(after obtaining all Turtle's Paradise flyers, speak with the owner), Corral
Valley Cave, Midgar (tunnels - disk 2 [Midgar Raid]), North Crater


--------------------------------------------------------------------------------
-    GUARD SOURCE                                                              -
--------------------------------------------------------------------------------


-> Item's Name: Guard Source
-> Carrying Capacity: 99
-> Str, Vit, Mag, Spr, Dex, Luck
   -,   +1,  -,   -,   -,   -
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Armored Golem (Morph), Bagnadrana (Morph), Dark Nation
(Win [100%]), Maximum Kimaira (Morph - disk 2), Spiral (Morph), Unknown 2
(Morph)
-> Found Where: Kalm (random house inside a cabinet), Junon (Advanced Training
house), City of the Ancients (in a house), Midgar (tunnels - disk 2 [Midgar
Raid]), North Crater


--------------------------------------------------------------------------------
-    MAGIC SOURCE                                                              -
--------------------------------------------------------------------------------


-> Item's Name: Magic Source
-> Carrying Capacity: 99
-> Str, Vit, Mag, Spr, Dex, Luck
```

```
      -,    -,    +1,   -,    -,    -
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: 8 Eye (Morph - disk 1), Unknown 3 (Morph)
-> Found Where: Junon (Advanced Training house), Cosmo Canyon (disk 2+ - area
of the Item Shop where the rope was blocking access to in disk 1), City of the
Ancients (in a house), Midgar (tunnels - disk 2 [Midgar Raid]), North Crater
(x2)


--------------------------------------------------------------------------------
-    MIND SOURCE                                                                -
--------------------------------------------------------------------------------

-> Item's Name: Mind Source
-> Carrying Capacity: 99
-> Str, Vit, Mag, Spr, Dex, Luck
      -,    -,    -,    +1,   -,    -
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Dragon Rider (Morph - disk 2), Killbin (Morph - disk 2),
Serpent (Morph)
-> Found Where: Mythril Mines, Junon (Advanced Training house), Temple of the
Ancients (maze area), Great Glacier, Midgar (tunnels - disk 2 [Midgar Raid]),
North Crater


--------------------------------------------------------------------------------
-    SPEED SOURCE                                                               -
--------------------------------------------------------------------------------

-> Item's Name: Speed Source
-> Carrying Capacity: 99
-> Str, Vit, Mag, Spr, Dex, Luck
      -,    -,    -,    -,    +1,   -
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Poodler (Morph)
-> Found Where: Junon (inn), Gold Saucer (10000+ point prize in G-Bike in the
Wonder Square [first time only]), Gaea's Cliff (disk 2), North Crater


--------------------------------------------------------------------------------
-    LUCK SOURCE                                                                -
--------------------------------------------------------------------------------

-> Item's Name: Luck Source
-> Carrying Capacity: 99
-> Str, Vit, Mag, Spr, Dex, Luck
      -,    -,    -,    -,    -,    +1
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Bad Rap (Morph)
-> Found Where: Junon (inn), Nibelheim (x2 - speak with two Sephiroth clones
[disk 1])


--------------------------------------------------------------------------------
-    ZEIO NUT                                                                   -
--------------------------------------------------------------------------------
```

```
-> Item's Name: Zeio Nut
-> Carrying Capacity: 99
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Goblin (Win [8]/Steal [8])
-> Found Where: N/A
-> Description: A medium for breeding Chocobos and determining the offspring's
statistics


-> Offspring Stat Determination:
    -> Run - [parent's average run]
          - Is Run greater than or equal to Max Run?
            Yes: [Run - 100] until Run is less than Max Run
            No: Run remains the same
    -> Dash - [parent's average dash]
    -> Max Run - 161/256 - [parent's average Max Run]
                 80/256 - [highest parent Max Run + 1/8] (max = 6000)
                 15/256 - [highest parent Max Run - 1/20] (min = 1)
               - Is offspring a Gold Chocobo?
                 Yes: Is Max Run greater than or equal to Max Dash?
                      Yes: [Max Run - 100] until Max Run is less than Max Dash
                      No: Is Max Run less than 4000?
                           Yes: [Max Run + 1000] (even if Max Run > Max Dash)
                           No: Max Run remains the same
                 No: Max Run remains the same
    -> Max Dash - Is offspring a Gold Chocobo and is [parent's average Max Dash]
                  less than 4000?
                  Yes: - 7/16 - Max Dash = 5000
                         2/16 - Max Dash = 5100
                         2/16 - Max Dash = 5200
                         2/16 - Max Dash = 5500
                         1/16 - Max Dash = 5300
                         1/16 - Max Dash = 5400
                         1/16 - Max Dash = 5950,
                                 then,
                                 1/2 - [Max Dash + (Rnd[0..255] / 10)]
                                 1/2 - [Max Dash - (Rnd[0..255] / 10)]
                  No: 201/256 - Max Dash = [parent's average Max Dash]
                       55/256 - [highest parent Max Dash + 1/10] (max = 6000)
    -> Stamina - 175/256 - [highest parent Stamina + 1/20] (max = 9999)
                 81/256 - [parent's average Stamina]
    -> Acceleration - [parent's average Acceleration]
    -> Intelligence - [parent's average Intelligence]
    -> Co-Op - 0
    -> Races Won - 0
    -> Race Times - 0
    -> Gender - 1/2 - Male
                1/2 - Female
    -> Color/Type - Are the parents a Black Chocobo and a Wonderful Chocobo?
                    Yes: 31/32 - Is [parent 1 Races Won + parent 2 races won]
                                 greater than or equal to 12?
                                 Yes: Great Gold Chocobo
                                 No: 1/2 - father's color
                                           1/2 - father's rating
                                           1/2 - mother's rating
                                     1/2 - mother's color
                                           1/2 - father's rating
                                           1/2 - mother's rating
```

```
                              1/32 - Great Gold Chocobo
                    No: 1/2 - father's color
                             1/2 - father's rating
                             1/2 - mother's rating
                         1/2 - mother's color
                             1/2 - father's rating
                             1/2 - mother's rating


-------------------------------------------------------------------------------
-    CAROB NUT                                                                 -
-------------------------------------------------------------------------------

-> Item's Name: Carob Nut
-> Carrying Capacity: 99
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: Vlakorados (Win [32]/Steal [32])
-> Found Where: Gold Saucer (get 500 GP in the Wonder Square)
-> Description: A medium for breeding Chocobos and determining the offspring's
statistics

-> Offspring Stat Determination:
   -> Run - [parent's average run]
         - Is Run greater than or equal to Max Run?
           Yes: [Run - 100] until Run is less than Max Run
           No: Run remains the same
   -> Dash - [parent's average dash]
   -> Max Run - 161/256 - [parent's average Max Run]
                65/256 - [highest parent Max Run - 1/20] (min = 1)
                30/256 - [highest parent Max Run + 1/10] (max = 6000)
             - Is Max Run greater than or equal to Max Dash?
               Yes: [Max Run - 100] until Max Run is less than Max Dash
               No: Max Run remains the same
   -> Max Dash - Is offspring a Black Chocobo and is [parent's average Max Dash]
                 less than 4000?
                Yes: - 7/16 - Max Dash = 4000
                       4/16 - Max Dash = 4200
                       2/16 - Max Dash = 4500
                       1/16 - Max Dash = 4300
                       1/16 - Max Dash = 4400
                       1/16 - Max Dash = 4800
                               then,
                               1/2 - [Max Dash + (Rnd[0..255] / 5)]
                               1/2 - [Max Dash - (Rnd[0..255] / 5)]
                No: 196/256 - Max Dash = [parent's average Max Dash]
                    60/256 - [highest parent Max Dash + 1/10] (max = 6000)
   -> Stamina - 216/256 - [parent's average Stamina]
                50/256 - [highest parent Stamina + 1/20] (max = 9999)
   -> Acceleration - [parent's average Acceleration]
   -> Intelligence - [parent's average Intelligence]
   -> Co-Op - 0
   -> Races Won - 0
   -> Race Times - 0
   -> Gender - 1/2 - Male
               1/2 - Female
   -> Color/Type - Are the parents a Blue Chocobo and a Green Chocobo?
                   Yes: Is [parent 1 Races Won + parent 2 races won] greater
                        than or equal to 9?
                        Yes: 100% - Black Chocobo
```

```
                                 1/2 - Great rating
                                 1/2 - Good rating
                  No: 128/256 - Blue Chocobo
                                 1/2 - Great rating
                                 1/2 - Good rating
                       118/256 - Green Chocobo
                                 1/2 - Great rating
                                 1/2 - Good rating
                        10/256 - Black Chocobo
                                 1/2 - Great rating
                                 1/2 - Good rating
        No: Are the parents both either Great Chocobos or Good
            Chocobos?
            Yes: Is [parent 1 Races Won + parent 2 races won] greater
                 than or equal to 4?
                 Yes: 1/2 - Blue Chocobo
                      1/2 - Green Chocobo
                 No: 118/256 - Chocobo
                      69/256 - Blue Chocobo
                      69/256 - Green Chocobo
            No: Is the first parent either a Great Chocobo or a Good
                Chocobo and is the second parent not either?
                Yes: 3/4 - Offspring is rating of the first parent
                     1/4 - Is [parent 1 Races Won + parent 2 races
                           won] greater than or equal to 4?
                           Yes: 1/2 - Blue Chocobo
                                      Are parent's ratings the same?
                                      Yes: Great rating
                                      No: 1/2 - Great rating
                                          1/2 - Good rating
                                1/2 - Green Chocobo
                                      Are parent's ratings the same?
                                      Yes: Great rating
                                      No: 1/2 - Great rating
                                          1/2 - Good rating
                           No: 118/256 - Yellow Chocobo
                                         Are parent's ratings the
                                         same?
                                         Yes: Great rating
                                         No: 1/2 - Great rating
                                             1/2 - Good rating
                                69/256 - Blue Chocobo
                                         Are parent's ratings the
                                         same?
                                         Yes: Great rating
                                         No: 1/2 - Great rating
                                             1/2 - Good rating
                                69/256 - Green Chocobo
                                         Are parent's ratings the
                                         same?
                                         Yes: Great rating
                                         No: 1/2 - Great rating
                                             1/2 - Good rating
                No: Yellow Chocobo
                    1/2 - father's rating
                    1/2 - mother's rating

--------------------------------------------------------------------------------
-    POROV NUT                                                                  -
--------------------------------------------------------------------------------
```

```
-> Item's Name: Porov Nut
-> Carrying Capacity: 99
-> Shop Locations: Chocobo Sage's House
-> Item Purchase Price: 2000
-> Item Sell Price: 1000
-> Yielding Enemies: None
-> Found Where: N/A
-> Description: A medium for breeding Chocobos and determining the offspring's
statistics


-> Offspring Stat Determination:
   -> Run - [parent's average run]
         - Is Run greater than or equal to Max Run?
           Yes: [Run - 100] until Run is less than Max Run
           No: Run remains the same
   -> Dash - [parent's average Dash]
   -> Max Run - 181/256 - [parent's average Max Run]
                50/256 - [first parent's Max Run + 1/15] (max = 6000)
                       - Is Max Run greater than or equal to Max Dash?
                         Yes: [Max Run - 100] until Max Run is less than Max
                              Dash
                         No: Max Run remains the same
                25/256 - [first parent's Max Run - 1/20] (min = 1)
   -> Max Dash - 186/256 - [parent's average Max Dash]
                  70/256 - [first parent's Max Dash + 1/15] (Max = 6000)
   -> Stamina - 206/256 - [parent's average Stamina]
                 50/256 - [first parent's Stamina + 1/20] (max = 9999)
   -> Acceleration - [parent's average Acceleration]
   -> Intelligence - [parent's average Intelligence]
   -> Co-Op - 0
   -> Races Won - 0
   -> Race Times - 0
   -> Gender - 1/2 - Male
              1/2 - Female
   -> Color/Type - Are the parents a Green Chocobo and a Blue Chocobo?
                 Yes: 3/4 - 1/2 - father's color
                                  1/2 - father's rating
                                  1/2 - mother's rating
                            1/2 - mother's color
                                  1/2 - father's rating
                                  1/2 - mother's rating
                      1/4 - Black Chocobo
                            1/2 - father's rating
                            1/2 - mother's rating
                 No: 1/2 - father's color
                           1/2 - father's rating
                           1/2 - mother's rating
                     1/2 - mother's color
                           1/2 - father's rating
                           1/2 - mother's rating


--------------------------------------------------------------------------------
-   PRAM NUT                                                                    -
--------------------------------------------------------------------------------

-> Item's Name: Pram Nut
-> Carrying Capacity: 99
-> Shop Locations: Chocobo Sage's House
-> Item Purchase Price: 1500
```

```
-> Item Sell Price: 750
-> Yielding Enemies: None
-> Found Where: N/A
-> Description: A medium for breeding Chocobos and determining the offspring's
statistics

-> Offspring Stat Determination:
   -> Run - [parent's average run]
           - Is Run greater than or equal to Max Run?
             Yes: [Run - 100] until Run is less than Max Run
             No: Run remains the same
   -> Dash - [parent's average Dash]
   -> Max Run - 206/256 - [parent's average Max Run]
                50/256 - [first parent's Max Run + 1/18] (max = 6000)
                        - Is Max Run greater than or equal to Max Dash?
                          Yes: [Max Run - 100] until Max Run is less than Max
                               Dash
                          No: Max Run remains the same
   -> Max Dash - 181/256 - [parent's average Max Dash]
                 50/256 - [first parent's Max Dash + 1/18] (max = 6000)
                 25/256 - [first parent's Max Dash - 1/33] (min = 1)
   -> Stamina - 171/256 - [parent's average Stamina]
                50/256 - [first parent's Stamina + 1/18] (max = 9999)
                35/256 - [first parent's Stamina - 1/10] (min = 1)
   -> Acceleration - [parent's average Acceleration]
   -> Intelligence - [parent's average Intelligence]
   -> Co-Op - 0
   -> Races Won - 0
   -> Race Times - 0
   -> Gender - 1/2 - Male
               1/2 - Female
   -> Color/Type - Are the parents a Green Chocobo and a Blue Chocobo?
                   Yes: 1/2 - 1/2 - father's color
                                        1/2 - father's rating
                                        1/2 - mother's rating
                              1/2 - mother's color
                                        1/2 - father's rating
                                        1/2 - mother's rating
                        1/2 - Black Chocobo
                              1/2 - father's rating
                              1/2 - mother's rating
                   No: 1/2 - father's color
                             1/2 - father's rating
                             1/2 - mother's rating
                       1/2 - mother's color
                             1/2 - father's rating
                             1/2 - mother's rating

-------------------------------------------------------------------------------
-   LASAN NUT                                                                  -
-------------------------------------------------------------------------------

-> Item's Name: Lasan Nut
-> Carrying Capacity: 99
-> Shop Locations: Chocobo Ranch
-> Item Purchase Price: 600
-> Item Sell Price: 300
-> Yielding Enemies: Mandragora (Win [8]/Steal [8])
-> Found Where: N/A
-> Description: A medium for breeding Chocobos and determining the offspring's
```

```
statistics

-> Offspring Stat Determination:
   -> Run - [parent's average run]
         - Is Run greater than or equal to Max Run?
            Yes: [Run - 100] until Run is less than Max Run
            No: Run remains the same
   -> Dash - [parent's average Dash]
   -> Max Run - 181/256 - [parent's average Max Run]
                50/256 - [first parent's Max Run + 1/20] (max = 6000)
                         - Is Max Run greater than or equal to Max Dash?
                           Yes: [Max Run - 100] until Max Run is less than Max
                                Dash
                           No: Max Run remains the same
                25/256 - [first parent's Max Run - 1/20] (min = 1)
   -> Max Dash = 181/256 - [parent's average Max Dash]
                  50/256 - [first parent's Max Dash + 1/20] (max = 6000)
                  25/256 - [first parent's Max Dash - 1/20] (min = 1)
   -> Stamina: 181/256 - [parent's average Stamina]
               50/256 - [first parent's Stamina + 1/20] (max = 9999)
               25/256 - [first parent's Stamina - 1/20] (min = 1)
   -> Acceleration - [parent's average Acceleration]
   -> Intelligence - [parent's average Intelligence]
   -> Co-Op - 0
   -> Races Won - 0
   -> Race Times - 0
   -> Gender - 1/2 - Male
               1/2 - Female
   -> Color/Type - Are the parents a Green Chocobo and a Blue Chocobo?
                   Yes: 1/2 - 1/2 - father's color
                                    1/2 - father's rating
                                    1/2 - mother's rating
                              1/2 - mother's color
                                    1/2 - father's rating
                                    1/2 - mother's rating
                        1/2 - Black Chocobo
                              1/2 - father's rating
                              1/2 - mother's rating
                   No: 1/2 - father's color
                             1/2 - father's rating
                             1/2 - mother's rating
                       1/2 - mother's color
                             1/2 - father's rating
                             1/2 - mother's rating

-------------------------------------------------------------------------------
-    SARAHA NUT                                                                -
-------------------------------------------------------------------------------

-> Item's Name: Saraha Nut
-> Carrying Capacity: 99
-> Shop Locations: Chocobo Ranch
-> Item Purchase Price: 400
-> Item Sell Price: 200
-> Yielding Enemies: Spencer (Win [8]/Steal [8])
-> Found Where: N/A
-> Description: A medium for breeding Chocobos and determining the offspring's
statistics

-> Offspring Stat Determination:
```

```
    -> Run - [parent's average run]
            - Is Run greater than or equal to Max Run?
               Yes: [Run - 100] until Run is less than Max Run
               No: Run remains the same
    -> Dash - [parent's average Dash]
    -> Max Run - 26/32 - [parent's average Max Run]
                 3/32 - [first parent's Max Run + 1/33] (max = 6000)
                         - Is Max Run greater than or equal to Max Dash?
                            Yes: [Max Run - 100] until Max Run is less than Max
                                 Dash
                            No: Max Run remains the same
                 3/32 - [first parent's Max Run - 1/33] (min = 1)
    -> Max Dash - 26/32 - [parent's average Max Dash]
                  3/32 - [first parent's Max Dash + 1/33] (max = 6000)
                  3/32 - [first parent's Max Dash - 1/33] (min = 1)
    -> Stamina - 26/32 - [parent's average Stamina]
                 3/32 - [first parent's Stamina + 1/33] (max = 9999)
                 3/32 - [first parent's Stamina - 1/33] (min = 1)
    -> Acceleration - [parent's average Acceleration]
    -> Intelligence - [parent's average Intelligence]
    -> Co-Op - 0
    -> Races Won - 0
    -> Race Times - 0
    -> Gender - 1/2 - Male
                1/2 - Female
    -> Color/Type - Are the parents a Green Chocobo and a Blue Chocobo?
                    Yes: 1/2 - 1/2 - father's color
                                     1/2 - father's rating
                                     1/2 - mother's rating
                               1/2 - mother's color
                                     1/2 - father's rating
                                     1/2 - mother's rating
                         1/2 - Black Chocobo
                                1/2 - father's rating
                                1/2 - mother's rating
                    No: 1/2 - father's color
                              1/2 - father's rating
                              1/2 - mother's rating
                        1/2 - mother's color
                              1/2 - father's rating
                              1/2 - mother's rating


--------------------------------------------------------------------------------
-    LUCHILE NUT                                                               -
--------------------------------------------------------------------------------

-> Item's Name: Luchile Nut
-> Carrying Capacity: 99
-> Shop Locations: Chocobo Ranch
-> Item Purchase Price: 200
-> Item Sell Price: 100
-> Yielding Enemies: Nibel Wolf (Win [8]/Steal [8])
-> Found Where: N/A
-> Description: A medium for breeding Chocobos and determining the offspring's
statistics

-> Offspring Stat Determination:
    -> Run - 1/2 - [parent's average Run]
            1/2 - [parent's average Run - (Rnd[0..255] x 2)] (min = 300)*
          - Is Run greater than or equal to Dash and/or Max Run?
```

```
                  Yes: [Run - 100] until Run is less than Dash and/or Max Run
                  No: Run remains the same
               * - "min" only denotes -base- minimum
      -> Dash - 1/2 - [parent's average Dash]
               1/2 [parent's average Dash - Rnd[0..255]] (min = 300)*
            - Is Dash greater than or equal to Max Dash?
               Yes: [Dash - 100] until Dash is less than Max Dash
               No: Dash remains the same
            * - "min" only denotes -base- minimum
      -> Max Run - 1/2 - [parent's average Max Run]
                  1/2 - [parent's average Max Run - (Rnd[0..255] x 2)]
                        (min = 300)*
               - Is Max Run greater than or equal to Max Dash?
                  Yes: [Max Run - 100] until Max Run is less than Max
                        Dash
                  No: Max Run remains the same
               * - "min" only denotes -base- minimum
      -> Max Dash - 1/2 - [parent's average Max Dash]
                  1/2 - [parent's average Max Dash - Rnd[0..255]] (min = 300)*
                  * - "min" only denotes -base- minimum
      -> Stamina - [parent's average Stamina]
      -> Acceleration - [parent's average Acceleration]
      -> Intelligence - [parent's average Intelligence]
      -> Co-Op - 0
      -> Races Won - 0
      -> Race Times - 0
      -> Gender - 1/2 - Male
                  1/2 - Female
      -> Color/Type - Are the parents a Green Chocobo and a Blue Chocobo?
                     Yes: 3/4 - 1/2 - father's color
                                      1/2 - father's rating
                                      1/2 - mother's rating
                                1/2 - mother's color
                                      1/2 - father's rating
                                      1/2 - mother's rating
                          1/4 - Black Chocobo
                                 1/2 - father's rating
                                 1/2 - mother's rating
                     No: 1/2 - father's color
                                1/2 - father's rating
                                1/2 - mother's rating
                          1/2 - mother's color
                                1/2 - father's rating
                                1/2 - mother's rating


--------------------------------------------------------------------------------
-    PEPIO NUT                                                                  -
--------------------------------------------------------------------------------

-> Item's Name: Pepio Nut
-> Carrying Capacity: 99
-> Shop Locations: Chocobo Ranch
-> Item Purchase Price: 100
-> Item Sell Price: 50
-> Yielding Enemies: Dual Horn (Win [8]/Steal [8])
-> Found Where: N/A
-> Description: A medium for breeding Chocobos and determining the offspring's
statistics

-> Offspring Stat Determination:
```

```
           -> Run - [parent's average Run - (Rnd[1..2] x 100)] (min = 300)*
                - Is Run greater than or equal to Dash and/or Max Run?
                  Yes: [Run - 100] until Run is less than Dash and/or Max Run
                  No: Run remains the same
                * - "min" only denotes -base- minimum
           -> Dash - [parent's average Dash - (Rnd[1..2] x 100)] (min = 300)*
                - Is Dash greater than or equal to Max Dash?
                  Yes: [Dash - 100] until Dash is less than Max Dash
                  No: Dash remains the same
                * - "min" only denotes -base- minimum
           -> Max Run - [parent's average Max Run - (Rnd[1..4] x 100)] (min = 300)*
                    - Is Max Run greater than or equal to Max Dash?
                      Yes: [Max Run - 100] until Max Run is less than Max
                           Dash
                      No: Max Run remains the same
                    * - "min" only denotes -base- minimum
           -> Max Dash - [parent's average Max Dash - (Rnd[1..2] x 100)] (min = 300)*
                    - Is Max Dash less than 4000?
                      Yes: 1/512 - 120/128 - Max Dash remains the same
                                   3/128 - Max Dash = 4300
                                   2/128 - Max Dash = 4200
                                   1/128 - Max Dash = 4000
                                   1/128 - Max Dash = 4100
                                   1/128 - Max Dash = 4500,
                                          then,
                                          Dash = Max Dash,
                                          then, [Dash - Rnd[0..255] - Rnd[0..255] -
                                                Rnd[0..255] - Rnd[0..255] -
                                                Rnd[0..255] - Rnd[0..255]]
                      No: Max Dash remains the same
                    * - "min" only denotes -base- minimum
        -> Stamina [parent's average Stamina - Rnd[0..255]] (min = 1)
        -> Acceleration - [parent's average Acceleration]
        -> Intelligence - [parent's average Intelligence]
        -> Co-Op - 0
        -> Races Won - 0
        -> Race Times - 0
        -> Gender - 1/2 - Male
                    1/2 - Female
        -> Color/Type - Are the parents a Green Chocobo and a Blue Chocobo?
                        Yes: 3/4 - 1/2 - father's color
                                        1/2 - father's rating
                                        1/2 - mother's rating
                                  1/2 - mother's color
                                        1/2 - father's rating
                                        1/2 - mother's rating
                             1/4 - Black Chocobo
                                   1/2 - father's rating
                                   1/2 - mother's rating
                        No: 1/2 - father's color
                                  1/2 - father's rating
                                  1/2 - mother's rating
                            1/2 - mother's color
                                  1/2 - father's rating
                                  1/2 - mother's rating


--------------------------------------------------------------------------------
-   OMNISLASH MANUAL                                                            -
--------------------------------------------------------------------------------
```

```
-> Item's Name: Omnislash Manual
-> Carrying Capacity: 1
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: None
-> Yielding Enemies: None
-> Found Where: Gold Saucer (get 51200 BP in the Battle Square [disk 1]/or get
32000 BP in the Battle Square [disk 2+]
-> Description: This Manual allows Cloud to learn his Level 4 Limit Break,
Omnislash, after learning all other Limit Breaks


-------------------------------------------------------------------------------
-    CATASTROPHE MANUAL                                                        -
-------------------------------------------------------------------------------


-> Item's Name: Catastrophe Manual
-> Carrying Capacity: 1
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: None
-> Yielding Enemies: None
-> Found Where: You must go on back to North Corel after Sephiroth has used
the Black Materia to call forth Meteor. Once in North Corel, you are to go and
talk to the women inside the center home to far Western side of the town. After
you have done that, she will hand over the Catastrophe Limit Break if Barret's
in your party if you stopped the train from crashing into North Corel. If you
did not stop the train from crashing, you can never obtain this.
-> Description: This Manual allows Barret to learn his Level 4 Limit Break,
Catastrophe, after learning all other Limit Breaks


-------------------------------------------------------------------------------
-    FINAL HEAVEN MANUAL                                                       -
-------------------------------------------------------------------------------


-> Item's Name: Final Heaven Manual
-> Carrying Capacity: 1
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: None
-> Yielding Enemies: None
-> Found Where: You must make your way back to the town of Nibelheim and then
go inside Tifa's house. Go to the top floor and then start to play the piano.
The tune you are to play here is Do-Re-Mi-Ti-La-Do-Re-Mi-So-Fa-Do-Re-Do. And in
buttons it is: X,  , Tri, L1+Tri, R1+ , X,  , Tri, R1+X, O, X,  , X. After,
you have Final Heaven. Note: you can also get 1 Gil if you play well from
Tifa's own private stash.
-> Description: This Manual allows Tifa to learn her Level 4 Limit Break,
Final Heaven, after learning all other Limit Breaks


-------------------------------------------------------------------------------
-    GREAT GOSPEL MANUAL                                                       -
-------------------------------------------------------------------------------


-> Item's Name: Great Gospel Manual
-> Carrying Capacity: 1
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: None
-> Yielding Enemies: None
-> Found Where: Getting this Limit Break is a bit more complicated than the
```

others. But still, not TOO hard. What you must do is go over to the cave where
the elderly man is sleeping in a cave near the Junon vicinity. After you have
successfully fought an amount of fights in which the 2 last numbers are the
same, he will give you Mythril, which is used to get the Great Gospel Limit
Break from the box. You cannot learn the Limit after Aeris dies in the City of
the Ancients. Also note that if you open both boxes in the cave, this item is
lost forever, and so are the available Mythrils.
-> Description: This Manual allows Aeris to learn her Level 4 Limit Break,
Great Gospel, after learning all other Limit Breaks

-    COSMO MEMORY MANUAL   -

-> Item's Name: Cosmo Memory Manual
-> Carrying Capacity: 1
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: None
-> Yielding Enemies: Lost Number (Win [100%])
-> Found Where: N/A
-> Description: This Manual allows Red XIII to learn his Level 4 Limit Break,
Cosmo Memory, after learning all other Limit Breaks

-    ALL CREATION MANUAL   -

-> Item's Name: All Creation Manual
-> Carrying Capacity: 1
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: None
-> Yielding Enemies: Godo (Win [100%] - only before Midgar Raid)
-> Found Where: N/A
-> Description: This Manual allows Yuffie to learn her Level 4 Limit Break,
All Creation, after learning all other Limit Breaks

-    HIGHWIND MANUAL   -

-> Item's Name: Highwind Manual
-> Carrying Capacity: 1
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: None
-> Yielding Enemies: None
-> Found Where: The only requirement you need to fulfill before you can go
about obtaining this Lv4 Limit Break is to have the submarine. Now, at this
point you probably already know where I'm heading with this. You must head down
and have a look see in the cargo area of the sunken Gelnika ship. It'll be in
the room where you fight the Turks (considering you're doing this before the
Midgar Raid - if not, you will not fight the Turks in this area). I also
recommend avoiding Emerald Weapon while in the sub, unless you're fully
prepared to take it head on.
-> Description: This Manual allows Cid to learn his Level 4 Limit Break,
Highwind, after learning all other Limit Breaks

```
-    CHAOS MANUAL                                                              -
-------------------------------------------------------------------------------

-> Item's Name: Chaos Manual
-> Carrying Capacity: 1
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: None
-> Yielding Enemies: None
-> Found Where: All right, the main time to get this is during Disk 2. You
must have one of two things. One of them is a Green Chocobo, and the other is
the submarine. I suggest using the submarine, as you'll more than likely be
getting that first. Conversely, when Green Chocobo is used, it gets the job
done quicker and easier, so it's ultimately your choice. Anyway, with the Green
Chocobo, load it onto the Highwind airship and go to Nibelheim. From here,
cross over the great mountains with your Chocobo. Now, keep riding and you'll
eventually find a waterfall. Have Vincent in your party and then enter it, and
then see Lucrecia. This, unlike Jenova, is Sephiroth's actual real mom. Now,
leave, and fight around outside for ten or more battles (never got the exact
amount). Then, go inside and she's gone, but now you can get the Chaos Manual.
Also, with the submarine, head to the Junon docking area first, and then head
down underwater. Now, swim to the West continent. As you hug the left side, you
shall eventually reach a niche between the West and North portions of land.
Take it through to the end and then make your way out of the water. From here,
go in the cave, meet Lucrecia, leave and fight the battles, enter again and
obtain your desired Chaos Manual.
-> Description: This Manual allows Vincent to learn his Level 4 Limit Break,
Chaos, after learning all other Limit Breaks


-------------------------------------------------------------------------------
-    GUIDE BOOK                                                                -
-------------------------------------------------------------------------------

-> Item's Name: Guide Book
-> Carrying Capacity: 99
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: 1
-> Yielding Enemies: None
-> Found Where: North Crater (first area)
-> Description: Trade to the Kalm Traveler for Underwater Materia (only can be
traded for this once, although you may Morph infinite)


-------------------------------------------------------------------------------
-    BATTERY                                                                   -
-------------------------------------------------------------------------------

-> Item's Name: Battery
-> Carrying Capacity: 3
-> Shop Locations: Wall Market (after Sector 7 Plate - you have to buy them to
progress the story; if you're doing a perfect game and wish to keep 1, then
don't use the final Battery on the chest with Ether [the other two will be
manditorily used])
-> Item Purchase Price: 100
-> Item Sell Price: 50
-> Yielding Enemies: None
-> Found Where: North Crater (first area)
-> Description: Gives power to a few machines/mechanisms on the giant wall in
Wall Market when you're climbing up to Shinra Headquarters
```

```
--------------------------------------------------------------------------------
-    SAVE CRYSTAL                                                               -
--------------------------------------------------------------------------------

-> Item's Name: Save Crystal
-> Carrying Capacity: 1
-> Shop Locations: None
-> Item Purchase Price: None
-> Item Sell Price: None
-> Yielding Enemies: None
-> Found Where: North Crater (first area)
-> Description: Allows you to spawn a Save Point anywhere in North Crater; once
you use it, it is removed from your inventory forever


================================================================================
-    KEY ITEMS                                                                  -
================================================================================

Key Items can typically only be used once each, whether it be automatically to
progress something in the story, or manually. They usually just sit in your
inventory (under Key Items), and are used at the times they are programmed to.
You cannot obtain all Key Items in the game, but if you are looking for a
perfect game, go for the best ones (when it comes to the ones you have a choice
of getting - such as the ones in Wall Market when you're dressing up for Don
Corneo). All Key Items have a Carrying Capacity of 1.


--------------------------------------------------------------------------------
-    PHARMACY COUPON                                                            -
--------------------------------------------------------------------------------

-> Item's Name: Pharmacy Coupon
-> Found Where: Wall Market (order either a Korean BBQ Plate, Sushi Plate, or
Today's Special in the restaurant and reply "I was alright." when asked how the
food was)
-> How to Use: Trade for Deodorant, Disinfectant, or Digestive


--------------------------------------------------------------------------------
-    DEODORANT                                                                  -
--------------------------------------------------------------------------------

-> Item's Name: Deodorant
-> Found Where: Wall Market (trade the Pharmacy Coupon in for this at the
Pharmacy [disk 1 - only if you did not get Disinfectant or Digestive])
-> How to Use: Trade for Flower Cologne


--------------------------------------------------------------------------------
-    DISINFECTANT                                                               -
--------------------------------------------------------------------------------

-> Item's Name: Disinfectant
-> Found Where: Wall Market (trade the Pharmacy Coupon in for this at the
Pharmacy [disk 1 - only if you did not get Deodorant or Digestive])
-> How to Use: Trade for Cologne


--------------------------------------------------------------------------------
-    DIGESTIVE                                                                  -
--------------------------------------------------------------------------------

-> Item's Name: Disinfectant
-> Found Where: Wall Market (trade the Pharmacy Coupon in for this at the
```

```
Pharmacy [disk 1 - only if you did not get Deodorant or Disinfectant])
-> How to Use: Trade for Sexy Cologne


--------------------------------------------------------------------------------
-   COTTON DRESS                                                               -
--------------------------------------------------------------------------------

-> Item's Name: Cotton Dress
-> Found Where: Wall Market (after getting the dressmaker out of the bar, he
will make this dress [disk 1] - only if you choose "Clean")
-> How to Use: Wear it to affect Don Corneo's decision; Tifa will always be
chosen


--------------------------------------------------------------------------------
-   SATIN DRESS                                                                -
--------------------------------------------------------------------------------

-> Item's Name: Satin Dress
-> Found Where: Wall Market (after getting the dressmaker out of the bar, he
will make this dress [disk 1] - only if you choose "Soft" then "Shiny")
-> How to Use: Wear it to affect Don Corneo's decision; Tifa will always be
chosen


--------------------------------------------------------------------------------
-   SILK DRESS                                                                 -
--------------------------------------------------------------------------------

-> Item's Name: Silk Dress
-> Found Where: Wall Market (after getting the dressmaker out of the bar, he
will make this dress [disk 1] - only if you choose "Soft" then "Shimmers")
-> How to Use: Wear it to affect Don Corneo's decision; best choice


--------------------------------------------------------------------------------
-   WIG                                                                        -
--------------------------------------------------------------------------------

-> Item's Name: Wig
-> Found Where: Wall Market (lose the squatting match in the Gym [disk 1])
-> How to Use: Wear it to affect Don Corneo's decision; worst choice


--------------------------------------------------------------------------------
-   DYED WIG                                                                   -
--------------------------------------------------------------------------------

-> Item's Name: Dyed Wig
-> Found Where: Wall Market (tie the squatting match in the Gym [disk 1])
-> How to Use: Wear it to affect Don Corneo's decision; second best choice


--------------------------------------------------------------------------------
-   BLONDE WIG                                                                 -
--------------------------------------------------------------------------------

-> Item's Name: Blonde Wig
-> Found Where: Wall Market (win the squatting match in the Gym [disk 1])
-> How to Use: Wear it to affect Don Corneo's decision; best choice


--------------------------------------------------------------------------------
-   COLOGNE                                                                    -
--------------------------------------------------------------------------------
```

```
-> Item's Name: Cologne
-> Found Where: Wall Market (trade the Disinfectant for it to the woman on the
toilet [disk 1] - only if you did not trade for Flower Cologne or Sexy Cologne)
-> How to Use: Wear it to affect Don Corneo's decision; worst choice


-------------------------------------------------------------------------------
-    FLOWER COLOGNE                                                            -
-------------------------------------------------------------------------------

-> Item's Name: Flower Cologne
-> Found Where: Wall Market (trade the Deodorant for it to the woman on the
toilet [disk 1] - only if you did not trade for Cologne or Sexy Cologne)
-> How to Use: Wear it to affect Don Corneo's decision; second best choice


-------------------------------------------------------------------------------
-    SEXY COLOGNE                                                              -
-------------------------------------------------------------------------------

-> Item's Name: Sexy Cologne
-> Found Where: Wall Market (trade the Digestive for it to the woman on the
toilet [disk 1] - only if you did not trade for Cologne or Flower Cologne)
-> How to Use: Wear it to affect Don Corneo's decision; best choice (the only
way you will have enough points for Cloud to be chosen is to use the Sexy
Cologne)


-------------------------------------------------------------------------------
-    GLASS TIARA                                                               -
-------------------------------------------------------------------------------

-> Item's Name: Glass Tiara
-> Found Where: Wall Market (go to the Materia Shop owner and then sleep at the
inn; then, during the night, buy the 50 Gil drink and take it to the Materia
Shop owner [disk 1])
-> How to Use: Wear it to affect Don Corneo's decision; worst choice


-------------------------------------------------------------------------------
-    RUBY TIARA                                                                -
-------------------------------------------------------------------------------

-> Item's Name: Ruby Tiara
-> Found Where: Wall Market (go to the Materia Shop owner and then sleep at the
inn; then, during the night, buy the 100 Gil drink and take it to the Materia
Shop owner [disk 1])
-> How to Use: Wear it to affect Don Corneo's decision; second best choice


-------------------------------------------------------------------------------
-    DIAMOND TIARA                                                             -
-------------------------------------------------------------------------------

-> Item's Name: Diamond Tiara
-> Found Where: Wall Market (go to the Materia Shop owner and then sleep at the
inn; then, during the night, buy the 200 Gil drink and take it to the Materia
Shop owner [disk 1])
-> How to Use: Wear it to affect Don Corneo's decision; best choice


-------------------------------------------------------------------------------
-    LINGERIE                                                                  -
-------------------------------------------------------------------------------

-> Item's Name: Lingerie
```

-> Found Where: Wall Market (get it from the &$#% Room in the Honeybee Inn
[disk 1])
-> How to Use: Wear it to affect Don Corneo's decision

-   BIKINI BRIEFS   -

-> Item's Name: Bikini Briefs
-> Found Where: Wall Market (get it from the Group Room in the Honeybee Inn
[disk 1])
-> How to Use: Wear it to affect Don Corneo's decision

-   MEMBERSHIP CARD   -

-> Item's Name: Membership Card
-> Found Where: Wall Market (talk to the guy near the entrance of Wall Market
[disk 1])
-> How to Use: Gets you into the Honeybee Inn

-   KEYCARD 60   -

-> Item's Name: Keycard 60
-> Found Where: Shinra Headquarters (after defeating the Guards on the 59th
floor [disk 1])
-> How to Use: Allows access up to the 60th Floor of Shinra Headquarters

----
-   KEYCARD 62   -

-> Item's Name: Keycard 62
-> Found Where: Shinra Headquarters (speak to a walking man on the floor prior
and when he asks who you are, reply "..." [disk 1])
-> How to Use: Allows access up to the 62nd Floor of Shinra Headquarters

----
-   KEYCARD 65   -

-> Item's Name: Keycard 65
-> Found Where: Shinra Headquarters (after correctly guess Mayor Domino's
riddle [disk 1])
-> How to Use: Allows access up to the 65th Floor of Shinra Headquarters

----
-   KEYCARD 66   -

-> Item's Name: Keycard 66
-> Found Where: Shinra Headquarters (after completely assembleming the
blueprint of Midgar [disk 1])
-> How to Use: Allows access up to the 66th Floor of Shinra Headquarters

----
-   KEYCARD 68   -

```
--------------------------------------------------------------------------------

-> Item's Name: Keycard 68
-> Found Where: Shinra Headquarters (speak to Hojo's lab partner after the
battle with Sample: HO512 [disk 1])
-> How to Use: Allows access up to the 68th Floor of Shinra Headquarters

--------------------------------------------------------------------------------
-   BLACK MATERIA                                                              -
--------------------------------------------------------------------------------

-> Item's Name: Black Materia
-> Found Where: Temple of the Ancients
-> How to Use: Nothing when in your possession, but this is the item Sephiroth
uses to call forth Meteor

--------------------------------------------------------------------------------
-   KEYSTONE                                                                   -
--------------------------------------------------------------------------------

-> Item's Name: Keystone
-> Found Where: Gold Saucer (Battle Square [disk 1] - it doesn't matter how you
do, but for winning all 8 battles the first time you also receive Protect Vest
and Choco Feather)
-> How to Use: This grants you access to the Temple of the Ancients

--------------------------------------------------------------------------------
-   PHS                                                                        -
--------------------------------------------------------------------------------

-> Item's Name: PHS
-> Found Where: Kalm (disk 1)
-> How to Use: Allows you phone members of your party who are not in your
group when on the World Map or at Save Points

--------------------------------------------------------------------------------
-   BASEMENT KEY                                                               -
--------------------------------------------------------------------------------

-> Item's Name: Basement Key
-> Found Where: Nibelheim (Shinra Mansion - in the safe after the battle with
Lost Number)
-> How to Use: Unlocks the room where you can find Vincent

--------------------------------------------------------------------------------
-   GLACIER MAP                                                                -
--------------------------------------------------------------------------------

-> Item's Name: Glacier Map
-> Found Where: Icicle Inn (in a random house on the wall)
-> How to Use: A map of the Great Glacier to help you

--------------------------------------------------------------------------------
-   SNOWBOARD                                                                  -
--------------------------------------------------------------------------------

-> Item's Name: Snowboard
-> Found Where: Icicle Inn (a child gives you his Snowboard after Elena of the
Turks leaves the area)
-> How to Use: You can ride this snowboard down the snowy slopes of the
```

mountain

```
--------------------------------------------------------------------------------
-    HUGE MATERIA                                                              -
--------------------------------------------------------------------------------
```

-> Item's Name: Huge Materia
-> Found Where: Fort Condor (disk 2)
-> How to Use: Becomes Bahamut ZERO

```
--------------------------------------------------------------------------------
-    HUGE MATERIA                                                              -
--------------------------------------------------------------------------------
```

-> Item's Name: Huge Materia
-> Found Where: Submarine (only if you are successful in the Submarine game
[disk 2])
-> How to Use: Becomes Master Magic

```
--------------------------------------------------------------------------------
-    HUGE MATERIA                                                              -
--------------------------------------------------------------------------------
```

-> Item's Name: Huge Materia
-> Found Where: North Corel (only if you successfully stopped the train from
crashing into North Corel [disk 2])
-> How to Use: Becomes Master Summon

```
--------------------------------------------------------------------------------
-    HUGE MATERIA                                                              -
--------------------------------------------------------------------------------
```

-> Item's Name: Huge Materia
-> Found Where: Rocket Space Ship (only if you successfully inputted the
correct code [disk 2])
-> How to Use: Becomes Master Command

```
--------------------------------------------------------------------------------
-    MYTHRIL                                                                   -
--------------------------------------------------------------------------------
```

-> Item's Name: Mythril
-> Found Where: Sleeping Man (speak with the Sleeping Man when the last 2
digits of your battle count are 11, 33, 55, 77, 99)
-> How to Use: Trade to the Weapon Seller for Aeris' Great Gospel Manual (which
is in the small box upstairs)

```
--------------------------------------------------------------------------------
-    LEVIATHAN SCALES                                                          -
--------------------------------------------------------------------------------
```

-> Item's Name: Leviathan Scales
-> Found Where: Underwater Mako Reactor (Submarine Dock - only before getting
in the Submarine)
-> How to Use: Puts out the flames in Wutai - Da Chou Cave

```
--------------------------------------------------------------------------------
-    KEY TO SECTOR 5                                                           -
--------------------------------------------------------------------------------
```

```
-> Item's Name: Key to Sector 5
-> Found Where: Bone Village (must be excavated)
-> How to Use: Allows access to Midgar again through the way you left it in
disk 1


--------------------------------------------------------------------------------
-    LUNAR HARP                                                                -
--------------------------------------------------------------------------------

-> Item's Name: Lunar Harp
-> Found Where: Bone Village (must be excavated in order to progress with the
story [disk 1])
-> How to Use: Awakens the Sleeping Forest


--------------------------------------------------------------------------------
-    A COUPON                                                                  -
--------------------------------------------------------------------------------

-> Item's Name: A Coupon
-> Found Where: 64th Floor of Shinra Headquarters
-> How to Use: Trade for a Star Pendant


--------------------------------------------------------------------------------
-    B COUPON                                                                  -
--------------------------------------------------------------------------------

-> Item's Name: B Coupon
-> Found Where: 64th Floor of Shinra Headquarters
-> How to Use: Trade for a Four Slots


--------------------------------------------------------------------------------
-    C COUPON                                                                  -
--------------------------------------------------------------------------------

-> Item's Name: C Coupon
-> Found Where: 64th Floor of Shinra Headquarters
-> How to Use: Trade for an All Materia


--------------------------------------------------------------------------------
-    MIDGAR PARTS                                                              -
--------------------------------------------------------------------------------

-> Item's Name: Midgar Parts
-> Found Where: 65th Floor of Shinra Headquarters
-> How to Use: The various parts allow you complete the blueprint of Midgar


--------------------------------------------------------------------------------
-    GOLD TICKET                                                               -
--------------------------------------------------------------------------------

-> Item's Name: Gold Ticket
-> Found Where: Gold Saucer (pay 30000 Gil at the entrance booth or get 300 GP
in the Wonder Square)
-> How to Use: This grants you lifetime access to Gold Saucer, and as such you
do not need to pay each time you want to enter


================================================================================
-    MISCELLANEOUS ITEMS                                                       -
================================================================================
```

The proceeding are items that do not fit any of the above descriptions.

```
--------------------------------------------------------------------------------
-   TISSUE                                                                     -
--------------------------------------------------------------------------------
```

-> Item's Name: Tissue
-> Carrying Capacity: 99
-> Item Sell Price: 1
-> Found Where: Gold Saucer (Escape any battle or lose any battle in the Battle
Square)
-> Description: A tissue which does nothing (my opinion is that it's a joke by
the programmers that by escaping or losing, the Battle Square proved too
difficult for you, and the Tissue is to dry away your tears xP

```
--------------------------------------------------------------------------------
-   1/35 SOLDIER                                                               -
--------------------------------------------------------------------------------
```

-> Item's Name: 1/35 Soldier
-> Carrying Capacity: 99
-> Item Sell Price: 1
-> Found Where: Junon (x2), Gold Saucer (1/4 chance for getting 3000-4999
points in the Speed Square)
-> Description: Models of Shinra soldiers which do nothing

```
--------------------------------------------------------------------------------
-   SUPER SWEEPER                                                              -
--------------------------------------------------------------------------------
```

-> Item's Name: Super Sweeper
-> Carrying Capacity: 99
-> Item Sell Price: 1
-> Found Where: Gold Saucer (1/4 chance for getting 3000-4999 points in the
Speed Square)
-> Description: Does nothing

```
--------------------------------------------------------------------------------
-   MASAMUNE BLADE                                                             -
--------------------------------------------------------------------------------
```

-> Item's Name: Masamune Blade
-> Carrying Capacity: 99
-> Item Sell Price: 1
-> Found Where: Gold Saucer (1/2 chance for getting 3000-4999 points in the
Speed Square)
-> Description: A replica of Sephiroth's Masamune which does nothing

```
--------------------------------------------------------------------------------
-   COMBAT DIARY                                                               -
--------------------------------------------------------------------------------
```

-> Item's Name: Combat Diary
-> Carrying Capacity: 99
-> Item Sell Price: 1
-> Found Where: Gold Saucer (prize for winning the Special Battle in the Battle
Square)
-> Description: A combat diary which does nothing

```
--------------------------------------------------------------------------------
```

```
-   AUTOGRAPH                                                                -
--------------------------------------------------------------------------------

-> Item's Name: Autograph
-> Carrying Capacity: 99
-> Item Sell Price: 1
-> Found Where: Gold Saucer (prize for winning the Special Battle in the Battle
Square)
-> Description: Dio's autograph which does nothing


--------------------------------------------------------------------------------
-   EARTH HARP                                                               -
--------------------------------------------------------------------------------

-> Item's Name: Earth Harp
-> Carrying Capacity: 1
-> Item Sell Price: None
-> Found Where: Emerald Weapon (Win [100%])
-> Description: Trade it to the Kalm Traveler for Master Magic, Master
Command, or Master Summon Materia


--------------------------------------------------------------------------------
-   DESERT ROSE                                                              -
--------------------------------------------------------------------------------

-> Item's Name: Desert Rose
-> Carrying Capacity: 1
-> Item Sell Price: None
-> Found Where: Ruby Weapon (Win [100%])
-> Description: Trade it to the Kalm Traveler for a Gold Chocobo


--------------------------------------------------------------------------------
-   OLD BENT KEY                                                             -
--------------------------------------------------------------------------------

-> Item's Name: Old Bent Key
-> Carrying Capacity: 1
-> Item Sell Price: None
-> Found Where: Mideel (before Ultimate Weapon battle [on the bridge]
-> Description: Open the locked door in the shop to obtain a Curse Ring (only
before Ultimate Weapon battle)


--------------------------------------------------------------------------------
-   GAMBLER                                                                  -
--------------------------------------------------------------------------------

-> Item's Name: Gambler
-> Carrying Capacity: 99
-> Item Sell Price: None
-> Found Where: Gold Saucer (prize for winning the Special Battle in the Battle
Square)
-> Description: Does nothing


================================================================================
                  ---------------------------------------------
                  .:'*':.     22. Weapons Listing     .:'*':.          #SV2W
                  ---------------------------------------------
================================================================================

Here you will find information on every weapon in the game, for each character.
```

I see it fit to give you the normal data representation aside to help you
understand what each bit of data in each entry means.

```
=======================================================================
--- [DATA REPRESENTATION] ---------------------------------------------
```

-> Weapon's Name:
Name of the weapon. If the weapon is the character's ultimate weapon, it will
be mentioned in parenthesis.

-> Carrying Capacity:
Tells you the maximum number of that particular weapon you can obtain. The
rare weapons (not just the ultimate weapons), will only have a Carrying
Capacity of 1, while most others (ie. ones you can steal, win, or purchase from
a shop) have a Carrying Capacity of 99, or maximum capacity.

-> Elemental Property:
This will tell you the innate elemental property of every weapon. It is not
mentioned/viewable in the game, but they're understood to be in place. There
are four of them in total, and, as it appears, mostly all weapons from a single
character follow the trend of being imbued with one constant element. You
should also note that these elements are not the same elements as Fire, Ice,
Lightning, Earth, Water, Wind, Gravity, Poison, Restorative, or Holy. They're
Cut, Shoot, Hit, and Punch. For more on each individual element, and how they
work, visit the Basics/Mechanics section of the FAQ. Also take note that if
the weapon has long range, it will be mentioned in parenthesis next to the
elemental property given, but this has nothing to do with any elemental
property the weapon possesses.

-> Growth Rate:
The Growth of the weapon. This can vary from Normal (which you will see for
the majority of all weapons), Double (simply 2x the rate of Normal weapons),
Triple (3x the rate of Normal Weapons), and None (this denotes that the
weapon does not actually grow).

-> Materia Slot Setup:
A visual depiction of the Materia slots of that weapon. From this you will be
able to see if the slots are linked or unlinked, and exactly how many slots are
available. Three examples:
    O=O -> one linked
    O O O -> three unlinked Materia
    O=O O=O O -> two linked, one unlinked
This should give you a good idea of what you can do with the weapon equipped,
and what kind of effects you create/work with.

-> Att, At%, Mag, Spr, Vit, Dex
The stat bonuses your base stats receive from equipping the weapon. For more on
these stats you can visit the Basics/Mechanics section.

-> Damage Modification:
Formulae and general information of how the weapon modifies the damage done
the base damage formula. For all ultimate weapons, total damage is calculated
by Dmg = [dmg x (PwrCst + Weapon Bonus) / 16]. Many of the other calculations
you'll see in this section look quite similar to that one, although that one is
a universal calculation for the ultimate weapons.

-> Critical Hit Modification:
This will simply note any added percentage chance that weapon, when used to
Attack, will perform a Critical Hit.

```
    -> Throwable:
    Yes if you can use this weapon with the Throw Command Materia, or No if you
    cannot.

    -> Shop Locations:
    Lists any and all shops that you can purchase the weapon from, and any
    specifics about purchasing (such as time frame [ie. disk 1, disk 2+, etc]).
    If you see a "+" sign after a disk, it is to be read as "and on."

    -> Weapon Purchase Price:
    Tells you whether or not you can buy the weapon, and if you can, the price you
    can buy the weapon for. This will be constant for any and all shops you find
    the weapon in, and it cannot be reduced/increased.

    -> Weapon Sell Price
    Tells you whether or not you can sell the weapon, and if you can, the price you
    can sell the weapon for. This will be constant for any and all shops you sell
    the weapon in, and it cannot be reduced/increased.

    -> Yielding Enemies:
    Any enemies that you can obtain the weapon from through any means will be
    mentioned here. After the name of the enemy, in parenthesis, will be the means
    through which the enemy yields it (Drop, Steal, or Morph) and then in brackets
    (only after Drop and Steal), will be the chance value of you receiving it. 100%
    means that you will receive it no matter what under the given condition.

    -> Found Where:
    Anywhere you can find the weapon throughout the game other than enemies or
    shops. This will primarily entail opening them in treasure chests, but in some
    cases (such as Cloud's Force Stealer), they require you to complete/achieve
    certain tasks. Also mentioned here, if I feel it is necessary, will be the
    exact location or special means of obtaining the item. Otherwise, only the name
    of the area you can find it will be mentioned (along with the word "treasure
    chest," meaning you'll said weapon in a random treasure chest within the area
    listed). If you want more detailed information on how to obtain the ultimate
    weapons, refer to their designated section.

    --- [END DATA REPRESENTATION] --------------------------------------------------
    ================================================================================


    ================================================================================
    -   CLOUD'S WEAPONS                                                            -
    ================================================================================


    --------------------------------------------------------------------------------
    -   BUSTER SWORD                                                               -
    --------------------------------------------------------------------------------

    -> Weapon's Name: Buster Sword
    -> Carrying Capacity: 1
    -> Elemental Property: Cut
    -> Growth Rate: Normal
    -> Materia Slot Setup: O=O
    -> Att, At%, Mag, Spr, Vit, Dex
       18,  96,   2,   -,   -,   -
    -> Damage Modification: None
    -> Critical Hit Modification: None
    -> Throwable: No
    -> Shop Locations: None
    -> Weapon Purchase Price: None
```

```
-> Weapon Sell Price: None
-> Yielding Enemies: None
-> Found Where: Cloud's default weapon


-------------------------------------------------------------------------------
-   MYTHRIL SABER                                                              -
-------------------------------------------------------------------------------

-> Weapon's Name: Mythril Saber
-> Carrying Capacity: 99
-> Elemental Property: Cut
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   23,  98,  4,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Kalm, Junon (disk 1)
-> Weapon Purchase Price: 1000
-> Weapon Sell Price: 500
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------------
-   HARDEDGE                                                                   -
-------------------------------------------------------------------------------

-> Weapon's Name: Hardedge
-> Carrying Capacity: 99
-> Elemental Property: Cut
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   32,  98,  6,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Gongaga
-> Weapon Purchase Price: 1500
-> Weapon Sell Price: 750
-> Yielding Enemies: SOLDIER:3rd (Steal [8])
-> Found Where: N/A


-------------------------------------------------------------------------------
-   BUTTERFLY EDGE                                                             -
-------------------------------------------------------------------------------

-> Weapon's Name: Butterfly Edge
-> Carrying Capacity: 99
-> Elemental Property: Cut
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   39,  100, 8,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Cosmo Canyon
-> Weapon Purchase Price: 2800
```

```
-> Weapon Sell Price: 1400
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------------
-    ENHANCE SWORD                                                             -
-------------------------------------------------------------------------------

-> Weapon's Name: Enhance Sword
-> Carrying Capacity: 99
-> Elemental Property: Cut
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   43, 107, 16,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 12000
-> Weapon Sell Price: 6000
-> Yielding Enemies: None
-> Found Where: Gaea's Cliff (disk 2 - treasure chest)


-------------------------------------------------------------------------------
-    ORGANICS                                                                  -
-------------------------------------------------------------------------------

-> Weapon's Name: Organics
-> Carrying Capacity: 99
-> Elemental Property: Cut
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   62, 103, 15,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Icicle Inn
-> Weapon Purchase Price: 17000
-> Weapon Sell Price: 8500
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------------
-    CRYSTAL SWORD                                                             -
-------------------------------------------------------------------------------

-> Weapon's Name: Crystal Sword
-> Carrying Capacity: 99
-> Elemental Property: Cut
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   76, 105, 19,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Mideel (after Ultimate Weapon battle)
-> Weapon Purchase Price: 18000
```

```
-> Weapon Sell Price: 9000
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-    FORCE STEALER                                                             -
--------------------------------------------------------------------------------

-> Weapon's Name: Force Stealer
-> Carrying Capacity: 99
-> Elemental Property: Cut
-> Growth Rate: Double
-> Materia Slot Setup: O O O
-> Att, At%, Mag, Spr, Vit, Dex
   36,  100, 7,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: North Corel
-> Weapon Purchase Price: 2200
-> Weapon Sell Price: 1100
-> Yielding Enemies: None
-> Found Where: Junon (disk 1 - given to you by Heidegger for earning 100+
points during Rufus' departure)


--------------------------------------------------------------------------------
-    RUNE BLADE                                                                -
--------------------------------------------------------------------------------

-> Weapon's Name: Rune Blade
-> Carrying Capacity: 99
-> Elemental Property: Cut
-> Growth Rate: Double
-> Materia Slot Setup: O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   40,  108, 9,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 3800
-> Weapon Sell Price: 1900
-> Yielding Enemies: None
-> Found Where: Mt. Nibel (treasure chest)


--------------------------------------------------------------------------------
-    MURASAME                                                                  -
--------------------------------------------------------------------------------

-> Weapon's Name: Murasame
-> Carrying Capacity: 99
-> Elemental Property: Cut
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   51,  100, 12,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Wutai
```

```
-> Weapon Purchase Price: 6500
-> Weapon Sell Price: 3250
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-   NAIL BAT                                                                    -
--------------------------------------------------------------------------------

-> Weapon's Name: Nail Bat
-> Carrying Capacity: 99
-> Elemental Property: Cut
-> Growth Rate: None
-> Materia Slot Setup: None
-> Att, At%, Mag, Spr, Vit, Dex
   70,  100, -,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +4%]
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 2800
-> Weapon Sell Price: 1400
-> Yielding Enemies: None
-> Found Where: Temple of the Ancients (disk 1 only - the clock's hands must
hit you off, and you must kill the enemies at the bottom of the pit)


--------------------------------------------------------------------------------
-   YOSHIYUKI                                                                   -
--------------------------------------------------------------------------------

-> Weapon's Name: Yoshiyuki
-> Carrying Capacity: 1
-> Elemental Property: Cut
-> Growth Rate: Normal
-> Materia Slot Setup: O O
-> Att, At%, Mag, Spr, Vit, Dex
   56,  100, 9,   -,   -,   -
-> Damage Modification: Dmg = [base dmg x (1 + amount of characters under KO)]
                        - How many characters are under KO?
                           0: [base dmg x1]
                           1: [base dmg x2]
                           2: [base dmg x3]
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Rocket Town (disk 1 - speak to the man in front of the Item
Shop twice and choose to look at the rocket with him)


--------------------------------------------------------------------------------
-   APOCALYPSE                                                                  -
--------------------------------------------------------------------------------

-> Weapon's Name: Apocalypse
-> Carrying Capacity: 1
-> Elemental Property: Cut
-> Growth Rate: Triple
-> Materia Slot Setup: O O O
```

```
-> Att, At%, Mag, Spr, Vit, Dex
   88,  110, 43,  16,  -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Ancient Forest (treasure chest)


-------------------------------------------------------------------------------
-   HEAVEN'S CLOUD                                                             -
-------------------------------------------------------------------------------

-> Weapon's Name: Heaven's Cloud
-> Carrying Capacity: 1
-> Elemental Property: Cut
-> Growth Rate: Normal
-> Materia Slot Setup: O O O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   93,  100, 31,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Sunken Gelnika (treasure chest)


-------------------------------------------------------------------------------
-   RAGNAROK                                                                   -
-------------------------------------------------------------------------------

-> Weapon's Name: Ragnarok
-> Carrying Capacity: 1
-> Elemental Property: Cut
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   97,  105, 43,  35,  -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: Proud Clod (Drop [100%])
-> Found Where: N/A


-------------------------------------------------------------------------------
-   ULTIMA WEAPON                                                              -
-------------------------------------------------------------------------------

-> Weapon's Name: Ultima Weapon (Yuffie's ultimate weapon)
-> Carrying Capacity: 1
-> Elemental Property: Cut
-> Growth Rate: None
-> Materia Slot Setup: O=O O=O O=O O=O
```

```
-> Att, At%, Mag, Spr, Vit, Dex
   100, 110, 51,  24
-> Damage Modification: Pwr = [(Pwr x Cloud's CurHP x 3) / Cloud's MaxHP] + 1
                        - This formula means that Ultima Weapon will do more
                          damage the higher Cloud's HP is
                        - Ultima Weapon will also change color as Cloud's HP
                          gets lower: at high HP, Ultima Weapon is primarily
                          white, while at lower HP, it becomes predominantly
                          purple
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: Ultimate Weapon (final battle over Cosmo Canyon - Drop
[100%])
-> Found Where: N/A


===============================================================================
-   BARRET'S WEAPONS                                                          -
===============================================================================


-------------------------------------------------------------------------------
-   GATLING GUN                                                               -
-------------------------------------------------------------------------------

-> Weapon's Name: Gatling Gun
-> Carrying Capacity: 1
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O
-> Att, At%, Mag, Spr, Vit, Dex
   14,  97,  -,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Barret's default weapon


-------------------------------------------------------------------------------
-   ASSAULT GUN                                                               -
-------------------------------------------------------------------------------

-> Weapon's Name: Assault Gun
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O
-> Att, At%, Mag, Spr, Vit, Dex
   17,  98,  1,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Sector 7 Slums (disk 1), Wall Market
-> Weapon Purchase Price: 350
-> Weapon Sell Price: 175
-> Yielding Enemies: Guard Scorpion (Drop [100%])
```

```
-> Found Where: N/A


--------------------------------------------------------------------------------
-    CANNON BALL                                                               -
--------------------------------------------------------------------------------

-> Weapon's Name: Cannon Ball
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   23,  98,  2,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Kalm, Junon (disk 1)
-> Weapon Purchase Price: 950
-> Weapon Sell Price: 475
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-    ATOMIC SCISSORS                                                           -
--------------------------------------------------------------------------------

-> Weapon's Name: Atomic Scissors
-> Carrying Capacity: 99
-> Elemental Property: Punch
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   32,  99,  4,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+), Gongaga
-> Weapon Purchase Price: 1400
-> Weapon Sell Price: 700
-> Yielding Enemies: Custom Sweeper (Steal [8])
-> Found Where: N/A


--------------------------------------------------------------------------------
-    HEAVY VULCAN                                                              -
--------------------------------------------------------------------------------

-> Weapon's Name: Heavy Vulcan
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   39,  100, 8,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Cosmo Canyon
-> Weapon Purchase Price: 2700
-> Weapon Sell Price: 1350
-> Yielding Enemies: None
```

```
-> Found Where: N/A


-------------------------------------------------------------------------
-    CHAINSAW                                                             -
-------------------------------------------------------------------------

-> Weapon's Name: Chainsaw
-> Carrying Capacity: 99
-> Elemental Property: Cut
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   52,  100, 10,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Wutai
-> Weapon Purchase Price: 6300
-> Weapon Sell Price: 3150
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------
-    MICROLASER                                                          -
-------------------------------------------------------------------------

-> Weapon's Name: Microlaser
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   62,  101, 13,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Icicle Inn
-> Weapon Purchase Price: 12000
-> Weapon Sell Price: 6000
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------
-    AM CANNON                                                           -
-------------------------------------------------------------------------

-> Weapon's Name: AM Cannon
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   77,  103, 16,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Mideel (after Ultimate Weapon battle)
-> Weapon Purchase Price: 18000
-> Weapon Sell Price: 9000
-> Yielding Enemies: None
```

```
-> Found Where: N/A


--------------------------------------------------------------------------------
-    W MACHINE GUN                                                             -
--------------------------------------------------------------------------------

-> Weapon's Name: W Machine Gun
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Double
-> Materia Slot Setup: O O O
-> Att, At%, Mag, Spr, Vit, Dex
   30,  100, 3,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 2000
-> Weapon Sell Price: 1000
-> Yielding Enemies: Death Machine (Steal [8])
-> Found Where: Mt. Corel (treasure chest)


--------------------------------------------------------------------------------
-    DRILL ARM                                                                 -
--------------------------------------------------------------------------------

-> Weapon's Name: Drill Arm
-> Carrying Capacity: 99
-> Elemental Property: Punch
-> Growth Rate: Double
-> Materia Slot Setup: O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   37,  97,  -,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +3%]
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 3300
-> Weapon Sell Price: 1650
-> Yielding Enemies: None
-> Found Where: Rocket Town (Cid's house - treasure chest)


--------------------------------------------------------------------------------
-    SOLID BAZOOKA                                                             -
--------------------------------------------------------------------------------

-> Weapon's Name: Solid Bazooka
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   61,  100, 15,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Costa del Sol (disk 2+)
-> Weapon Purchase Price: 16000
-> Weapon Sell Price: 8000
-> Yielding Enemies: None
```

```
-> Found Where: N/A


-------------------------------------------------------------------------
-    ROCKET PUNCH                                                        -
-------------------------------------------------------------------------

-> Weapon's Name: Rocket Punch
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: None
-> Materia Slot Setup: None
-> Att, At%, Mag, Spr, Vit, Dex
   62,  100, -,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +4%]
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 3200
-> Weapon Sell Price: 1600
-> Yielding Enemies: None
-> Found Where: Temple of the Ancients (disk 1 - treasure chest)


-------------------------------------------------------------------------
-    ENEMY LAUNCHER                                                      -
-------------------------------------------------------------------------

-> Weapon's Name: Enemy Launcher
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   35,  100, 7,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 3300
-> Weapon Sell Price: 1650
-> Yielding Enemies: None
-> Found Where: Nibelheim (Shinra Mansion - treasure chest)


-------------------------------------------------------------------------
-    PILE BANGER                                                         -
-------------------------------------------------------------------------

-> Weapon's Name: Pile Banger
-> Carrying Capacity: 1
-> Elemental Property: Punch
-> Growth Rate: None
-> Materia Slot Setup: O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   90,  80, -,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +3%]
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
```

-> Found Where: Shinra Headquarters Item Shop (disk 2 - treasure chest)

-    MAX RAY   -

-> Weapon's Name: Max Ray
-> Carrying Capacity: 1
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   97, 98, 30, -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Midgar Sector 8 Underground (disk 2 - before subway - treasure
chest)

-    MISSING SCORE   -

-> Weapon's Name: Missing Score (Barret's ultimate weapon)
-> Carrying Capacity: 1
-> Elemental Property: Shoot (long range)
-> Growth Rate: None
-> Materia Slot Setup: O=O O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   98, 108, 49, -,   -,   -
-> Damage Modification: Pwr = [Pwr x (AP on Missing Score / 10000) / 16] + 1
                        - This formula means that Missing Score will do more
                          damage the more AP is equipped to Missing Score
                        - Master Command, Enemy Skill, Underwater, Master Magic
                          and Master Summon Materia do not factor in toward AP
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Midgar - Sister Ray staircase (before Hojo - treasure chest
[treasure chest will only appear if Barret is in your party])

===
-    TIFA'S WEAPONS   -
===

-    LEATHER GLOVE   -

-> Weapon's Name: Leather Glove
-> Carrying Capacity: 1
-> Elemental Property: Hit
-> Growth Rate: Normal

```
-> Materia Slot Setup: O
-> Att, At%, Mag, Spr, Vit, Dex
   13,  99,  -,    -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +2%]
-> Throwable: No
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Tifa's default weapon


--------------------------------------------------------------------------------
-    METAL KNUCKLE                                                              -
--------------------------------------------------------------------------------

-> Weapon's Name: Metal Knuckle
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O
-> Att, At%, Mag, Spr, Vit, Dex
   18,  102, 1,    -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +2%]
-> Throwable: No
-> Shop Locations: Wall Market
-> Weapon Purchase Price: 320
-> Weapon Sell Price: 160
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-    MYTHRIL CLAW                                                               -
--------------------------------------------------------------------------------

-> Weapon's Name: Mythril Claw
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   24,  106, 3,    -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +2%]
-> Throwable: No
-> Shop Locations: Kalm, Junon (disk 1)
-> Weapon Purchase Price: 750
-> Weapon Sell Price: 425
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-    GRAND GLOVE                                                                -
--------------------------------------------------------------------------------

-> Weapon's Name: Grand Glove
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
```

```
-> Materia Slot Setup: O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   31,  110, 6,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +2%]
-> Throwable: No
-> Shop Locations: Gongaga, Junon (disk 2+)
-> Weapon Purchase Price: 1200
-> Weapon Sell Price: 600
-> Yielding Enemies: Madouge (Steal [8])
-> Found Where: N/A


-------------------------------------------------------------------------------
-   TIGER FANG                                                                 -
-------------------------------------------------------------------------------


-> Weapon's Name: Tiger Fang
-> Carrying Capacity: 99
-> Elemental Property: Punch
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   38,  110, 8,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +2%]
-> Throwable: No
-> Shop Locations: Cosmo Canyon
-> Weapon Purchase Price: 2500
-> Weapon Sell Price: 1250
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------------
-   DIAMOND KNUCKLE                                                            -
-------------------------------------------------------------------------------


-> Weapon's Name: Diamond Knuckle
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   51,  112, 10,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +2%]
-> Throwable: No
-> Shop Locations: Wutai
-> Weapon Purchase Price: 5800
-> Weapon Sell Price: 2900
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------------
-   DRAGON CLAW                                                                -
-------------------------------------------------------------------------------


-> Weapon's Name: Dragon Claw
-> Carrying Capacity: 99
-> Elemental Property: Punch
-> Growth Rate: Normal
```

```
-> Materia Slot Setup: O=O O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   62,  114, 13,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +2%]
-> Throwable: No
-> Shop Locations: Icicle Inn
-> Weapon Purchase Price: 10000
-> Weapon Sell Price: 5000
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-    CRYSTAL GLOVE                                                              -
--------------------------------------------------------------------------------

-> Weapon's Name: Crystal Glove
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   75,  115, 16,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +2%]
-> Throwable: No
-> Shop Locations: Mideel (after Ultimate Weapon battle)
-> Weapon Purchase Price: 16000
-> Weapon Sell Price: 8000
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-    MOTOR DRIVE                                                                -
--------------------------------------------------------------------------------

-> Weapon's Name: Motor Drive
-> Carrying Capacity: 1
-> Elemental Property: Hit
-> Growth Rate: Double
-> Materia Slot Setup: O O O
-> Att, At%, Mag, Spr, Vit, Dex
   27,  106, 6,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Costa del Sol (basement - treasure chest)

--------------------------------------------------------------------------------
-    PLATINUM FIST                                                              -
--------------------------------------------------------------------------------

-> Weapon's Name: Platinum Fist
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Double
```

```
-> Materia Slot Setup: O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   30,  108, 7,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 2700
-> Weapon Sell Price: 1850
-> Yielding Enemies: None
-> Found Where: Nibelheim (disk 1 - talk to the Sephiroth clone in Tifa's
house)


-------------------------------------------------------------------------------
-    KAISER KNUCKLE                                                            -
-------------------------------------------------------------------------------

-> Weapon's Name: Kaiser Knuckle
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   44,  110, 13,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +1%]
-> Throwable: No
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 15000
-> Weapon Sell Price: 7500
-> Yielding Enemies: None
-> Found Where: The Crater Whirlwind Maze (disk 2 - treasure chest)


-------------------------------------------------------------------------------
-    WORK GLOVE                                                                -
-------------------------------------------------------------------------------

-> Weapon's Name: Work Glove
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: None
-> Materia Slot Setup: None
-> Att, At%, Mag, Spr, Vit, Dex
   68,  114, -,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +4%]
-> Throwable: No
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 2200
-> Weapon Sell Price: 1100
-> Yielding Enemies: None
-> Found Where: Temple of the Ancients (disk 1 - before Red Dragon - treasure
chest)


-------------------------------------------------------------------------------
-    POWERSOUL                                                                 -
-------------------------------------------------------------------------------

-> Weapon's Name: Powersoul
-> Carrying Capacity: 99
```

```
-> Elemental Property: Hit
-> Growth Rate: Double
-> Materia Slot Setup: O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   28,  106, 7,   -,   -,   -
-> Damage Modification: Does Tifa have Near Death?
                          Yes: [dmg x 2]
                          No: Dmg is not altered
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 4200
-> Weapon Sell Price: 2100
-> Yielding Enemies: None
-> Found Where: Mt. Nibel (in Materia Keeper's area, slide down the second
ramp - treasure chest)


-------------------------------------------------------------------------------
-   MASTER FIST                                                              -
-------------------------------------------------------------------------------

-> Weapon's Name: Master Fist
-> Carrying Capacity: 1
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O O O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   38,  108, -,   -,   -,   -
-> Damage Modification: [dmg x (1 + 1x)], where x = whatever amount of the
                          follow statuses Tifa has: Darkness, Poison, Silence,
                          Slow, Sadness, Near Death (1x becomes 2x if Tifa has
                          any of the follow status effects, and x is the amount
                          of them: Slow-Numb, Death Sentence
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Shinra Headquarters Item Shop (disk 2 - treasure chest)


-------------------------------------------------------------------------------
-   GOD'S HAND                                                               -
-------------------------------------------------------------------------------

-> Weapon's Name: God's Hand
-> Carrying Capacity: 1
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   86,  255, 34,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +2%]
-> Throwable: No
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: Carry Armor (Drop [100%])
-> Found Where: N/A
```

```
--------------------------------------------------------------------------------
-    PREMIUM HEART                                                              -
--------------------------------------------------------------------------------

-> Weapon's Name: Premium Heart (Tifa's ultimate weapon)
-> Carrying Capacity: 1
-> Elemental Property: Hit
-> Growth Rate: None
-> Materia Slot Setup: O=O O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   99, 112, 32,  -,   -,   -
-> Damage Modification: Pwr = [Pwr x {(Tifa's Limit lvl x Limit Guage units) /
                               16} / 16] + 1
                                 - This formula means that Premium Heart will do
                                   more damage the higher Tifa's Limit level is
                                   and how many Limit Guage units she has
                                 - The mimimum Limit Guage units you can have is 0
                                   (when your Limit Guage is completely empty) and
                                   the maximum is 255 (when your Limit Guage is
                                   full and you can use your Limit Breaks)
-> Critical Hit Modification: [base +2%]
-> Throwable: No
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Wall Market Item Shop (disk 2+ - treasure chest)


================================================================================
-    AERIS' WEAPONS                                                            -
================================================================================


--------------------------------------------------------------------------------
-    GUARD STICK                                                               -
--------------------------------------------------------------------------------

-> Weapon's Name: Guard Stick
-> Carrying Capacity: 1
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O
-> Att, At%, Mag, Spr, Vit, Dex
   12, 99,  2,   4,   1,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Aeris' default weapon


--------------------------------------------------------------------------------
-    MYTHRIL ROD                                                               -
--------------------------------------------------------------------------------

-> Weapon's Name: Mythril Rod
-> Carrying Capacity: 99
-> Elemental Property: Hit
```

```
-> Growth Rate: Normal
-> Materia Slot Setup: O=O
-> Att, At%, Mag, Spr, Vit, Dex
   16,  100, 3,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Wall Market
-> Weapon Purchase Price: 370
-> Weapon Sell Price: 185
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------------
-   FULL METAL STAFF                                                          -
-------------------------------------------------------------------------------

-> Weapon's Name: Full Metal Staff
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   22,  100, 4,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Kalm, Junon (disk 1)
-> Weapon Purchase Price: 800
-> Weapon Sell Price: 400
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------------
-   STRIKING STAFF                                                            -
-------------------------------------------------------------------------------

-> Weapon's Name: Striking Staff
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   32,  100, 7,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +2%]
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 1300
-> Weapon Sell Price: 650
-> Yielding Enemies: Eligor (Steal [8]), Harpy (Steal [8])
-> Found Where: N/A


-------------------------------------------------------------------------------
-   PRISM STAFF                                                               -
-------------------------------------------------------------------------------

-> Weapon's Name: Prism Staff
-> Carrying Capacity: 99
-> Elemental Property: Hit
```

```
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   40,  105, 10,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Cosmo Canyon
-> Weapon Purchase Price: 2600
-> Weapon Sell Price: 1300
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------------
-    AURORA ROD                                                               -
-------------------------------------------------------------------------------

-> Weapon's Name: Aurora Rod
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   51,  110, 14,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Wutai
-> Weapon Purchase Price: 5800
-> Weapon Sell Price: 2850
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------------
-    WIZARD STAFF                                                             -
-------------------------------------------------------------------------------

-> Weapon's Name: Wizard Staff
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Double
-> Materia Slot Setup: O O O
-> Att, At%, Mag, Spr, Vit, Dex
   28,  100, 6,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 1800
-> Weapon Sell Price: 900
-> Yielding Enemies: None
-> Found Where: Mt. Corel (drop down on the left side of the tracks - treasure
chest)


-------------------------------------------------------------------------------
-    WIZER STAFF                                                              -
-------------------------------------------------------------------------------

-> Weapon's Name: Wizer Staff
-> Carrying Capacity: 99
```

```
-> Elemental Property: Hit
-> Growth Rate: Double
-> Materia Slot Setup: O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   33,  100, 7,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 3200
-> Weapon Sell Price: 1600
-> Yielding Enemies: Gi Nattak (Drop [100%])
-> Found Where: Mt. Corel (treasure chest)


-------------------------------------------------------------------------------
-    FAIRY TALE                                                               -
-------------------------------------------------------------------------------

-> Weapon's Name: Fairy Tale
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O O O O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   37,  103, 8,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 2500
-> Weapon Sell Price: 1250
-> Yielding Enemies: Turks:Reno (Gongaga - Drop [100%])
-> Found Where: N/A


-------------------------------------------------------------------------------
-    UMBRELLA                                                                 -
-------------------------------------------------------------------------------

-> Weapon's Name: Umbrella
-> Carrying Capacity: 1
-> Elemental Property: Hit
-> Growth Rate: None
-> Materia Slot Setup: None
-> Att, At%, Mag, Spr, Vit, Dex
   58,  118, 10,  -,   20,  -
-> Damage Modification: None
-> Critical Hit Modification: [base +5%]
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: Gold Saucer (disk 1 - score 5000+ points on the Speed
Square's rollercoaster)
-> Found Where: N/A


-------------------------------------------------------------------------------
-    PRINCESS GUARD                                                           -
-------------------------------------------------------------------------------

-> Weapon's Name: Princess Guard (Aeris' ultimate weapon)
```

```
-> Carrying Capacity: 1
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   52, 111, 22,  20,  12,  -
-> Damage Modification: Dmg = [base dmg x (1 + amount of characters under KO)]
                        - This formula means that Princess Guard will do more
                          damage the more party members are under KO
                        - How many characters are under KO?
                          0: [base dmg x1]
                          1: [base dmg x2]
                          2: [base dmg x3]
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Temple of the Ancients (Room IV in the clock room - treasure
chest)


===============================================================================
-   RED XIII'S WEAPONS                                                        -
===============================================================================


-------------------------------------------------------------------------------
-   MYTHRIL CLIP                                                              -
-------------------------------------------------------------------------------

-> Weapon's Name: Mythril Clip
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   24, 100, 6,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: Junon (disk 1)
-> Weapon Purchase Price: 800
-> Weapon Sell Price: 1 / 400*
* - 1 for the original, 400 for ones you buy in Junon
-> Yielding Enemies: None
-> Found Where: Red XIII's default weapon; however, it can be purchased later
on, and thus has a Carrying Capacity of 99


-------------------------------------------------------------------------------
-   DIAMOND PIN                                                               -
-------------------------------------------------------------------------------

-> Weapon's Name: Diamond Pin
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   33, 102, 8,   -,   -,   -
-> Damage Modification: None
```

```
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: Gongaga, Junon (disk 2+)
-> Weapon Purchase Price: 1300
-> Weapon Sell Price: 650
-> Yielding Enemies: Bagnadrana (Steal [8])
-> Found Where: N/A


--------------------------------------------------------------------------------
-    SILVER BARRETTE                                                           -
--------------------------------------------------------------------------------

-> Weapon's Name: Silver Barrette
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   40,  110, 10,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: Cosmo Canyon
-> Weapon Purchase Price: 2500
-> Weapon Sell Price: None
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-    GOLD BARRETTE                                                             -
--------------------------------------------------------------------------------

-> Weapon's Name: Gold Barrette
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   50,  104, 13,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: Wutai
-> Weapon Purchase Price: 6000
-> Weapon Sell Price: 3000
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-    ADAMAN CLIP                                                               -
--------------------------------------------------------------------------------

-> Weapon's Name: Gold Barrette
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   60,  106, 15,  -,   -,   -
-> Damage Modification: None
```

```
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: Icicle Inn
-> Weapon Purchase Price: 11000
-> Weapon Sell Price: 5500
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------
-    CRYSTAL COMB                                                         -
-------------------------------------------------------------------------

-> Weapon's Name: Crystal Comb
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   76, 108, 20,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: Mideel (after Ultimate Weapon battle)
-> Weapon Purchase Price: 17000
-> Weapon Sell Price: 8500
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------
-    MAGIC COMB                                                           -
-------------------------------------------------------------------------

-> Weapon's Name: Magic Comb
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Double
-> Materia Slot Setup: O O O
-> Att, At%, Mag, Spr, Vit, Dex
   37, 100, 4,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 2000
-> Weapon Sell Price: 1000
-> Yielding Enemies: None
-> Found Where: Fort Condor (before Junon - win the first battle)


-------------------------------------------------------------------------
-    PLUS BARRETTE                                                        -
-------------------------------------------------------------------------

-> Weapon's Name: Plus Barrette
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Double
-> Materia Slot Setup: O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   39, 104, 12,  -,   -,   -
-> Damage Modification: None
```

```
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 3500
-> Weapon Sell Price: 1700
-> Yielding Enemies: None
-> Found Where: Mt. Nibel (treasure chest)


--------------------------------------------------------------------------------
-   CENTCLIP                                                                    -
--------------------------------------------------------------------------------

-> Weapon's Name: Centclip
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O O O O O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   58,  108, 22,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: Costa del Sol (disk 2+)
-> Weapon Purchase Price: 14000
-> Weapon Sell Price: 7000
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-   HAIRPIN                                                                     -
--------------------------------------------------------------------------------

-> Weapon's Name: Hairpin
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: None
-> Materia Slot Setup: None
-> Att, At%, Mag, Spr, Vit, Dex
   57,  120, 15,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +5%]
-> Throwable: No
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 6000
-> Weapon Sell Price: 3000
-> Yielding Enemies: None
-> Found Where: Wutai (secret way into Godo's house - treasure chest)


--------------------------------------------------------------------------------
-   SERAPH COMB                                                                 -
--------------------------------------------------------------------------------

-> Weapon's Name: Seraph Comb
-> Carrying Capacity: 1
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   68,  110, 14,  -,   -,   -
-> Damage Modification: None
```

```
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: None
-> Yielding Enemies: None
-> Found Where: Cosmo Canyon (after the scene with Seto in the Cave of the Gi)


--------------------------------------------------------------------------------
-    BEHEMOTH HORN                                                              -
--------------------------------------------------------------------------------

-> Weapon's Name: Behemoth Horn
-> Carrying Capacity: 1
-> Elemental Property: Cut
-> Growth Rate: Normal
-> Materia Slot Setup: O O O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   91,  75,  26,  18,  35,  -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Shinra Headquarters staircase (disk 2 - treasure chest)


--------------------------------------------------------------------------------
-    SPRING GUN CLIP                                                            -
--------------------------------------------------------------------------------

-> Weapon's Name: Spring Gun Clip
-> Carrying Capacity: 1
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   87, 110,  55,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Ancient Forest (treasure chest)


--------------------------------------------------------------------------------
-    LIMITED MOON                                                               -
--------------------------------------------------------------------------------

-> Weapon's Name: Limited Moon (Red XIII's ultimate weapon)
-> Carrying Capacity: 1
-> Elemental Property: Hit
-> Growth Rate: None
-> Materia Slot Setup: O=O O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   93, 114,  31,  -,   -,   -
-> Damage Modification: Pwr = [(Pwr x Red XIII's CurMP x 3) / Red XIII's MaxHP]
```

```
                          + 1
                    - This formula means that Limited Moon does more damage
                      the higher Red XIII's MP is
-> Critical Hit Modification: None
-> Throwable: No
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Cosmo Canyon (disk 3 - take Red XIII to see Bugenhagen before
he dies [will only take place if Red XIII is in your party])


================================================================================
-   CID'S WEAPONS                                                              -
================================================================================


--------------------------------------------------------------------------------
-   SPEAR                                                                      -
--------------------------------------------------------------------------------

-> Weapon's Name: Spear
-> Carrying Capacity: 99
-> Elemental Property: Punch
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   44,  97,  8,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Rocket Town (disk 1), Junon (disk 2+)
-> Weapon Purchase Price: 1200
-> Weapon Sell Price: 600
-> Yielding Enemies: None
-> Found Where: Cid's default weapon; however, it can be purchased later on,
and thus has a Carrying Capacity of 99


--------------------------------------------------------------------------------
-   SLASH LANCE                                                                -
--------------------------------------------------------------------------------

-> Weapon's Name: Slash Lance
-> Carrying Capacity: 99
-> Elemental Property: Punch
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   56,  98,  10,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Wutai
-> Weapon Purchase Price: 6500
-> Weapon Sell Price: 3250
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-   TRIDENT                                                                    -
--------------------------------------------------------------------------------
```

```
-> Weapon's Name: Trident
-> Carrying Capacity: 99
-> Elemental Property: Punch
-> Growth Rate: Normal
-> Materia Slot Setup: O O O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   60, 105, 12,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 7500
-> Weapon Sell Price: 3750
-> Yielding Enemies: None
-> Found Where: Temple of the Ancients (disk 1 - treasure chest)


--------------------------------------------------------------------------------
-    MAST AX                                                                    -
--------------------------------------------------------------------------------

-> Weapon's Name: Mast Ax
-> Carrying Capacity: 99
-> Elemental Property: Punch
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   64,  99, 15,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Icicle Inn
-> Weapon Purchase Price: 13000
-> Weapon Sell Price: 6500
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-    PARTISAN                                                                   -
--------------------------------------------------------------------------------

-> Weapon's Name: Partisan
-> Carrying Capacity: 99
-> Elemental Property: Punch
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   78, 100, 17,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Mideel (after Ultimate Weapon battle)
-> Weapon Purchase Price: 19000
-> Weapon Sell Price: 9500
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-    VIPER HALBERD                                                              -
--------------------------------------------------------------------------------
```

```
-> Weapon's Name: Viper Halberd
-> Carrying Capacity: 99
-> Elemental Property: Punch
-> Growth Rate: Double
-> Materia Slot Setup: O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   58, 102, 13,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 7000
-> Weapon Sell Price: 3500
-> Yielding Enemies: None
-> Found Where: City of the Ancients (treasure chest)


--------------------------------------------------------------------------------
-   JAVELIN                                                                    -
--------------------------------------------------------------------------------

-> Weapon's Name: Javelin
-> Carrying Capacity: 1
-> Elemental Property: Punch
-> Growth Rate: Double
-> Materia Slot Setup: O=O O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   62, 104, 12,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gaea's Cliff (disk 2 - treasure chest)


--------------------------------------------------------------------------------
-   GROW LANCE                                                                 -
--------------------------------------------------------------------------------

-> Weapon's Name: Grow Lance
-> Carrying Capacity: 1
-> Elemental Property: Punch
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   78, 102, 31,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Shinra Headquarters coupon vendor (disk 2 - Midgar raid)


--------------------------------------------------------------------------------
-   MOP                                                                        -
--------------------------------------------------------------------------------
```

```
-> Weapon's Name: Mop
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: None
-> Materia Slot Setup: None
-> Att, At%, Mag, Spr, Vit, Dex
   68,  118, 3,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +5%]
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 3200
-> Weapon Sell Price: 1600
-> Yielding Enemies: None
-> Found Where: Bone Village (must be excavated)


--------------------------------------------------------------------------------
-   DRAGOON LANCE                                                               -
--------------------------------------------------------------------------------

-> Weapon's Name: Dragoon Lance
-> Carrying Capacity: 99
-> Elemental Property: Punch
-> Growth Rate: Normal
-> Materia Slot Setup: O O O O O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   66,  100, 7,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 6200
-> Weapon Sell Price: 3100
-> Yielding Enemies: None
-> Found Where: Wutai Da-Chao Statue (room with all the flames - only if you
have Leviathan Scales)


--------------------------------------------------------------------------------
-   SCIMITAR                                                                    -
--------------------------------------------------------------------------------

-> Weapon's Name: Scimitar
-> Carrying Capacity: 1
-> Elemental Property: Cut
-> Growth Rate: Triple
-> Materia Slot Setup: O=O
-> Att, At%, Mag, Spr, Vit, Dex
   86,  102, 20,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Underwater Mako Reactor (disk 2 - treasure chest)


--------------------------------------------------------------------------------
-   FLAYER                                                                      -
```

```
--------------------------------------------------------------------------------

-> Weapon's Name: Flayer
-> Carrying Capacity: 1
-> Elemental Property: Punch
-> Growth Rate: Normal
-> Materia Slot Setup: O O O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   100, 100, 20,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Golden Saucer (disk 2+ - score 5000+ points on the Speed
Square's rollercoaster)


--------------------------------------------------------------------------------
-    SPIRIT LANCE                                                               -
--------------------------------------------------------------------------------

-> Weapon's Name: Spirit Lance
-> Carrying Capacity: 1
-> Elemental Property: Punch
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   92,  112, 43,  20,  -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Sunken Gelnika (treasure chest)


--------------------------------------------------------------------------------
-    VENUS GOSPEL                                                               -
--------------------------------------------------------------------------------

-> Weapon's Name: Venus Gospel (Cid's ultimate weapon)
-> Carrying Capacity: 1
-> Elemental Property: Punch
-> Growth Rate: None
-> Materia Slot Setup: O=O O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   97,  103, 42,  -,   -,   -
-> Damage Modification: Pwr = [(Pwr x Cid's CurMP x 3) / Cid's MaxHP] + 1
                        - This formula means that Venus Gospel does more damage
                          the higher Cid's MP is
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Rocket Town (disk 2+ - speak to the man in front of the Item
```

Shop twice and choose to look at the rocket with him)

==
-    CAIT SITH'S WEAPONS   -
==

-    YELLOW M-PHONE   -

-> Weapon's Name: Yellow M-Phone
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   36, 100, 8,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 500
-> Weapon Sell Price: 250
-> Yielding Enemies: None
-> Found Where: Cait Sith's default weapon; however, it can be purchased later
on, and thus has a Carrying Capacity of 99

-    GREEN M-PHONE   -

-> Weapon's Name: Green M-Phone
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   41, 100, 9,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Cosmo Canyon
-> Weapon Purchase Price: 2400
-> Weapon Sell Price: 1200
-> Yielding Enemies: None
-> Found Where: None

-    BLUE M-PHONE   -

-> Weapon's Name: Blue M-Phone
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   48, 100, 10, -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None

```
-> Throwable: Yes
-> Shop Locations: Wutai
-> Weapon Purchase Price: 5500
-> Weapon Sell Price: 2750
-> Yielding Enemies: None
-> Found Where: None


-------------------------------------------------------------------------------
-    RED M-PHONE                                                               -
-------------------------------------------------------------------------------

-> Weapon's Name: Red M-Phone
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   60,  100, 15,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Icicle Inn
-> Weapon Purchase Price: 11000
-> Weapon Sell Price: 5500
-> Yielding Enemies: None
-> Found Where: None


-------------------------------------------------------------------------------
-    CRYSTAL M-PHONE                                                           -
-------------------------------------------------------------------------------

-> Weapon's Name: Crystal M-Phone
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   74,  100, 20,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Mideel (after Ultimate Weapon battle)
-> Weapon Purchase Price: 18000
-> Weapon Sell Price: 9000
-> Yielding Enemies: None
-> Found Where: None


-------------------------------------------------------------------------------
-    WHITE M-PHONE                                                             -
-------------------------------------------------------------------------------

-> Weapon's Name: White M-Phone
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Double
-> Materia Slot Setup: O O O
-> Att, At%, Mag, Spr, Vit, Dex
   35,  102, 8,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
```

```
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 2200
-> Weapon Sell Price: 1100
-> Yielding Enemies: None
-> Found Where: Gongaga (highest house - treasure chest)


--------------------------------------------------------------------------------
-    BLACK M-PHONE                                                              -
--------------------------------------------------------------------------------

-> Weapon's Name: Black M-Phone
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Double
-> Materia Slot Setup: O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   31,  104, 10,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 2800
-> Weapon Sell Price: 1400
-> Yielding Enemies: None
-> Found Where: Cave of the Gi (disk 1 - treasure chest)


--------------------------------------------------------------------------------
-    SILVER M-PHONE                                                             -
--------------------------------------------------------------------------------

-> Weapon's Name: Silver M-Phone
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O O O O O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   28,  106, 14,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 3300
-> Weapon Sell Price: 1650
-> Yielding Enemies: None
-> Found Where: Nibelheim (Shinra Mansion - treasure chest)


--------------------------------------------------------------------------------
-    TRUMPET SHELL                                                              -
--------------------------------------------------------------------------------

-> Weapon's Name: Trumpet Shell
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: None
-> Materia Slot Setup: None
-> Att, At%, Mag, Spr, Vit, Dex
   68,  118, 2,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +4%]
```

```
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 3000
-> Weapon Sell Price: 1500
-> Yielding Enemies: None
-> Found Where: Temple of the Ancients (Room IV in the clock room - treasure
chest)


--------------------------------------------------------------------------------
-    GOLD M-PHONE                                                               -
--------------------------------------------------------------------------------

-> Weapon's Name: Gold M-Phone
-> Carrying Capacity: 99
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   58, 103, 28,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Costa del Sol (disk 2+)
-> Weapon Purchase Price: 15000
-> Weapon Sell Price: 7500
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-    BATTLE TRUMPET                                                             -
--------------------------------------------------------------------------------

-> Weapon's Name: Battle Trumpet
-> Carrying Capacity: 1
-> Elemental Property: Hit
-> Growth Rate: None
-> Materia Slot Setup: O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   95, 95,  -,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +2%]
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Junon Underwater Submarine Docks


--------------------------------------------------------------------------------
-    STARLIGHT PHONE                                                            -
--------------------------------------------------------------------------------

-> Weapon's Name: Starlight Phone
-> Carrying Capacity: 1
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   88, 102, 31,  -,   -,   -
-> Damage Modification: None
```

```
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Midgar (disk 2 - treasure chest)


--------------------------------------------------------------------------------
-    HP SHOUT                                                                   -
--------------------------------------------------------------------------------


-> Weapon's Name: HP Shout (Cait Sith's ultimate weapon)
-> Carrying Capacity: 1
-> Elemental Property: Hit
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   95, 110, 44,  -,   -,   -
-> Damage Modification: Pwr = [(Pwr x Cait Sith's CurHP x 3) / Cait Sith's
                                MaxHP] + 1
                      - This formula means that HP Shout will do more damage
                        the higher Cait Sith's HP is
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Shinra Headquarters 65th Floor (inside a locker there)


================================================================================
-    YUFFIE'S WEAPONS                                                           -
================================================================================


--------------------------------------------------------------------------------
-    4-POINT SHURIKEN                                                           -
--------------------------------------------------------------------------------


-> Weapon's Name: 4-Point Shuriken
-> Carrying Capacity: 1
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   23, 100, 6,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: None
-> Yielding Enemies: None
-> Found Where: Yuffie's default weapon


--------------------------------------------------------------------------------
-    BOOMERANG                                                                  -
--------------------------------------------------------------------------------


-> Weapon's Name: Boomerang
```

```
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   30,  101, 7,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 1400
-> Weapon Sell Price: 700
-> Yielding Enemies: Formula (Steal [8])
-> Found Where: N/A


-------------------------------------------------------------------------------
-    PINWHEEL                                                                  -
-------------------------------------------------------------------------------


-> Weapon's Name: Pinwheel
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   37,  104, 9,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Cosmo Canyon
-> Weapon Purchase Price: 2600
-> Weapon Sell Price: 1300
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------------
-    RAZOR RING                                                                -
-------------------------------------------------------------------------------


-> Weapon's Name: Razor Ring
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   49,  105, 12,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Wutai
-> Weapon Purchase Price: 6000
-> Weapon Sell Price: 3000
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------------
-    HAWKEYE                                                                   -
-------------------------------------------------------------------------------


-> Weapon's Name: Hawkeye
```

```
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   61,  107, 14,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Icicle Inn
-> Weapon Purchase Price: 12000
-> Weapon Sell Price: 6000
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-   CRYSTAL CROSS                                                              -
--------------------------------------------------------------------------------

-> Weapon's Name: Crystal Cross
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   74,  110, 18,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Mideel (after Ultimate Weapon battle)
-> Weapon Purchase Price: 18000
-> Weapon Sell Price: 9000
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-   WIND SLASH                                                                 -
--------------------------------------------------------------------------------

-> Weapon's Name: Wind Slash
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Double
-> Materia Slot Setup: O O O
-> Att, At%, Mag, Spr, Vit, Dex
   30,  103, 7,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 2000
-> Weapon Sell Price: 1000
-> Yielding Enemies: None
-> Found Where: Shinra Cargo Ship (disk 1 - treasure chest)


--------------------------------------------------------------------------------
-   TWIN VIPER                                                                 -
--------------------------------------------------------------------------------

-> Weapon's Name: Twin Viper
```

```
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Double
-> Materia Slot Setup: O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   36,  108, 8,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 3200
-> Weapon Sell Price: 1600
-> Yielding Enemies: None
-> Found Where: Nibelheim (Shinra Mansion - treasure chest)


--------------------------------------------------------------------------------
-    SPIRAL SHURIKEN                                                            -
--------------------------------------------------------------------------------

-> Weapon's Name: Spiral Shuriken
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O O O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   68,  110, 18,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +2%]
-> Throwable: Yes
-> Shop Locations: Costa del Sol (disk 2+)
-> Weapon Purchase Price: 14000
-> Weapon Sell Price: 7000
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-    SUPERBALL                                                                  -
--------------------------------------------------------------------------------

-> Weapon's Name: Superball
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: None
-> Materia Slot Setup: None
-> Att, At%, Mag, Spr, Vit, Dex
   68,  120, 10,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +4%]
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 3000
-> Weapon Sell Price: 1500
-> Yielding Enemies: None
-> Found Where: Fort Condor (after Mt. Nibel - win the seventh battle)


--------------------------------------------------------------------------------
-    MAGIC SHURIKEN                                                             -
--------------------------------------------------------------------------------

-> Weapon's Name: Magic Shuriken
```

```
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O O O
-> Att, At%, Mag, Spr, Vit, Dex
    64,  113, -,   -,   -,   10
-> Damage Modification: None
-> Critical Hit Modification: [base +2%]
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 6000
-> Weapon Sell Price: 3000
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------------
-    RISING SUN                                                                -
-------------------------------------------------------------------------------

-> Weapon's Name: Rising Sun
-> Carrying Capacity: 1
-> Elemental Property: Shoot (long range)
-> Growth Rate: Double
-> Materia Slot Setup: O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
    68,  108, 16,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: Diamond Weapon (Steal [32])
-> Found Where: N/A


-------------------------------------------------------------------------------
-    ORITSURU                                                                  -
-------------------------------------------------------------------------------

-> Weapon's Name: Oritsuru
-> Carrying Capacity: 1
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O O O O
-> Att, At%, Mag, Spr, Vit, Dex
    90,  116, 38,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Wutai Da-Chao Statue (after the flame area - only if you have
Leviathan Scales)


-------------------------------------------------------------------------------
-    CONFORMER                                                                 -
-------------------------------------------------------------------------------
```

```
-> Weapon's Name: Conformer (Yuffie's ultimate weapon)
-> Carrying Capacity: 1
-> Elemental Property: Shoot (long range)
-> Growth Rate: None
-> Materia Slot Setup: O=O O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   96, 112, 42,  -,   -,   -
-> Damage Modification: Pwr = [enemy's level]
                        - This formula means that Conformer does more damage
                          the higher the targetted enemy's level is
                        - If the enemy is level 16 or above, Yuffie does full
                          damage with Morph (ie. the same amount as an average
                          attack with a power 16 constant)
                        - If this is used against an ally character, it will
                          do no damage, but remove Sleep [100%], Confusion
                          [100%]
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Sunken Gelnika (treasure chest)


===============================================================================
-   VINCENT'S WEAPONS                                                         -
===============================================================================


-------------------------------------------------------------------------------
-   QUICKSILVER                                                               -
-------------------------------------------------------------------------------

-> Weapon's Name: Quicksilver
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   38, 110, 10,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 1000
-> Weapon Sell Price: 500
-> Yielding Enemies: None
-> Found Where: Vincent's default weapon; however, it can be purchased later
on, and thus has a Carrying Capacity of 99


-------------------------------------------------------------------------------
-   SHOTGUN                                                                   -
-------------------------------------------------------------------------------

-> Weapon's Name: Shotgun
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   48, 112, 12,  -,   -,   -
```

-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Rocket Town (disk 1 only)
-> Weapon Purchase Price: 3100
-> Weapon Sell Price: 1550
-> Yielding Enemies: None
-> Found Where: N/A

-    SHORTBARREL   -

-> Weapon's Name: Shortbarrel
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   51, 118, 14, -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Wutai
-> Weapon Purchase Price: 6400
-> Weapon Sell Price: 3200
-> Yielding Enemies: None
-> Found Where: N/A

-    LARIAT   -

-> Weapon's Name: Lariat
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O O
-> Att, At%, Mag, Spr, Vit, Dex
   64, 120, 16, -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Icicle Inn
-> Weapon Purchase Price: 12000
-> Weapon Sell Price: 6000
-> Yielding Enemies: None
-> Found Where: N/A

-    WINCHESTER   -

-> Weapon's Name: Winchester
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   73, 120, 18, -,   -,   -

```
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Mideel (after Ultimate Weapon battle)
-> Weapon Purchase Price: 18000
-> Weapon Sell Price: 9000
-> Yielding Enemies: None
-> Found Where: N/A


-------------------------------------------------------------------------------
-   PEACEMAKER                                                                -
-------------------------------------------------------------------------------

-> Weapon's Name: Peacemaker
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Double
-> Materia Slot Setup: O=O O
-> Att, At%, Mag, Spr, Vit, Dex
   38,  118, 8,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 3300
-> Weapon Sell Price: 1750
-> Yielding Enemies: None
-> Found Where: Kalm (treasure chest)


-------------------------------------------------------------------------------
-   BUNTLINE                                                                  -
-------------------------------------------------------------------------------

-> Weapon's Name: Buntline
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Double
-> Materia Slot Setup: O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   48,  124, 18,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 6800
-> Weapon Sell Price: 3400
-> Yielding Enemies: None
-> Found Where: Bone Village (must be excavated)


-------------------------------------------------------------------------------
-   LONG BARREL R                                                             -
-------------------------------------------------------------------------------

-> Weapon's Name: Long Barrel R
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   66,  255, 14,  -,   -,   -
```

```
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Costa del Sol (disk 2)
-> Weapon Purchase Price: 13000
-> Weapon Sell Price: 6500
-> Yielding Enemies: None
-> Found Where: N/A


--------------------------------------------------------------------------------
-    SILVER RIFLE                                                               -
--------------------------------------------------------------------------------

-> Weapon's Name: Silver Rifle
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: None
-> Materia Slot Setup: None
-> Att, At%, Mag, Spr, Vit, Dex
   62, 120, -,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +4%]
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 3000
-> Weapon Sell Price: 1500
-> Yielding Enemies: None
-> Found Where: Temple of the Ancients (disk 1 - treasure chest)


--------------------------------------------------------------------------------
-    SNIPER CR                                                                  -
--------------------------------------------------------------------------------

-> Weapon's Name: Sniper CR
-> Carrying Capacity: 99
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   42, 255, 7,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: Junon (disk 2+)
-> Weapon Purchase Price: 3300
-> Weapon Sell Price: 1650
-> Yielding Enemies: None
-> Found Where: Mt. Nibel (treasure chest)


--------------------------------------------------------------------------------
-    SUPERSHOT ST                                                              -
--------------------------------------------------------------------------------

-> Weapon's Name: Supershot ST
-> Carrying Capacity: 1
-> Elemental Property: Shoot (long range)
-> Growth Rate: None
-> Materia Slot Setup: O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   97, 120, 52,  -,   -,   -
```

```
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Ancient Forest (treasure chest)


-------------------------------------------------------------------------------
-   OUTSIDER                                                                   -
-------------------------------------------------------------------------------

-> Weapon's Name: Outsider
-> Carrying Capacity: 1
-> Elemental Property: Shoot (long range)
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O O O O
-> Att, At%, Mag, Spr, Vit, Dex
   80,  120, 48,  -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Sunken Gelnika (treasure chest)


-------------------------------------------------------------------------------
-   DEATH PENALTY                                                              -
-------------------------------------------------------------------------------

-> Weapon's Name: Death Penalty
-> Carrying Capacity: 1
-> Elemental Property: Shoot (long range)
-> Growth Rate: None
-> Materia Slot Setup: O=O O=O O=O O=O
-> Att, At%, Mag, Spr, Vit, Dex
   99,  115, 34,  -,   -,   -
-> Damage Modification: Pwr = [Pwr x (Vincent's kill count / 128) / 16] + 10
                        - This formula means that Death Penalty does more
                          damage the more enemies Vincent has killed
                        - Visible damage caps at 9999, but the effects of this
                          formula continue all the way until 65535 kills, and
                          caps there. Now we have a chance of damage overflow
                          and negative damage
                        - Damage overflow will occur when damage is above
                          262144 before base damage is included into the damage
                          formula
                        - If damage is between 524288~559094 before Random
                          Variance, the damage will overflow in this case, as
                          well
                        - If the damage overflow is negative and not positive,
                          the game deals negative damage. In terms of this
                          game's mechanics, this means that your damage has
                          actually given the enemy more HP than before the
                          attack was used, and consequently removes all of
                          the enemy's HP, resulting in an instant KO to all
                          enemies in the game except for Ruby Weapon
```

```
                                   - Death Penalty starts off (at 0 kills), dealing 10/16
                                     the damage of a normal attack; after every 128 kills,
                                     this increases by 1/16
                                   - You can kill enemies by any means and have it count
                                     toward Vincent's kill total, except for the
                                     following: 1) residual Poison damage, 2) kills made
                                     through Manipulation, 3) Death Sentence, 4) Flash,
                                     5) Slow-Numb into Petrification.
-> Critical Hit Modification: None
-> Throwable: Yes
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Lucretia's Cave (disk 3 [Vincent must've been in your party
during at least one visit to Lucretia's Cave in disk 2, and he must be in your
party again during disk 3 to receive Death Penalty])


===============================================================================
-    SEPHIROTH'S WEAPONS                                                       -
===============================================================================


-------------------------------------------------------------------------------
-    MASAMUNE                                                                  -
-------------------------------------------------------------------------------


-> Weapon's Name: Masamune
-> Carrying Capacity: 1
-> Elemental Property: Cut
-> Growth Rate: None
-> Materia Slot Setup: O=O O=O O=O (can never equip any Materia, however)
-> Att, At%, Mag, Spr, Vit, Dex
   99,  255, -,   -,   -,   -
-> Damage Modification: None
-> Critical Hit Modification: [base +255%] (always Critical Hits)
-> Throwable: No
-> Shop Locations: None
-> Weapon Purchase Price: None
-> Weapon Sell Price: None
-> Yielding Enemies: None
-> Found Where: N/A (you can never equip it, but you do see it used by
Sephiroth in battle during the flashback at Kalm)


===============================================================================
                     ---------------------------------------------
                     .:'*':.      23. Armors Listing     .:'*':.                #SW3A
                     ---------------------------------------------
===============================================================================


===============================================================================
-    ADAMAN BANGLE                                                             -
===============================================================================


-> Armor's Name: Adaman Bangle
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O=O
-> Def, MDf, Df%, MD%
   93,  23,  -,   -
-> Added Effect: None
```

```
-> Shop Locations: None
-> Armor Purchase Price: None
-> Armor Sell Price: 1
-> Yielding Enemies: Adamantaimai (Steal [32])
-> Found Where: N/A


===============================================================================
-   AEGIS ARMLET                                                              -
===============================================================================


-> Armor's Name: Aegis Armlet
-> Carrying Capacity: 1
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Def, MDf, Df%, MD%
   55,  86,  15,  50
-> Added Effect: None
-> Shop Locations: None
-> Armor Purchase Price: None
-> Armor Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Midgar Sector 8 Underground (after arriving underground,
climb down the first ladder but do not fall down to the next area before
climbing up the other ladder here and getting this item, otherwise you can
never get it again)


===============================================================================
-   AURORA ARMLET                                                             -
===============================================================================


-> Armor's Name: Aurora Armlet
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Def, MDf, Df%, MD%
   76,  54,  8,   3
-> Added Effect: absorbs Ice damage
-> Shop Locations: None
-> Armor Purchase Price: None
-> Armor Sell Price: 1
-> Yielding Enemies: Unknown 2 (Steal [8])
-> Found Where: City of the Ancients


===============================================================================
-   BOLT ARMLET                                                               -
===============================================================================


-> Armor's Name: Bolt Armlet
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Def, MDf, Df%, MD%
   74,  55,  8,   3
-> Added Effect: absorbs Lightning damage
-> Shop Locations: None
-> Armor Purchase Price: None
-> Armor Sell Price: 1
-> Yielding Enemies: Unknown 3 (Steal [8])
-> Found Where: Corral Valley Cave
```

```
================================================================================
-    BRONZE BANGLE                                                             -
================================================================================

-> Armor's Name: Bronze Bangle
-> Carrying Capacity: 4
-> Growth Rate: None
-> Materia Slot Setup: None
-> Def, MDf, Df%, MD%
    8,    -,    -,    -
-> Added Effect: None
-> Shop Locations: None
-> Armor Purchase Price: None
-> Armor Sell Price: None
-> Yielding Enemies: None
-> Found Where: Cloud's, Tifa's, Aeris's, Barret's default armor


================================================================================
-    CARBON BANGLE                                                             -
================================================================================

-> Armor's Name: Carbon Bangle
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O
-> Def, MDf, Df%, MD%
   27,   14,   3,    -
-> Added Effect: None
-> Shop Locations: North Corel, Costa del Sol (disk 1)
-> Armor Purchase Price: 800
-> Armor Sell Price: 400
-> Yielding Enemies: Moth Slasher (Steal [8] disk 1/2)
-> Found Where: N/A


================================================================================
-    CHOCOBRACELET                                                             -
================================================================================

-> Armor's Name: Chocobracelet
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O O O O
-> Def, MDf, Df%, MD%
   35,   38,   10,   10
-> Added Effect: [Dex +30], [Luck +20]
-> Shop Locations: None
-> Armor Purchase Price: None
-> Armor Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gold Saucer (win 7 consecutive races in S Rank in the Chocobo
Square)


================================================================================
-    CRYSTAL BANGLE                                                            -
================================================================================

-> Armor's Name: Crystal Bangle
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
```

```
-> Def, MDf, Df%, MD%
   70,  45,  8,   1
-> Added Effect: None
-> Shop Locations: Mideel
-> Armor Purchase Price: 4800
-> Armor Sell Price: 2400
-> Yielding Enemies: None
-> Found Where: Gold Saucer (get 89+ points in the Snowboarding game [Course C]
in the Wonder Square)


================================================================================
-    DIAMOND BANGLE                                                            -
================================================================================

-> Armor's Name: Diamond Bangle
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O
-> Def, MDf, Df%, MD%
   57,  37,  6,   -
-> Added Effect: None
-> Shop Locations: Bone Village
-> Armor Purchase Price: 3200
-> Armor Sell Price: 1600
-> Yielding Enemies: None
-> Found Where: N/A


================================================================================
-    DRAGON ARMLET                                                             -
================================================================================

-> Armor's Name: Dragon Armlet
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Def, MDf, Df%, MD%
   58,  47,  3,   2
-> Added Effect: 1/2 Fire, Ice, Lightning damage
-> Shop Locations: None
-> Armor Purchase Price: None
-> Armor Sell Price: 1
-> Yielding Enemies: Red Dragon (Drop [100%]), Blue Dragon (Drop [100%] disk 2),
Dark Dragon (Steal [8])
-> Found Where: N/A


================================================================================
-    EDINCOAT                                                                  -
================================================================================

-> Armor's Name: Edincoat
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O O O O O O O
-> Def, MDf, Df%, MD%
   50,  33,  -,   -
-> Added Effect: [Mag +5]
-> Shop Locations: Rocket Town
-> Armor Purchase Price: 8000
-> Armor Sell Price: 4000
-> Yielding Enemies: Palmer (Drop [100%])
```

```
-> Found Where: N/A


===============================================================================
-    ESCORT GUARD                                                             -
===============================================================================

-> Armor's Name: Escort Guard
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Def, MDf, Df%, MD%
   62,  55,  2,   -
-> Added Effect: immune to Lightning, Earth, Water, Poison damage; only can be
equipped by Cloud, Barret, Red XIII, Cid, Vincent, Cait Sith
-> Shop Locations: None
-> Armor Purchase Price: None
-> Armor Sell Price: 1
-> Yielding Enemies: Iron Man {Morph - this is past the point of no return,
therefore any Escort Guards you Morph will not be saved)
-> Found Where: Sunken Gelnika


===============================================================================
-    FIRE ARMLET                                                              -
===============================================================================

-> Armor's Name: Fire Armlet
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O
-> Def, MDf, Df%, MD%
   72,  52,  8,   3
-> Added Effect: absorbs Fire damage
-> Shop Locations: None
-> Armor Purchase Price: None
-> Armor Sell Price: 1
-> Yielding Enemies: Unknown (Steal [8])
-> Found Where: Gaea's Cliff (disk 2 - caves)


===============================================================================
-    FOUR SLOTS                                                               -
===============================================================================

-> Armor's Name: Four Slots
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O O O O
-> Def, MDf, Df%, MD%
   12,  10,  -,   -
-> Added Effect: None
-> Shop Locations: Costa del Sol (disk 1)
-> Armor Purchase Price: 1300
-> Armor Sell Price: 650
-> Yielding Enemies: None
-> Found Where: Shinra Headquarters (traded in exchange for B Coupon)


===============================================================================
-    FOURTH BRACELET                                                          -
===============================================================================

-> Armor's Name: Fourth Bracelet
```

```
   -> Carrying Capacity: 1
   -> Growth Rate: Normal
   -> Materia Slot Setup: O=O O=O O
   -> Def, MDf, Df%, MD%
      74,  100, 3,   3
   -> Added Effect: [Mag +20]
   -> Shop Locations: None
   -> Armor Purchase Price: None
   -> Armor Sell Price: 1
   -> Yielding Enemies: None
   -> Found Where: Rocket Town (disk 2+ - after getting the Highwind)


   =============================================================================
   -   GIGAS ARMLET                                                            -
   =============================================================================

   -> Armor's Name: Gigas Armlet
   -> Carrying Capacity: 99
   -> Growth Rate: None
   -> Materia Slot Setup: O=O O=O O
   -> Def, MDf, Df%, MD%
      59,  -,   -,   -
   -> Added Effect: [Str +30]
   -> Shop Locations: None
   -> Armor Purchase Price: None
   -> Armor Sell Price: 1
   -> Yielding Enemies: Demons Gate (Drop [100%]), Gigas (Steal [32])
   -> Found Where: N/A


   =============================================================================
   -   GOLD ARMLET                                                             -
   =============================================================================

   -> Armor's Name: Gold Armlet
   -> Carrying Capacity: 99
   -> Growth Rate: Normal
   -> Materia Slot Setup: O=O O=O
   -> Def, MDf, Df%, MD%
      46,  28,  4,   -
   -> Added Effect: None
   -> Shop Locations: Rocket Town (disk 1)
   -> Armor Purchase Price: 2000
   -> Armor Sell Price: 1000
   -> Yielding Enemies: Dragon (Steal [32])
   -> Found Where: Cid's default armor, Sleepy Man in the Cave (choose the large
   box after giving Mythril to him)


   =============================================================================
   -   IMPERIAL GUARD                                                          -
   =============================================================================

   -> Armor's Name: Imperial Guard
   -> Carrying Capacity: 2
   -> Growth Rate: Normal
   -> Materia Slot Setup: O=O O=O O=O
   -> Def, MDf, Df%, MD%
      82,  74,  -,   -
   -> Added Effect: None
   -> Shop Locations: None
   -> Armor Purchase Price: None
```

```
-> Armor Sell Price: 1
-> Yielding Enemies: CMD. Grand Horn (Drop [100%] disk 2 - final battle [forced
if you've fought all battles before it])
-> Found Where: North Crater


==============================================================================
-    IRON BANGLE                                                             -
==============================================================================

-> Armor's Name: Iron Bangle
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O
-> Def, MDf, Df%, MD%
   10,  2,   -,   -
-> Added Effect: None
-> Shop Locations: Sector 7 Slums (disk 1 - must buy before boarding the train)
-> Armor Purchase Price: 160
-> Armor Sell Price: 80
-> Yielding Enemies: None
-> Found Where: N/A


==============================================================================
-    MINERVA BAND                                                            -
==============================================================================

-> Armor's Name: Minerva Band
-> Carrying Capacity: 2
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Def, MDf, Df%, MD%
   60,  57,  8,   -
-> Added Effect: immune to Fire, Ice, Gravity, Holy damage; only can be
equipped by Tifa, Aeris, Yuffie
-> Shop Locations: None
-> Armor Purchase Price: None
-> Armor Sell Price: 1
-> Yielding Enemies: Turks:Elena (Steal [32])
-> Found Where: Ancient Forest


==============================================================================
-    MYSTILE                                                                 -
==============================================================================

-> Armor's Name: Mystile
-> Carrying Capacity: 3
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Def, MDf, Df%, MD%
   65,  72,  50,  60
-> Added Effect: None
-> Shop Locations: Bone Village
-> Armor Purchase Price: 3200
-> Armor Sell Price: 1600
-> Yielding Enemies: None
-> Found Where: Midgar (disk 2), North Crater (take the right path where your
party seperates into 2 groups), or you can use the duplication trick in North
Crater to get a 3rd on (basically get to the goldish area -right- before the
point of no return and use all the exit paths to collect items [also make sure
you sent Tifa right at the first junction], then after collecting Mystile, come
```

back and talk to Tifa before the point of no return for a duplicate of it, as
well as the other party members for some duplicates of the items they collected
like the Counter Materia)

===
-   MYTHRIL ARMLET   -
===

-> Armor's Name: Mythril Armlet
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O=O
-> Def, MDf, Df%, MD%
   18, 8,   3,   -
-> Added Effect: None
-> Shop Locations: Wall Market, Kalm, Village under Junon
-> Armor Purchase Price: 350
-> Armor Sell Price: 175
-> Yielding Enemies: Heli Gunner (Drop [100%])
-> Found Where: N/A

===
-   PLATINUM BANGLE   -
===

-> Armor's Name: Platinum Bangle
-> Carrying Capacity: 99
-> Growth Rate: Double
-> Materia Slot Setup: O O
-> Def, MDf, Df%, MD%
   20, 12, -,   -
-> Added Effect: None
-> Shop Locations: Junon (disk 2), Costa del Sol (disk 1)
-> Armor Purchase Price: 1800
-> Armor Sell Price: 900
-> Yielding Enemies: Death Claw (Steal [32])
-> Found Where: N/A

===
-   PRECIOUS WATCH   -
===

-> Armor's Name: Precious Watch
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O O O O O O O O
-> Def, MDf, Df%, MD%
    -,   -,   -,   -
-> Added Effect: None
-> Shop Locations: None
-> Armor Purchase Price: None
-> Armor Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gold Saucer (win 7 consecutive races in S Rank in Chocobo
Square)

===
-   RUNE ARMLET   -
===

```
-> Armor's Name: Rune Armlet
-> Carrying Capacity: 99
-> Growth Rate: Double
-> Materia Slot Setup: O O O O
-> Def, MDf, Df%, MD%
   43,  24,  6,   -
-> Added Effect: None
-> Shop Locations: Bone Village
-> Armor Purchase Price: 3700
-> Armor Sell Price: 1850
-> Yielding Enemies: None
-> Found Where: N/A


===============================================================================
-   SHINRA ALPHA                                                              -
===============================================================================

-> Armor's Name: Shinra Alpha
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O
-> Def, MDf, Df%, MD%
   77,  34,  -,   -
-> Added Effect: None
-> Shop Locations: None
-> Armor Purchase Price: None
-> Armor Sell Price: 1
-> Yielding Enemies: SOLDIER: 1st (Steal [8] disk 2), Captain (Steal [8] disk
2), Underwater MP (Steal [8] disk 2) - only before Midgar Raid
-> Found Where: N/A


===============================================================================
-   SHINRA BETA                                                               -
===============================================================================

-> Armor's Name: Shinra Beta
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O O
-> Def, MDf, Df%, MD%
   30,  -,   -,   -
-> Added Effect: None
-> Shop Locations: None
-> Armor Purchase Price: None
-> Armor Sell Price: 1
-> Yielding Enemies: Marine (Steal [8]), Submarine Crew (Drop [8]) - only
before leaving Underwater Reactor
-> Found Where: N/A


===============================================================================
-   SILVER ARMLET                                                             -
===============================================================================

-> Armor's Name: Silver Armlet
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O=O
-> Def, MDf, Df%, MD%
   34,  22,  4,   -
-> Added Effect: None
```

```
-> Shop Locations: Cosmo Canyon
-> Armor Purchase Price: 1300
-> Armor Sell Price: 650
-> Yielding Enemies: Dyne (Drop [100%])
-> Found Where: Cait Sith's default armor


================================================================================
-    TITAN BANGLE                                                              -
================================================================================


-> Armor's Name: Titan Bangle
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O O
-> Def, MDf, Df%, MD%
   14,  4,   -,   -
-> Added Effect: None
-> Shop Locations: Sector 5 Slums
-> Armor Purchase Price: 280
-> Armor Sell Price: 140
-> Yielding Enemies: Air Buster (Drop [100%])
-> Found Where: N/A


================================================================================
-    WARRIOR BANGLE                                                            -
================================================================================


-> Armor's Name: Warrior Bangle
-> Carrying Capacity: 1
-> Growth Rate: None
-> Materia Slot Setup: O=O O=O
-> Def, MDf, Df%, MD%
   96,  21,  -,   -
-> Added Effect: [Str +20]
-> Shop Locations: None
-> Armor Purchase Price: None
-> Armor Sell Price: 1
-> Yielding Enemies: Eagle Gun (Steal [32] disk 2 - only one battle to Steal
it)
-> Found Where: N/A


================================================================================
-    WIZARD BRACELET                                                           -
================================================================================


-> Armor's Name: Wizard Bracelet
-> Carrying Capacity: 99
-> Growth Rate: Normal
-> Materia Slot Setup: O=O O=O O=O O=O
-> Def, MDf, Df%, MD%
   6,   85,  3,   3
-> Added Effect: [Mag +20]
-> Shop Locations: Mideel (after Ultimate Weapon battle)
-> Armor Purchase Price: 12000
-> Armor Sell Price: 6000
-> Yielding Enemies: Jenova-LIFE (Drop [100%]), Epiolnis (Steal [8])
-> Found Where: N/A


================================================================================
-    ZIEDRICH                                                                  -
```

```
================================================================================

-> Armor's Name: Ziedrich
-> Carrying Capacity: 3
-> Growth Rate: None
-> Materia Slot Setup: None
-> Def, MDf, Df%, MD%
   100, 98,  15,  18
-> Added Effect: [Str +20], [Mag +20], 1/2 Fire, Ice, Lightning, Earth, Water,
Wind, Gravity, Poison, Holy, Hit, Punch, Shoot, Cut damage
-> Armor Purchase Price: 350
-> Armor Sell Price: 175
-> Yielding Enemies: Turks: Rude (Steal [8] Rocket Town), Turks: Rude (Steal
[32] Sunken Gelnika - only before Midgar Raid), Turks: Rude (Steal [32] Midgar
Raid)
-> Found Where: N/A


================================================================================
               --------------------------------------------------
               .:'*':.      24. Accessories Listing     .:'*':.          #SX4A
               --------------------------------------------------
================================================================================


This is a listing of all the accessories in FFVII.

================================================================================
-    AMULET                                                                    -
================================================================================

-> Accessory Name: Amulet
-> Carrying Capacity: 99
-> Added Effect: [Luck +10]
-> Shop Locations: Mideel
-> Accessory Purchase Price: 10000
-> Accessory Sell Price: 5000
-> Yielding Enemies: None
-> Found Where: N/A


================================================================================
-    BOLT RING                                                                 -
================================================================================

-> Accessory Name: Bolt Ring
-> Carrying Capacity: 99
-> Added Effect: grants immunity to Lightning damage
-> Shop Locations: Mideel
-> Accessory Purchase Price: 8000
-> Accessory Sell Price: 4000
-> Yielding Enemies: None
-> Found Where: Sleeping Man (receive when last 2 digits in your battle count
are 00, 22, 44, 66, 88)


================================================================================
-    CAT'S BELL                                                                -
================================================================================

-> Accessory Name: Cat's Bell
-> Carrying Capacity: 99
-> Added Effect: every step you take on a field map or World Map, you regain 2
HP (3 if you start off on an odd HP value)
```

```
-> Shop Locations: None
-> Accessory Purchase Price: None
-> Accessory Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gold Saucer (A Rank prize in Chocobo Square)


================================================================================
-    CHAMPION BELT                                                             -
================================================================================


-> Accessory Name: Champion Belt
-> Carrying Capacity: 99
-> Added Effect: [Str +30], [Vit +30]
-> Shop Locations: None
-> Accessory Purchase Price: None
-> Accessory Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gold Saucer (get 41960 BP in Battle Square [disk 1 before Tiny
Bronco], or get 25600 BP in Battle Square [disk 1 after Tiny Bronco], or get
16000 BP in Battle Square [disk 2+])


================================================================================
-    CHOCO FEATHER                                                             -
================================================================================


-> Accessory Name: Choco Feather
-> Carrying Capacity: 99
-> Added Effect: [Dex +10]
-> Shop Locations: Wutai
-> Accessory Purchase Price: 10000
-> Accessory Sell Price: 5000
-> Yielding Enemies: None
-> Found Where: Gold Saucer (1600 BP in Battle Square [disk 1 after Tiny Bronco
{on the quest for the Keystone}])


================================================================================
-    CIRCLET                                                                   -
================================================================================


-> Accessory Name: Circlet
-> Carrying Capacity: 99
-> Added Effect: [Mag +30], [Spr +30]
-> Shop Locations: None
-> Accessory Purchase Price: None
-> Accessory Sell Price: 1
-> Yielding Enemies: Ho-Chu (Steal [8]), Snow (Steal [8]), Ultimate Weapon
(Steal [32] only in random air battles)
-> Found Where: N/A


================================================================================
-    CURSE RING                                                                -
================================================================================

-> Accessory Name: Curse Ring
-> Carrying Capacity: 2
-> Added Effect: [Str +35], [Mag +35], [Dex +15], [Vit +15], [Spr +15], [Luck
+10], begin battle with Death Sentence [100%]
-> Shop Locations: None
-> Accessory Purchase Price: None
-> Accessory Sell Price: 1
```

-> Yielding Enemies: Ultimate Weapon (Steal [32] only during Mideel destruction)
-> Found Where: Mideel (examine the door in the shop, then pick up the Old Bent
Key on the creaking of the bridge, then go back to the shop and open the door
that you could not before)

==
-    EARRING   -
==

-> Accessory Name: Earring
-> Carrying Capacity: 99
-> Added Effect: [Mag +10]
-> Shop Locations: Rocket Town
-> Accessory Purchase Price: 7500
-> Accessory Sell Price: 3750
-> Yielding Enemies: None
-> Found Where: N/A

==
-    FAIRY RING   -
==

-> Accessory Name: Fairy Ring
-> Carrying Capacity: 99
-> Added Effect: grants immunity to Poison, Darkness
-> Shop Locations: Mideel
-> Accessory Purchase Price: 7000
-> Accessory Sell Price: 3500
-> Yielding Enemies: None
-> Found Where: Cave of the Gi (disk 1)

==
-    FIRE RING   -
==

-> Accessory Name: Fire Ring
-> Carrying Capacity: 99
-> Added Effect: grants immunity to Fire damage
-> Shop Locations: Mideel
-> Accessory Purchase Price: 8000
-> Accessory Sell Price: 4000
-> Yielding Enemies: None
-> Found Where: Costa del Sol (in the basement to the resort)

==
-    FURY RING   -
==

-> Accessory Name: Fury Ring
-> Carrying Capacity: 99
-> Added Effect: begin battle with Berserk [100%]
-> Shop Locations: Gongaga
-> Accessory Purchase Price: 5000
-> Accessory Sell Price: 2500
-> Yielding Enemies: None
-> Found Where: Gold Saucer (get 2560 BP in Battle Square [disk 1 before Tiny
Bronco])

==
-    HEADBAND   -

```
 ================================================================================

-> Accessory Name: Headband
-> Carrying Capacity: 99
-> Added Effect: grants immunity to Sleep
-> Shop Locations: Junon (disk 1), Gongaga
-> Accessory Purchase Price: 3000
-> Accessory Sell Price: 1500
-> Yielding Enemies: None
-> Found Where: N/A


 ================================================================================
-    HYPNOCROWN                                                                -
 ================================================================================


-> Accessory Name: HypnoCrown
-> Carrying Capacity: 1
-> Added Effect: raises Manipulate % chance to 100% (if enemy is susceptible)
-> Shop Locations: None
-> Accessory Purchase Price: None
-> Accessory Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Corral Valley Cave


 ================================================================================
-    ICE RING                                                                  -
 ================================================================================


-> Accessory Name: Ice Ring
-> Carrying Capacity: 99
-> Added Effect: grants immunity to Ice damage
-> Shop Locations: Mideel
-> Accessory Purchase Price: 8000
-> Accessory Sell Price: 4000
-> Yielding Enemies: Chekhov (Drop [100%])
-> Found Where: N/A


 ================================================================================
-    JEM RING                                                                  -
 ================================================================================


-> Accessory Name: Jem Ring
-> Carrying Capacity: 99
-> Added Effect: grants immunity to Paralysis, Petrification, Slow-Numb
-> Shop Locations: Mideel
-> Accessory Purchase Price: 7500
-> Accessory Sell Price: 3750
-> Yielding Enemies: Materia Keeper (Drop [100%])
-> Found Where: N/A


 ================================================================================
-    PEACE RING                                                                -
 ================================================================================

-> Accessory Name: Peace Ring
-> Carrying Capacity: 99
-> Added Effect: grants immunity to Confusion, Berserk, Fury, Sadness
-> Shop Locations: Rocket Town (disk 2+)
-> Accessory Purchase Price: 7500
-> Accessory Sell Price: 3750
```

```
-> Yielding Enemies: Rapps (Drop [100%] before Midgar Raid)
-> Found Where: Fort Condor (after second battle; after you visit Junon but
before Bottomswell battle)


===============================================================================
-    POISON RING                                                              -
===============================================================================

-> Accessory Name: Poison Ring
-> Carrying Capacity: 1
-> Added Effect: absorbs Poison element, grants immunity to Poison status
-> Shop Locations: None
-> Accessory Purchase Price: None
-> Accessory Sell Price: 1
-> Yielding Enemies: None
-> Found Where: The Crater Whirlwind Maze (disk 2 - must get in the area after
you beat Jenova-DEATH but before leaving Whirlwind Maze)


===============================================================================
-    POWER WRIST                                                              -
===============================================================================

-> Accessory Name: Power Wrist
-> Carrying Capacity: 99
-> Added Effect: [Str +10]
-> Shop Locations: Rocket Town
-> Accessory Purchase Price: 7500
-> Accessory Sell Price: 3750
-> Yielding Enemies: Bottomswell (Drop [100%])
-> Found Where: N/A


===============================================================================
-    PROTECT RING                                                             -
===============================================================================

-> Accessory Name: Protect Ring
-> Carrying Capacity: 99
-> Added Effect: being battle with Barrier [100%], Magic Barrier [100%]
-> Shop Locations: Rocket Town
-> Accessory Purchase Price: 7500
-> Accessory Sell Price: 3750
-> Yielding Enemies: Schizo (Right) (Steal [8]), Mover (Morph)
-> Found Where: N/A


===============================================================================
-    PROTECT VEST                                                             -
===============================================================================

-> Accessory Name: Protect Vest
-> Carrying Capacity: 99
-> Added Effect: [Vit +10]
-> Shop Locations: Rocket Town
-> Accessory Purchase Price: 3500
-> Accessory Sell Price: 1750
-> Yielding Enemies: Rufus (Drop [100%])
-> Found Where: N/A


===============================================================================
-    REFLECT RING                                                             -
===============================================================================
```

```
-> Accessory Name: Reflect Ring
-> Carrying Capacity: 99
-> Added Effect: begin battle with Reflect [100%] (status cannot be removed)
-> Shop Locations: None
-> Accessory Purchase Price: None
-> Accessory Sell Price: 1
-> Yielding Enemies: Jenova-DEATH (Drop [100%]), Ultimate Weapon (Steal [32]
only in random land battles)
-> Found Where: N/A


===============================================================================
-    RIBBON                                                                   -
===============================================================================

-> Accessory Name: Ribbon
-> Carrying Capacity: 99
-> Added Effect: grants immunity to Darkness, Poison, Silence, Sleep, Confusion,
Paralysis, Petrification, Berserk, Frog, Small, Fury, Sadness, Death Sentence
-> Shop Locations: None
-> Accessory Purchase Price: None
-> Accessory Sell Price: 1
-> Yielding Enemies: Ho-Chu (Morph), Master Tonberry (Morph)
-> Found Where: Gaea's Cliff (disk 2 - hidden room across an ice path), Temple
of the Ancients (Room V in the clock room), Gold Saucer (after 10 Special
Battle wins in the Battle Square)


===============================================================================
-    SAFETY BIT                                                               -
===============================================================================

-> Accessory Name: Safety Bit
-> Carrying Capacity: 99
-> Added Effect: grants immunty to Petrification, Slow-Numb, Death, Death
Sentence
-> Shop Locations: Rocket Town (disk 2+)
-> Accessory Purchase Price: 7500
-> Accessory Sell Price: 3750
-> Yielding Enemies: None
-> Found Where: Gold Saucer (get 89+ points in Snowboarding game [Course A] in
the Wonder Square), Great Glacier (on an ice island)


===============================================================================
-    SILVER GLASSES                                                           -
===============================================================================

-> Accessory Name: Silver Glasses
-> Carrying Capacity: 99
-> Added Effect: grants immunity to Darkness
-> Shop Locations: Junon (disk 1), Gongaga
-> Accessory Purchase Price: 3000
-> Accessory Sell Price: 1500
-> Yielding Enemies: None
-> Found Where: Junon (disk 1 - given to you by Heidegger for earning 0~50
points during Rufus' departure)


===============================================================================
-    SNEAK GLOVE                                                              -
===============================================================================
```

```
-> Accessory Name: Sneak Glove
-> Carrying Capacity: 1
-> Added Effect: Adjusts your lvl to [target lvl + 60] (if it's not already 60
lvls or more higher) for the purposes of Stealing from them (automatically
sets the results for Step 1 of Steal success calculation to 100)*
-> Shop Locations: Wall Market (disk 2+)
-> Accessory Purchase Price: 129000
-> Accessory Sell Price: 1
-> Yielding Enemies: None
-> Found Where: None


* - even if a target's level is 40 or higher, with Sneak Glove equipped,
"imaginary" levels will exist (100, 101, 102... does not cap at 99)


===============================================================================
-   SPRINT SHOES                                                              -
===============================================================================


-> Accessory Name: Sprint Shoes
-> Carrying Capacity: 99
-> Added Effect: begin battle with Haste [100%]
-> Shop Locations: None
-> Accessory Purchase Price: None
-> Accessory Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gold Saucer (tell the guy outside that you're here to win;
after winning the complete 8 rounds, talk to him again), Gold Saucer (A Rank
prize in Chocobo Square)


===============================================================================
-   STAR PENDANT                                                              -
===============================================================================


-> Accessory Name: Star Pendant
-> Carrying Capacity: 99
-> Added Effect: grants immunity to Poison
-> Shop Locations: Gongaga
-> Accessory Purchase Price: 4000
-> Accessory Sell Price: 2000
-> Yielding Enemies: Motor Ball (Drop [100%])
-> Found Where: Shinra Headquarters (traded in exchange for an A Coupon), Mt.
Corel


===============================================================================
-   TALISMAN                                                                  -
===============================================================================


-> Accessory Name: Talisman
-> Carrying Capacity: 99
-> Added Effect: [Spr +10]
-> Shop Locations: Rocket Town
-> Accessory Purchase Price: 4000
-> Accessory Sell Price: 2000
-> Yielding Enemies: Sample: HO512 (Drop [100%])
-> Found Where: None


===============================================================================
-   TETRA ELEMENTAL                                                           -
===============================================================================
```

```
-> Accessory Name: Tetra Elemental
-> Carrying Capacity: 99
-> Added Effect: absorbs Fire, Ice, Lightning, Earth
-> Shop Locations: None
-> Accessory Purchase Price: None
-> Accessory Sell Price: 1
-> Yielding Enemies: Cactuer (Morph)
-> Found Where: North Crater


==================================================================================
-    TOUGH RING                                                                  -
==================================================================================


-> Accessory Name: Tough Ring
-> Carrying Capacity: 2
-> Added Effect: [Vit +50], [Spr +50]
-> Shop Locations: None
-> Accessory Purchase Price: None
-> Accessory Sell Price: 1
-> Yielding Enemies: Turks:Reno (disk 2 - Steal [32] on Sunken Gelnika, before
Midgar Raid), Turks:Reno (disk 2 - Steal [32] during Midgar Raid)
-> Found Where: N/A


==================================================================================
-    WATER RING                                                                  -
==================================================================================


-> Accessory Name: Water Ring
-> Carrying Capacity: 99
-> Added Effect: absorbs Water
-> Shop Locations: None
-> Accessory Purchase Price: None
-> Accessory Sell Price: 1
-> Yielding Enemies: Acrophies (Steal [8]), Serpent (Steal [32])
-> Found Where: City of the Ancients (outside)


==================================================================================
-    WHITE CAPE                                                                  -
==================================================================================


-> Accessory Name: White Cap
-> Carrying Capacity: 99
-> Added Effect: grants immunity to Frog, Small
-> Shop Locations: Gongaga, Mideel
-> Accessory Purchase Price: 5000
-> Accessory Sell Price: 2500
-> Yielding Enemies: Jenova-BIRTH (Drop [100%])
-> Found Where: N/A


==================================================================================
                 ---------------------------------------------
                 .:'*':.      25. Materia Listing     .:'*':.          #SY5M
                 ---------------------------------------------
==================================================================================


Note that all Materia is considered Mastered at its final level. I will only
list "MASTERED" if nothing happens at that level other than it being Mastered.


==================================================================================
-    MAGIC MATERIA (GREEN)                                                       -
```

```
===============================================================================

-------------------------------------------------------------------------------
-   RESTORE                                                                    -
-------------------------------------------------------------------------------

-> Materia Name: Restore
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -2%,     +2%,    -1,   +1,  -,    -,    -,    -
-> Shop Locations: Sector 5 Slums, Sector 7 Slums, Wall Market, Costa del Sol,
Mideel
-> Materia Purchase Price: 750
-> Maximum Materia Sell Price: 210000
-> Yielding Enemies: None
-> Found Where: Midgar #1 Mako Reactor (on the floor)
-> Initially Equipped To: None


-> Level      Ability Learned     AP to Lv+
   ---------------------------------------
   1          Cure                0
   2          Cure2               2500
   3          Regen               17000
   4          Cure3               25000
   5          MASTERED            40000


-> Description: Restore magic is another name for healing magic, at least in
terms of HP. It is not to be mistaken for Heal materia/magic, which actually
alleviates status ailments.

                        --- ABILITY LIST ---

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Cure                   5   A/1  MHPr  Res   Cure  126     255  X  O  (1)(2)
                                                                       (3)
* Cure2                  24  A/1  MHPr  Res   Cure  786     255  X  O  (4)(5)
                                                                       (6)
* Regen                  30  A/1  Mag   -     -     -       255  X  O  (7)
* Cure3                  64  A/1  MHPr  Res   Cure  2876    255  X  O  (8)(9)
                                                                       (10)


(1) can be used outside of battle
(2) Random Variance does not apply when used on 1 ally outside of battle
(3) PwrCst = 84 when used on all allies [no effect reduction] outside of battle
    (Random Variance does not apply)
(4) can be used outside of battle
(5) PwrCst = 676 when used on 1 ally outside of battle (Random Variance does
    not apply)
(6) PwrCst = 451 when used on all allies [no effect reduction] outside of
    battle (Random Variance does not apply)
(7) Regen [100%]
(8) can be used outside of battle
(9) PwrCst = 1776 when used on 1 ally outside of battle (Random Variance does
    not apply)
(10) PwrCst = 1184 when used on all allies [no effect reduction] outside of
     battle (Random Variance does not apply)


-------------------------------------------------------------------------------
-   HEAL                                                                       -
-------------------------------------------------------------------------------
```

```
-> Materia Name: Heal
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -2%,    +2%,   -1,  +1,  -,   -,   -,   -
-> Shop Locations: Kalm, Junon, Costa del Sol (disk 1)
-> Materia Purchase Price: 1500
-> Maximum Materia Sell Price: 105000
-> Yielding Enemies: None
-> Found Where: N/A
-> Initially Equipped To: None


-> Level      Ability Learned     AP to Lv+
   ---------------------------------------
   1          Poisona             0
   2          Esuna               12000
   3          Resist              52000
   4          MASTERED            60000


-> Description: Heal magic's basis is the treatment of status ailments.

                        --- ABILITY LIST ---


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Poisona                3   A/1  Mag   -     -     -       255  X  O  (1)
* Esuna                  15  A/1  Mag   -     -     -       255  X  O  (2)
* Resist                 120 A/1  Mag   -     -     -       255  X  O  (3)

(1) remove Poison [100%]
(2) remove Darkness [100%], Poison [100%], Silence [100%], Sleep [100%],
    Confusion [100%], Paralysis [100%], Petrification [100%], Berserk [100%],
    Frog [100%], Small [100%], Fury [100%], Sadness [100%], Slow-Numb [100%]
(3) Resist [100%]


------------------------------------------------------------------------------
-   REVIVE                                                                   -
------------------------------------------------------------------------------

-> Materia Name: Revive
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -5%,    +5%,   -2,  +2,  -1,  +1,  -,   -
-> Shop Locations: Junon, Costa del Sol (disk 1)
-> Materia Purchase Price: 3000
-> Maximum Materia Sell Price: 210000
-> Yielding Enemies: None
-> Found Where: N/A
-> Initially Equipped To: None


-> Level      Ability Learned     AP to Lv+
   ---------------------------------------
   1          Life                0
   2          Life2               45000
   3          MASTERED            55000


-> Description: Revive magic is used to remove KO status from characters, and
its level determines the amount of HP they are revived with.

                        --- ABILITY LIST ---


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
```

```
--------------------------------------------------------------------------------
* Life                       34  A/1* MHPr  Res    Prop   -      255  X  O  (1)(2)
                                                                            (3)
* Life2                     100  A/1* MHPr  Res    Prop   -      255  X  O  (4)(5)
                                                                            (6)


(1) revive KO [100%] with 1/4 MaxHP
(2) 100% miss if target is not under KO
(3) 1/4 - KO on Undead targets
(4) revive KO [100%] with 100% MaxHP
(5) 100% miss if target is not under KO
(6) 100% KO on Undead targets


--------------------------------------------------------------------------------
-    FIRE                                                                       -
--------------------------------------------------------------------------------


-> Materia Name: Fire
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -2%,    +2%,   -1,  +1,  -,   -,   -,   -
-> Shop Locations: Sector 5 Slums, Sector 7 Slums, Wall Market, Junon (disk 1),
Costa del Sol, Mideel
-> Materia Purchase Price: 600
-> Maximum Materia Sell Price: 42000
-> Yielding Enemies: None
-> Found Where: N/A
-> Initially Equipped To: Red XIII


-> Level     Ability Learned     AP to Lv+
   --------------------------------------
   1         Fire                0
   2         Fire2               2000
   3         Fire3               18000
   4         MASTERED            35000


-> Description: Fire magic damages with the element of Fire.


                     --- ABILITY LIST ---


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Fire                   4   A/1  Mag   Fir   Mag   8       100  X  O
* Fire2                  22  A/1  Mag   Fir   Mag   20      100  X  O
* Fire3                  52  A/1  Mag   Fir   Mag   64      100  X  O


--------------------------------------------------------------------------------
-    ICE                                                                        -
--------------------------------------------------------------------------------


-> Materia Name: Ice
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -2%,    +2%,   -1,  +1,  -,   -,   -,   -
-> Shop Locations: Sector 5 Slums, Sector 7 Slums, Wall Market, Junon (disk 1),
Costa del Sol, Mideel
-> Materia Purchase Price: 600
-> Maximum Materia Sell Price: 42000
-> Yielding Enemies: None
-> Found Where: N/A
-> Initially Equipped To: Cloud
```

```
-> Level      Ability Learned    AP to Lv+
   --------------------------------------
   1          Ice                0
   2          Ice2               2000
   3          Ice3               18000
   4          MASTERED           35000


-> Description: Ice magic damages with the element of Ice.


                      --- ABILITY LIST ---


* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Ice                     4   A/1  Mag   Ice   Mag   8       100  X  O
* Ice2                    22  A/1  Mag   Ice   Mag   20      100  X  O
* Ice3                    52  A/1  Mag   Ice   Mag   64      100  X  O


-------------------------------------------------------------------------------
-    LIGHTNING                                                                 -
-------------------------------------------------------------------------------


-> Materia Name: Lightning
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -2%,    +2%,    -1,   +1,   -,    -,    -,    -
-> Shop Locations: Sector 5 Slums, Sector 7 Slums, Wall Market, Junon (disk 1),
Costa del Sol, Mideel
-> Materia Purchase Price: 600
-> Maximum Materia Sell Price: 42000
-> Yielding Enemies: None
-> Found Where: N/A
-> Initially Equipped To: Cloud


-> Level      Ability Learned    AP to Lv+
   --------------------------------------
   1          Bolt               0
   2          Bolt2              2000
   3          Bolt3              18000
   4          MASTERED           35000


-> Description: Lightning magic damages with the element of Lightning.


                      --- ABILITY LIST ---


* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Bolt                    4   A/1  Mag   Lit   Mag   8       100  X  O
* Bolt2                   22  A/1  Mag   Lit   Mag   20      100  X  O
* Bolt3                   52  A/1  Mag   Lit   Mag   64      100  X  O


-------------------------------------------------------------------------------
-    EARTH                                                                     -
-------------------------------------------------------------------------------


-> Materia Name: Earth
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -2%,    +2%,    -1,   +1,   -,    -,    -,    -
-> Shop Locations: Kalm, Junon (disk 1), Costa del Sol
-> Materia Purchase Price: 1500
-> Maximum Materia Sell Price: 105000
-> Yielding Enemies: None
```

```
-> Found Where: N/A
-> Initially Equipped To: None


-> Level       Ability Learned     AP to Lv+
    -------------------------------------
    1          Quake               0
    2          Quake2              6000
    3          Quake3              22000
    4          MASTERED            40000


-> Description: Earth magic damages with the element of Earth.


                      --- ABILITY LIST ---


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Quake                  6   A/1  Mag   Eth   Mag   11      100  X  O
* Quake2                 28  A/1  Mag   Eth   Mag   24      100  X  O
* Quake3                 64  A/1  Mag   Eth   Mag   70      100  X  O


------------------------------------------------------------------------------
-   GRAVITY                                                                   -
------------------------------------------------------------------------------


-> Materia Name: Gravity
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -2%,     +2%,    -1,   +1,   -,    -,    -,    -
-> Shop Locations: Costa del Sol (disk 2+), Mideel (after Ultimate Weapon
battle)
-> Materia Purchase Price: 8000
-> Maximum Materia Sell Price: 560000
-> Yielding Enemies: None
-> Found Where: Cave of the Gi (disk 1 - after Gi Nattak)
-> Initially Equipped To: None


-> Level       Ability Learned     AP to Lv+
    -------------------------------------
    1          Demi                0
    2          Demi2               10000
    3          Demi3               20000
    4          MASTERED            40000


-> Description: Gravity magic damages with the element of Gravity and does HP%
damage.


                      --- ABILITY LIST ---


* Name                   MP  Tar   Type  Elem  Form  PwrCst  %   M  R  +Added
------------------------------------------------------------------------------
* Demi                   14  A/1*  Mag   Grav  Prop  -       75  X  X  (1)
* Demi2                  33  A/1*  Mag   Grav  Prop  -       75  X  X  (2)
* Demi3                  48  A/1*  Mag   Grav  Prop  -       75  X  X  (3)

(1) Dmg = [target HP x 1/4]
(2) Dmg = [target HP x 1/2]
(3) Dmg = [target HP x 3/4]


------------------------------------------------------------------------------
-   POISON                                                                    -
------------------------------------------------------------------------------
```

```
-> Materia Name: Poison
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
  -2%,    +2%,   -1,  +1,   -,   -,   -,   -
-> Shop Locations: Kalm, Junon (disk 1), Costa del Sol
-> Materia Purchase Price: 1500
-> Maximum Materia Sell Price: 105000
-> Yielding Enemies: None
-> Found Where: Shinra Headquarters (disk 1 - treasure chest)
-> Initially Equipped To: None


-> Level     Ability Learned     AP to Lv+
   --------------------------------------
   1         Bio                 0
   2         Bio2                5000
   3         Bio3                20000
   4         MASTERED            38000


-> Description: Poison magic damages enemies with the element of Poison, as
well as inflicts the Poison status effect.

                      --- ABILITY LIST ---

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Bio                   8   A/1  Mag   Psn   Mag   10      100  X  O  (1)
* Bio2                  36  A/1  Mag   Psn   Mag   21      100  X  O  (2)
* Bio3                  80  A/1  Mag   Psn   Mag   68      100  X  O  (3)

(1) Poison [48]
(2) Poison [48]
(3) Poison [72]


-------------------------------------------------------------------------------
-   MYSTIFY                                                                   -
-------------------------------------------------------------------------------

-> Materia Name: Mystify
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
  -2%,    +2%,   -1,  +1,   -,   -,   -,   -
-> Shop Locations: Gongaga, Cosmo Canyon
-> Materia Purchase Price: 6000
-> Maximum Materia Sell Price: 420000
-> Yielding Enemies: None
-> Found Where: N/A
-> Initially Equipped To: None


-> Level     Ability Learned     AP to Lv+
   --------------------------------------
   1         Confu               0
   2         Berserk             12000
   3         MASTERED            25000

-> Description: Mystify magic deals with changing the state of mind of the
target with status effects.

                      --- ABILITY LIST ---

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
```

```
* Confu                         18  A/1  Mag   -     -     -       100  X  O  (1)
* Berserk                       28  A/1  Mag   -     -     -       100  X  O  (2)(3)
                                                                            (4)(5)


(1) Confusion [60]
(2) Berserk [80] (only enemy targets)
(3) Berserk [100%] (only ally character targets)
(4) when under Berserk, characters only use Attack and are uncontrollable, and
    enemies under Berserk can only use their Berserk Attack
(5) certain enemy attacks can only be used when under Berserk


-------------------------------------------------------------------------------
-   TIME                                                                       -
-------------------------------------------------------------------------------


-> Materia Name: Time
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -5%,     +5%,    -2,   +2,   -1,   +1,   -,    -
-> Shop Locations: Gongaga, Rocket Town
-> Materia Purchase Price: 6000
-> Maximum Materia Sell Price: 420000
-> Yielding Enemies: None
-> Found Where: N/A
-> Initially Equipped To: None


-> Level      Ability Learned      AP to Lv+
   --------------------------------------
   1          Haste                0
   2          Slow                 8000
   3          Stop                 20000
   4          MASTERED             42000


-> Description: Time magic manipulates time and the target's speed with status
effects.


                        --- ABILITY LIST ---


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Haste                    18  A/1  Mag   -     -     -       I    X  O  (1)
* Slow                     20  A/1  Mag   -     -     -       I    X  O  (2)
* Stop                     34  A/1  Mag   -     -     -       I    X  O  (3)


(1) Haste [100%]
(2) Slow [100]
(3) Stop [60]


-------------------------------------------------------------------------------
-   SEAL                                                                       -
-------------------------------------------------------------------------------


-> Materia Name: Seal
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -2%,     +2%,    -1,   +1,   -,    -,    -,    -
-> Shop Locations: Junon, Costa del Sol
-> Materia Purchase Price: 3000
-> Maximum Materia Sell Price: 210000
-> Yielding Enemies: None
-> Found Where: N/A
-> Initially Equipped To: None
```

```
-> Level      Ability Learned    AP to Lv+
   -------------------------------------
   1          Sleepel            0
   2          Silence            10000
   3          MASTERED           20000


-> Description: Seal magic controls and prevents certain actions of the
character with status effects.


                        --- ABILITY LIST ---


* Name                  MP   Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Sleepel               8    A/1  Mag   -     -     -       100  X  O  (1)
* Silence               24   A/1  Mag   -     -     -       100  X  O  (2)


(1) Sleep [72]
(2) Silence [60]


-------------------------------------------------------------------------------
-    TRANSFORM                                                                -
-------------------------------------------------------------------------------


-> Materia Name: Transform
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -2%,    +2%,    -1,   +1,   -,    -,    -,    -
-> Shop Locations: Gongaga, Cosmo Canyon, North Corel, Mideel (after Ultimate
Weapon battle)
-> Materia Purchase Price: 5000
-> Maximum Materia Sell Price: 350000
-> Yielding Enemies: None
-> Found Where: N/A
-> Initially Equipped To: Cait Sith


-> Level      Ability Learned    AP to Lv+
   -------------------------------------
   1          Mini               0
   2          Toad               8000
   3          MASTERED           24000


-> Description: Transform magic changes the target into a different state/form
with status effects.


                        --- ABILITY LIST ---


* Name                  MP   Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Mini                  10   A/1  Mag   -     -     -       100  X  O  (1)(2)
* Toad                  14   A/1  Mag   -     -     -       100  X  O  (3)(4)


(1) Small [72] (on target without Small)
(2) remove Small [100%] (on target with Small)
(3) Frog [72] (on target without Frog)
(4) remove Frog [100%] (on targer with Frog)


-------------------------------------------------------------------------------
-    DESTRUCT                                                                 -
-------------------------------------------------------------------------------
```

```
-> Materia Name: Destruct
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -5%,     +5%,    -2,   +2,   -1,   +1,   -,    -
-> Shop Locations: Fort Condor (disk 2), Mideel (after Ultimate Weapon battle)
-> Materia Purchase Price: 9000
-> Maximum Materia Sell Price: 630000
-> Yielding Enemies: None
-> Found Where: Sephiroth throws Destruct Materia at you when encounter him in
the Shinra Mansion library (disk 1)
-> Initially Equipped To: None


-> Level       Ability Learned      AP to Lv+
   ---------------------------------------
   1           DeBarrier            0
   2           DeSpell              6000
   3           Death                10000
   4           MASTERED             45000


-> Description: Destruct magic gets rid of positive status effects and life
itself.


                       --- ABILITY LIST ---


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* DeBarrier              12  A/1  Mag   -     -     -       255  X  X  (1)
* DeSpell                20  A/1  Mag   -     -     -       255  X  X  (2)
* Death                  30  A/1  Mag   -     -     -       100  X  O  (3)

(1) remove Barrier [100%], Magic Barrier [100%], Reflect [100%], Shield [100%]
(2) remove Slow [100%], Stop [100%], Haste [100%], Reflect [100%], Shield
    [100%], Barrier [100%], Magic Barrier [100%], Regen [100%], Resist [100%],
    Death Force [100%]
(3) Death [44]


--------------------------------------------------------------------------------
-   EXIT                                                                        -
--------------------------------------------------------------------------------

-> Materia Name: Exit
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -2%,     +2%,    -1,   +1,   -,    -,    -,    -
-> Shop Locations: Rocket Town
-> Materia Purchase Price: 10000
-> Maximum Materia Sell Price: 700000
-> Yielding Enemies: None
-> Found Where: N/A
-> Initially Equipped To: None


-> Level       Ability Learned      AP to Lv+
   ---------------------------------------
   1           Escape               0
   2           Remove               10000
   3           MASTERED             30000


-> Description: Escape magic facilitates means of departure from battle.


                       --- ABILITY LIST ---


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
```

```
--------------------------------------------------------------------------------
* Escape                  16  AA   Mag   -     -     -        110  X  X  (1)
* Remove                  99  A    Mag   -     -     -        110  X  X  (2)(3)

(1) if certain battle variables (such as a boss battle) do not constrain escape,
    entire party escapes battle
(2) Death [100%]
(3) no reward except Exp


--------------------------------------------------------------------------------
-   BARRIER                                                                    -
--------------------------------------------------------------------------------

-> Materia Name: Barrier
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -5%,     +5%,    -2,   +2,   -1,   +1,   -,    -
-> Shop Locations: Rocket Town
-> Materia Purchase Price: 10000
-> Maximum Materia Sell Price: 600000
-> Yielding Enemies: None
-> Found Where: N/A
-> Initially Equipped To: None


-> Level      Ability Learned     AP to Lv+
   ----------------------------------------
   1          Barrier             0
   2          MBarrier            5000
   3          Reflect             15000
   4          Wall                30000
   5          MASTERED            45000

-> Description: Barrier magic puts up many types of protection on the target
with positive status effects.


                        --- ABILITY LIST ---

* Name                   MP  Tar  Type Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Barrier                16  A/1  Mag   -     -     -       I    X  O  (1)
* MBarrier               24  A/1  Mag   -     -     -       I    X  O  (2)
* Reflect                30  A/1  Mag   -     -     -       I    X  X  (3)
* Wall                   58  A/1  Mag   -     -     -       I    X  O  (4)

(1) Barrier [100%]
(2) Magic Barrier [100%]
(3) Reflect [100%]
(4) Barrier [100%], Magic Barrier [100%]


--------------------------------------------------------------------------------
-   SHIELD                                                                     -
--------------------------------------------------------------------------------

-> Materia Name: Shield
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -10%,    +10%,   -4,   +4,   -2,   +2,   -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: North Crater
```

```
-> Initially Equipped To: None

-> Level      Ability Learned     AP to Lv+
   ---------------------------------------
   1          ---                 0
   2          Shield              10000
   3          MASTERED            100000

-> Description: Shield magic puts up a protection on the target.

                       --- ABILITY LIST ---

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Shield                180 1    Mag   -     -     -       I    X  X  (1)

(1) Shield [100%]


--------------------------------------------------------------------------------
-    CONTAIN                                                                   -
--------------------------------------------------------------------------------

-> Materia Name: Contain
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -10%,    +10%,   -4,   +4,   -2,   +2,   -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: In Mideel (before or after Ultimate Weapon battle), feed the
White Chocobo Mimett Greens and then scratch behind its ears
-> Initially Equipped To: None

-> Level      Ability Learned     AP to Lv+
   ---------------------------------------
   1          Freeze              0
   2          Break               5000
   3          Tornado             10000
   4          Flare               15000
   5          MASTERED            60000

-> Description: Contain magic uses very powerful elemental magic spells.

                       --- ABILITY LIST ---

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Freeze                82  1    Mag   Ice   Mag   95      100  X  O  (1)
* Break                 86  1    Mag   Eth   Mag   100     100  X  O  (2)
* Tornado               90  1    Mag   Wnd   Mag   105     100  X  O  (3)
* Flare                 100 1    Mag   Fir   Mag   115     100  X  O

(1) Stop [68]
(2) Petrify [32]
(3) Confusion [32]


--------------------------------------------------------------------------------
-    COMET                                                                     -
--------------------------------------------------------------------------------
```

```
-> Materia Name: Comet
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
  -5%,     +5%,    -2,   +2,   -1,   +1,   -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1400000
-> Yielding Enemies: None
-> Found Where: City of the Ancients (disk 1 - on the staircase before Jenova-
LIFE)
-> Initially Equipped To: None


-> Level      Ability Learned      AP to Lv+
    -------------------------------------
   1          Comet                0
   2          Comet2               12000
   3          MASTERED             60000


-> Description: Comet magic non-elementally damages the target.


                        --- ABILITY LIST ---


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Comet                    70  1    Mag   -     Mag   80      100   X  X
* Comet2                   110 R    Mag   -     Mag   30      100   X  X  (1)


(1) 4 random hits to random targets (any combination of targets) - each hit
    uses the power constant


-------------------------------------------------------------------------------
-   ULTIMA                                                                     -
-------------------------------------------------------------------------------


-> Materia Name: Ultima
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
  -10%,    +10%,   -4,   +4,   -2,   +2,   -,    -
-> Shop Locations: North Corel (from the little kid if you didn't stop the
train)
-> Materia Purchase Price: 50000
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: North Corel, if you stop the train, this will be given to you
by the child who found it in the well
-> Initially Equipped To: None


-> Level      Ability Learned      AP to Lv+
    -------------------------------------
   1          ---                  0
   2          Ultima               5000
   3          MASTERED             100000


-> Description: Ultima magic non-elementally damages the target.


                        --- ABILITY LIST ---


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Ultima                   130 A*   Mag   -     Mag   105     100   X  X


-------------------------------------------------------------------------------
```

```
-    FULL CURE                                                              -
--------------------------------------------------------------------------------


-> Materia Name: Full Cure
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -10%,   +10%,   -4,   +4,   -2,   +2,   -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Cosmo Canyon (disk 2+ - area of the Item Shop where the rope
was blocking access to in disk 1)
-> Initially Equipped To: None


-> Level      Ability Learned      AP to Lv+
   --------------------------------------
   1          ---                  0
   2          Full Cure            3000
   3          MASTERED             100000


-> Description: Full Cure magic revives 100% MaxHP.


                        --- ABILITY LIST ---


* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Full Cure               99  1    MHPr  Res   Prop  -       255  X  X  (1)


(1) restore by 100% MaxHP


--------------------------------------------------------------------------------
-    MASTER MAGIC                                                           -
--------------------------------------------------------------------------------


-> Materia Name: Master Magic
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -,       -,      -,    -,    -,    -,    -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Kalm (disk 2+ - trade Earth Harp to Kalm Traveler), or you can
take the Green Huge Materia from Fort Condor to Bugenhagen and then reach
MASTERED level for all Magic Materia, and then going back and touching the Huge
Materia in Bugenhagen's house
-> Initially Equipped To: None


-> Level      Ability Learned      AP to Lv+
   --------------------------------------
   none


-> Description: Master Magic allows use of all Magic Materia spells.


================================================================================
-    SUMMON MATERIA (RED)                                                   -
================================================================================


--------------------------------------------------------------------------------
-    CHOCO/MOG                                                              -
--------------------------------------------------------------------------------
```

```
-> Materia Name: Choco/Mog
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -2%,    +2%,   -,   +1,  -,   -,   -,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Chocobo Ranch (speak with the chocobo closest to the south of
the fence and reply with "Wark" - only before Chocobos are not there anymore)
-> Initially Equipped To: None

-> Level      Ability Learned                            AP to Lv+
   -------------------------------------------------------------------
   1          Use Deathblow!  or Fat Chocobo 1x per battle  0
   2          Use Deathblow!  or Fat Chocobo 2x per battle  2000
   3          Use Deathblow!  or Fat Chocobo 3x per battle  14000
   4          Use Deathblow!  or Fat Chocobo 4x per battle  25000
   5          Use Deathblow!  or Fat Chocobo 2x per battle  35000

-> Description: Choco/Mog Materia summons Choco/Mog into battle.

                        --- ABILITY LIST ---

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Deathblow!              14  A*   Mag   -     Mag   16      255  X  X  (1)(2)
* Fat Chocobo             14  A*   Mag   -     Mag   20      255  X  X  (3)

(1) Stop [40]
(2) although in the game it says that Choco/Mog does Wind damage, in actuality
    it does Non-Elemental damage
(3) 15/256 - use this randomly instead of Deathblow!

--------------------------------------------------------------------------------
-   SHIVA                                                                      -
--------------------------------------------------------------------------------

-> Materia Name: Shiva
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -2%,    +2%,   -,   +1,  -,   -,   -,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Junon (given to you by Priscilla after Bottomswell battle)
-> Initially Equipped To: None

-> Level      Ability Learned                            AP to Lv+
   -------------------------------------------------------------------
   1          Use Diamond Dust 1x per battle                0
   2          Use Diamond Dust 2x per battle                4000
   3          Use Diamond Dust 3x per battle                15000
   4          Use Diamond Dust 4x per battle                30000
   5          Use Diamond Dust 5x per battle                50000

-> Description: Shiva Materia summons Shiva into battle.

                        --- ABILITY LIST ---
```

```
* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Diamond Dust              32  A*   Mag   Ice   Mag   24      255  X  X


--------------------------------------------------------------------------------
-   IFRIT                                                                      -
--------------------------------------------------------------------------------

-> Materia Name: Ifrit
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -2%,    +2%,   -,   +1,  -,   -,   -,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Shinra Cargo Ship (disk 1 - must be picked up off the floor
before leaving after the Jenova-BIRTH battle)
-> Initially Equipped To: None

-> Level      Ability Learned                             AP to Lv+
   ----------------------------------------------------------------
   1          Use Hellfire 1x per battle                  0
   2          Use Hellfire 2x per battle                  5000
   3          Use Hellfire 3x per battle                  20000
   4          Use Hellfire 4x per battle                  35000
   5          Use Hellfire 5x per battle                  60000

-> Description: Ifrit Materia summons Ifrit into battle.

                       --- ABILITY LIST ---

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Hellfire                  34  A*   Mag   Fir   Mag   27      255  X  X


--------------------------------------------------------------------------------
-   RAMUH                                                                      -
--------------------------------------------------------------------------------

-> Materia Name: Ramuh
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -2%,    +2%,   -,   +1,  -,   -,   -,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Chocobo jockey room (disk 1 - must be picked up off the floor
before proceeding)
-> Initially Equipped To: None

-> Level      Ability Learned                             AP to Lv+
   ----------------------------------------------------------------
   1          Use Judgment Bolt 1x per battle             0
   2          Use Judgment Bolt 2x per battle             10000
   3          Use Judgment Bolt 3x per battle             25000
   4          Use Judgment Bolt 4x per battle             50000
   5          Use Judgment Bolt 5x per battle             70000

-> Description: Ramuh Materia summons Ramuh into battle.
```

```
                          --- ABILITY LIST ---

* Name                      MP   Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
--------------------------------------------------------------------------------
* Judgment Bolt             40   A*   Mag   Lit   Mag   30      255   X  X


--------------------------------------------------------------------------------
-   TITAN                                                                       -
--------------------------------------------------------------------------------

-> Materia Name: Titan
-> MaxHP,  MaxMP,  Str,   Mag,   Vit,   Spr,   Dex,   Luck
   -2%,     +2%,    -,     +1,    -,     -,     -,     -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gongaga Mako Reactor
-> Initially Equipped To: None


-> Level      Ability Learned                          AP to Lv+
   ---------------------------------------------------------------------
   1          Use Anger of the Land 1x per battle      0
   2          Use Anger of the Land 2x per battle      15000
   3          Use Anger of the Land 3x per battle      30000
   4          Use Anger of the Land 4x per battle      60000
   5          Use Anger of the Land 5x per battle      80000

-> Description: Titan Materia summons Titan into battle.

                          --- ABILITY LIST ---

* Name                      MP   Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
--------------------------------------------------------------------------------
* Anger of the Land         46   A*   Mag   Eth   Mag   33      255   X  X


--------------------------------------------------------------------------------
-   ODIN                                                                        -
--------------------------------------------------------------------------------

-> Materia Name: Odin
-> MaxHP,  MaxMP,  Str,   Mag,   Vit,   Spr,   Dex,   Luck
   -5%,     +5%,    -,     +1,    -,     +1,    -,     -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Nibelheim (Shinra Mansion - on the floor after Lost Number
battle)
-> Initially Equipped To: None


-> Level      Ability Learned                                   AP to Lv+
   ---------------------------------------------------------------------------
   1          Use Steel Bladed Sword or Gunge Lance 1x per battle   0
   2          Use Steel Bladed Sword or Gunge Lance 2x per battle   16000
   3          Use Steel Bladed Sword or Gunge Lance 3x per battle   32000
   4          Use Steel Bladed Sword or Gunge Lance 4x per battle   65000
   5          Use Steel Bladed Sword or Gunge Lance 5x per battle   90000

-> Description: Odin Materia summons Odin into battle.
```

```
                       --- ABILITY LIST ---

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Steel Bladed Sword      80  A*   Mag   -     -     -       255  X  X  (1)(2)
* Gunge Lance             80  1    Mag   -     Mag   78      255  X  X  (3)

(1) Death [92]
(2) 100% miss on all enemies that absorb Death
(3) will be used instead of Steel Bladed Sword only if all enemies are immune
    to or absorb Death


-------------------------------------------------------------------------------
-   LEVIATHAN                                                                  -
-------------------------------------------------------------------------------


-> Materia Name: Leviathan
-> MaxHP, MaxMP, Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -5%,    +5%,   -,   +1,   -,    +1,   -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Wutai (after Godo battle - only before Midgar raid)
-> Initially Equipped To: None

-> Level     Ability Learned                             AP to Lv+
   ---------------------------------------------------------------------
   1          Use Tidal Wave 1x per battle               0
   2          Use Tidal Wave 2x per battle               18000
   3          Use Tidal Wave 3x per battle               38000
   4          Use Tidal Wave 4x per battle               70000
   5          Use Tidal Wave 5x per battle               100000

-> Description: Leviathan Materia summons Leviathan into battle.

                       --- ABILITY LIST ---

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Tidal Wave              78  A*   Mag   Wat   Mag   75      255  X  X


-------------------------------------------------------------------------------
-   BAHAMUT                                                                    -
-------------------------------------------------------------------------------


-> Materia Name: Bahamut
-> MaxHP, MaxMP, Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -5%,    +5%,   -,   +1,   -,    +1,   -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Temple of the Ancients (on the floor after Red Dragon battle -
must be picked up before Demon Gate battle)
-> Initially Equipped To: None

-> Level     Ability Learned                             AP to Lv+
   ---------------------------------------------------------------------
```

```
    1          Use Mega Flare 1x per battle                    0
    2          Use Mega Flare 2x per battle                    20000
    3          Use Mega Flare 3x per battle                    50000
    4          Use Mega Flare 4x per battle                    80000
    5          Use Mega Flare 5x per battle                    120000


-> Description: Bahamut Materia summons Bahamut into battle.


                          --- ABILITY LIST ---


* Name                    MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Mega Flare              100 A*   MgP   -     Mag   65      255   X  X


-------------------------------------------------------------------------------
-    KJATA                                                                    -
-------------------------------------------------------------------------------


-> Materia Name: Kjata
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -5%,     +5%,   -,    +1,   -,    +1,   -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Sleeping Forest (first area, among the trees)
-> Initially Equipped To: None


-> Level     Ability Learned                             AP to Lv+
   ----------------------------------------------------------------
    1          Use Tetra Disaster 1x per battle              0
    2          Use Tetra Disaster 2x per battle              22000
    3          Use Tetra Disaster 3x per battle              60000
    4          Use Tetra Disaster 4x per battle              90000
    5          Use Tetra Disaster 5x per battle              140000


-> Description: Kjata Materia summons Kjata into battle.


                          --- ABILITY LIST ---


* Name                    MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Tetra Disaster          110 A*   Mag   F/I/L Mag   100     255   X  X


-------------------------------------------------------------------------------
-    ALEXANDER                                                                -
-------------------------------------------------------------------------------


-> Materia Name: Alexander
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -5%,     +5%,   -,    +1,   -,    +1,   -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Great Glacier (only the floor after Snow battle [after touching
the hot springs])
-> Initially Equipped To: None


-> Level     Ability Learned                             AP to Lv+
```

```
    ---------------------------------------------------------------------
    1            Use Judgment 1x per battle                    0
    2            Use Judgment 2x per battle                    25000
    3            Use Judgment 3x per battle                    65000
    4            Use Judgment 4x per battle                    100000
    5            Use Judgment 5x per battle                    150000


-> Description: Alexander Materia summons Alexander into battle.


                          --- ABILITY LIST ---


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Judgment                 120 A*   Mag   Hly   Mag   120     255   X  X



-------------------------------------------------------------------------------
-   PHOENIX                                                                    -
-------------------------------------------------------------------------------


-> Materia Name: Phoenix
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -10%,    +10%,   -,    +2,   -,    +2,   -,     -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Fort Condor (disk 2+ - on the floor where the Condor was after
the 20th battle), Bone Village (must be excavated [only if you missed it in
Fort Condor])
-> Initially Equipped To: None


-> Level     Ability Learned                              AP to Lv+
   -----------------------------------------------------------------
    1            Use Phoenix Flame 1x per battle              0
    2            Use Phoenix Flame 2x per battle              28000
    3            Use Phoenix Flame 3x per battle              70000
    4            Use Phoenix Flame 4x per battle              120000
    5            Use Phoenix Flame 5x per battle              180000


-> Description: Phoenix Materia summons Phoenix into battle.


                          --- ABILITY LIST ---


* Name                     MP  Tar    Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Phoenix Flame            180 A/AA M/HPr Fire  Mag   60      255   X  X  (1)(2)


(1) revive KO [100%] and restore by 100% MaxHP (all allies under KO)
(2) restore by 100% MaxHP (all allies not under KO)


-------------------------------------------------------------------------------
-   NEO BAHAMUT                                                                -
-------------------------------------------------------------------------------


-> Materia Name: Neo Bahamut
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -10%,    +10%,   -,    +2,   -,    +2,   -,     -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
```

```
-> Yielding Enemies: None
-> Found Where: The Crater Whirlwind Maze (disk 2)
-> Initially Equipped To: None

-> Level      Ability Learned                               AP to Lv+
   -----------------------------------------------------------------
   1          Use Giga Flare 1x per battle                  0
   2          Use Giga Flare 2x per battle                  30000
   3          Use Giga Flare 3x per battle                  80000
   4          Use Giga Flare 4x per battle                  140000
   5          Use Giga Flare 5x per battle                  200000


-> Description: Neo Bahamut Materia summons Neo Bahamut into battle.


                          --- ABILITY LIST ---


* Name                     MP   Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
--------------------------------------------------------------------------------
* Giga Flare               140  A*   MgP   -     Mag   80      255   X  X


--------------------------------------------------------------------------------
-    HADES                                                                      -
--------------------------------------------------------------------------------


-> Materia Name: Hades
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -10%,   +15%,   -,    +4,   -,    +4,   -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Sunken Gelnika (disk 2+ - treasure chest)
-> Initially Equipped To: None

-> Level      Ability Learned                               AP to Lv+
   -----------------------------------------------------------------
   1          Use Black Cauldron 1x per battle              0
   2          Use Black Cauldron 2x per battle              35000
   3          Use Black Cauldron 3x per battle              120000
   4          Use Black Cauldron 4x per battle              150000
   5          Use Black Cauldron 5x per battle              250000


-> Description: Hades Materia summons Hades into battle.


                          --- ABILITY LIST ---


* Name                     MP   Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
--------------------------------------------------------------------------------
* Black Cauldron           150  A*   Mag   -     Mag   90      255   X  X  (1)

(1) Poison [100%], Silence [100%], Sleep [100%], Slow [100%], Confusion [100%],
    Paralysis [100%], Frog [100%], Small [100%]


--------------------------------------------------------------------------------
-    TYPHOON                                                                    -
--------------------------------------------------------------------------------


-> Materia Name: Typhoon
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -10%,   +15%,   -,    +4,   -,    +4,   -,    -
```

```
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Sunken Gelnika (disk 2+ - treasure chest)
-> Initially Equipped To: None

-> Level     Ability Learned                             AP to Lv+
   ----------------------------------------------------------------
   1         Use Disintegration 1x per battle            0
   2         Use Disintegration 2x per battle            35000
   3         Use Disintegration 3x per battle            120000
   4         Use Disintegration 4x per battle            150000
   5         Use Disintegration 1x per battle            250000

-> Description: Typhoon Materia summons Typhoon into battle.


                         --- ABILITY LIST ---


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Disintegration         160 A*   MgP  F/I/L/E Mag  110     255   X  X


-------------------------------------------------------------------------------
-    BAHAMUT ZERO                                                              -
-------------------------------------------------------------------------------


-> Materia Name: Bahamut ZERO
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -10%,   +15%,   -,    +4,   -,    +4,   -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Cosmo Canyon planetarium (disk 2+ - only if you have Blue Huge
Materia, Bahamut, and Neo Bahamut - touch the Huge Materia to get it)
-> Initially Equipped To: None

-> Level     Ability Learned                             AP to Lv+
   ----------------------------------------------------------------
   1         Use Tera Flare 1x per battle                0
   2         Use Tera Flare 2x per battle                35000
   3         Use Tera Flare 3x per battle                120000
   4         Use Tera Flare 4x per battle                150000
   5         Use Tera Flare 5x per battle                250000

-> Description: Bahamut ZERO Materia summons Bahamut ZERO into battle.


                         --- ABILITY LIST ---


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Tera Flare             180 A*   MgP   -     Mag   120     255   X  X


-------------------------------------------------------------------------------
-    KNIGHTS OF THE ROUND                                                      -
-------------------------------------------------------------------------------


-> Materia Name: Knights of the Round
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
```

```
   -10%,    +20%,    -,    +8,    -,    +8,    -,    -
```
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Round Island Materia Cave to the Northeast on the World Map
(must have a Gold Chocobo to reach it)
-> Initially Equipped To: None

```
-> Level      Ability Learned                          AP to Lv+
   ----------------------------------------------------------------
   1          Use Ultimate End 1x per battle           0
   2          Use Ultimate End 2x per battle           50000
   3          Use Ultimate End 3x per battle           200000
   4          Use Ultimate End 4x per battle           300000
   5          Use Ultimate End 5x per battle           500000
```

-> Description: Knights of the Round Materia summons Knights of the Round into
battle.

                         --- ABILITY LIST ---

```
* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Ultimate End           250 A*   MgP   -     Mag   80      255  X  X  (1)
```

(1) hits all enemies 13x - each hit uses the power constant


```
-------------------------------------------------------------------------------
-    MASTER SUMMON                                                             -
-------------------------------------------------------------------------------
```

-> Materia Name: Master Summon
```
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -,       -,      -,    -,    -,    -,    -,    -
```
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Kalm (disk 2+ - trade Earth Harp to Kalm Traveler), or you can
take the Red Huge Materia from Fort Condor to Bugenhagen and then reach
MASTERED level for all Summon Materia, and then going back and touching the
Huge Materia in Bugenhagen's house
-> Initially Equipped To: None

```
-> Level      Ability Learned                          AP to Lv+
   ----------------------------------------------------------------
   none
```

-> Description: Master Summon allows use of all Summon Materia.


```
===============================================================================
-    COMMAND MATERIA (YELLOW)                                                  -
===============================================================================
```


```
-------------------------------------------------------------------------------
-    SLASH-ALL                                                                 -
-------------------------------------------------------------------------------
```

-> Materia Name: Slash-All

```
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
    -,       -,      -,    -,    -,    -,    -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Ancient Forest
-> Initially Equipped To: None


-> Level       Ability Learned    AP to Lv+
   ----------------------------------------
   1           Slash-All          0
   2           Flash              130000
   3           MASTERED           150000


-> Description: Slash-All Materia substitutes for Fight command and will attack
all targets.


                        --- ABILITY LIST ---


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
---------------------------------------------------------------------------------
* Slash-All              0   A    Phys  Weap  Phys  16      -    X  X  (1)(2)
* Flash                  0   A    Phys  Weap  -     -       -    X  X  (3)(4)

(1) % = [equipped weapon At%]
(2) can hit enemies in the back row for full damage
(3) % = [equipped weapon At% x 1/2]
(4) Death [100%]


---------------------------------------------------------------------------------
-   DOUBLE CUT                                                                  -
---------------------------------------------------------------------------------

-> Materia Name: Double Cut
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
    -,       -,      -,    -,    -,    -,    +2,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Sunken Gelnika
-> Initially Equipped To: None


-> Level       Ability Learned    AP to Lv+
   ----------------------------------------
   1           2x-Cut             0
   2           4x-Cut             100000
   3           MASTERED           150000


-> Description: Double Cut Materia substitutes for Fight command and will
attack multiple times in one turn.


                        --- ABILITY LIST ---


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
---------------------------------------------------------------------------------
* 2x-Cut                 0   1    Phys  Weap  Phys  16      -    X  X  (1)(2)
* 4x-Cut                 0   R    Phys  Weap  Phys  16      -    X  X  (3)(4)
                                                                         (5)
```

```
(1) % = [equipped weapon At%]
(2) attack 2x on target - each hit uses the power constant
(3) % = [equipped weapon At%]
(4) 4 random hits to random targets (any combination of characters) - each hit
    uses the power constant
(5) can hit enemies in the back row for full damage


--------------------------------------------------------------------------------
-   W-MAGIC                                                                     -
--------------------------------------------------------------------------------

-> Materia Name: W-Magic
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
    -,      -,      -,    -,    -,    -,    -,     -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: North Crater
-> Initially Equipped To: None

-> Level     Ability Learned     AP to Lv+
   -------------------------------------
    1         W-Magic             0
    2         MASTERED            250000

-> Description: W-Magic substitutes for Magic command and will cast spells x2
in one turn.


--------------------------------------------------------------------------------
-   W-SUMMON                                                                    -
--------------------------------------------------------------------------------

-> Materia Name: W-Summon
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
    -,      -,      -,    -,    -,    -,    -,     -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gold Saucer Battle Square (disk 2+ - get 64000+ points)
-> Initially Equipped To: None

-> Level     Ability Learned     AP to Lv+
   -------------------------------------
    1         W-Summon            0
    2         MASTERED            250000

-> Description: W-Summon substitutes for Summon command and will use summons x2
in one turn.


--------------------------------------------------------------------------------
-   W-ITEM                                                                      -
--------------------------------------------------------------------------------

-> Materia Name: W-Item
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
    -,      -,      -,    -,    -,    -,    -,     -
-> Shop Locations: None
```

```
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Midgar Raid (disk 2)
-> Initially Equipped To: None


-> Level     Ability Learned     AP to Lv+
   --------------------------------------
   1          W-Item              0
   2          MASTERED            250000


-> Description: W-Item substitutes for Item command and will use Items x2 in
one turn.


There is also a special item duplication trick you can perform with the W-Item
Materia. Make sure you have at least one of a battle item you wish to
multiply in number. Select the W-Item command and then select the item and
confirm twice. Afterwards, choose any other item, then cancel and confirm over
and over again and you will eventually have 99 of the original item you
selected.


-------------------------------------------------------------------------------
-   SENSE                                                                      -
-------------------------------------------------------------------------------


-> Materia Name: Sense
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
    -,      -,      -,    -,    -,    -,    -,    -
-> Shop Locations: Kalm, Junon
-> Materia Purchase Price: 1000
-> Maximum Materia Sell Price: 700000
-> Yielding Enemies: None
-> Found Where: Sector 6 Playground
-> Initially Equipped To: Red XIII


-> Level     Ability Learned     AP to Lv+
   --------------------------------------
   1          Sense               0
   2          MASTERED            40000


-> Description: Sense Materia allows you to view the target's information.


                         --- ABILITY LIST ---


* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Sense                   0   1/A  -     -     -     -       I    X  X  (1)


(1) Long Range attack
(2) Sense will display their lvl, CurHP, MaxHP, CurMP, MaxMP, and elemental
    affinities, and afterwards will show their CurHP out of their MaxHP (?/?
    form) for the remainder of battle
(3) if an enemy's MaxHP is greater than or equal to 30000, they are immune to
    Sense


-------------------------------------------------------------------------------
-   THROW                                                                      -
-------------------------------------------------------------------------------


-> Materia Name: Throw
```

```
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
    -,      -,     -,    -,   +1,   -,    -,    -
-> Shop Locations: Fort Condor (disk 2+), Rocket Town (disk 2+), Mideel (after
Ultimate Weapon battle)
-> Materia Purchase Price: 10000
-> Maximum Materia Sell Price: 700000
-> Yielding Enemies: None
-> Found Where: N/A
-> Initially Equipped To: Yuffie


-> Level     Ability Learned     AP to Lv+
   -------------------------------------
   1         Throw               0
   2         Coin                45000
   3         MASTERED            60000


-> Description: Throw Materia allows you to throw resources at targets to do
damage.


                        --- ABILITY LIST ---


* Name                 MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Throw                0   1    Phys  -     Phys  16      I    X  X  (1)(2)
                                                                    (3)
* Coin                 0   A*   Phys  -     Phys  -       I    X  X  (4)(5)
                                                                    (6)(7)


(1) does damage by throwing a weapon in your inventory (certain weapons cannot
    be thrown, however) at a target
(2) Long Range attack
(3) Att = [(Str + thrown weapon Att) x 2] (can exceed 255)
(4) does damage by a chosen amount of Gil at all targets
(5) Dmg = [(Gil thrown / 10) / amount of available targets]
(6) if Coin is linked with Sneak Attack, Gil thrown is chosen as such:
    Step 1: [highest HP in target group] (caps at 10000)
    Step 2: Gil = [Step 1 result x 10 x amount of available targets]
(7) if Gil chosen > Gil available, Throw Gil available


-------------------------------------------------------------------------------
-   STEAL                                                                     -
-------------------------------------------------------------------------------


-> Materia Name: Steal
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
    -,      -,     -,    -,    -,    -,   +2,    -
-> Shop Locations: Kalm
-> Materia Purchase Price: 1200
-> Maximum Materia Sell Price: 84000
-> Yielding Enemies: None
-> Found Where: Midgar Sewers (disk 1 - must be picked up before second area)
-> Initially Equipped To: None


-> Level     Ability Learned     AP to Lv+
   -------------------------------------
   1         Steal               0
   2         Mug                 40000
   3         MASTERED            50000


-> Description: Steal Materia allows you to pilfer resources from enemies.
```

```
                        --- ABILITY LIST ---

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Steal                 0   1/A  -     -     -     -       I    X  X  (1)(2)
* Mug                   0   1/A  Phys  Weap  Phys  16      -    X  X  (3)(4)
                                                                      (5)


(1) allows you to steal an item an enemy has available
(2) If the following is true, Steal is successful:
    Step 1: [user lvl - target lvl + 40]*
    Step 2: [512 x Step 1 result / 100]
    Step 3: [Item Steal Value x Step 2 result / 256]
    Step 4: Is Step 3 result greater than or equal to Rnd[0..63]?
            Yes: Steal successful
            No: Steal unsuccessful
* - Step 1 result = 100 automatically with Sneak Glove equipped
(3) % = [equipped weapon At%]
(4) allows you to use the same effect as Steal but doing physical damage in the
    process
(5) If the following is true, Steal is successful:
    Step 1: [user lvl - target lvl + 40]*
    Step 2: [512 x Step 1 result / 100]
    Step 3: [Item Steal Value x Step 2 result / 256]
    Step 4: Is Step 3 result greater than or equal to Rnd[0..63]?
            Yes: Steal successful
            No: Steal unsuccessful
* - Step 1 result = 100 automatically with Sneak Glove equipped


-------------------------------------------------------------------------------
-   MORPH                                                                      -
-------------------------------------------------------------------------------

-> Materia Name: Morph
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,      -,      -,   -,   -,   -,   -,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Temple of the Ancients (disk 1 - near the purple spring)
-> Initially Equipped To: None


-> Level      Ability Learned      AP to Lv+
   --------------------------------------
   1          Morph                0
   2          MASTERED             100000


-> Description: Morph Materia allows you to receive an item (if available) from
the enemy if the Morph strike KO's the enemy.


                        --- ABILITY LIST ---

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Morph                 0   1/A  Phys  Weap  Phys  2       -    X  X  (1)(2)
                                                                      (3)(4)
                                                                      (5)
```

```
(1) % = [equipped weapon At%]
(2) cannot Critical Hit
(3) Morph allows you to change an enemy into their designated Morph item, but
    only if Morph is the attack that KO's the enemy
(4) can hit enemies in the back row for full damage
(5) with Yuffie's Conformer and a Lv16 enemy, Morph will do the same damage as
    a regular physical attack with base 16, and the higher enemy's level, the
    more powerful the killing blow can be for Morph


--------------------------------------------------------------------------------
-   DEATHBLOW                                                                  -
--------------------------------------------------------------------------------


-> Materia Name: Deathblow
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,      -,      -,    -,   -,    -,   -,    +1
-> Shop Locations: Fort Condor (disk 2+), Rocket Town (disk 2+), Mideel (after
Ultimate Weapon battle)
-> Materia Purchase Price: 10000
-> Maximum Materia Sell Price: 700000
-> Yielding Enemies: None
-> Found Where: Gongaga (near the exit)
-> Initially Equipped To: None


-> Level      Ability Learned      AP to Lv+
   ---------------------------------------
   1          Deathblow            0
   2          MASTERED             40000


-> Description: Deathblow Materia allows higher rate of Critical Hits.

                         --- ABILITY LIST ---

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Deathblow              0   1/A  Phys  Weap  Phys  16       -   X  X  (1)(2)
                                                                       (3)


(1) % = [equipped weapon At% x 1/3]
(2) 100% Critical Damage
(3) can hit enemies in the back row for full damage


--------------------------------------------------------------------------------
-   MANIPULATE                                                                 -
--------------------------------------------------------------------------------


-> Materia Name: Manipulate
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,      -,      -,    -,   -,    -,   -,    -
-> Shop Locations: Fort Condor (disk 2+), Rocket Town (disk 2+), Mideel (after
Ultimate Weapon battle)
-> Materia Purchase Price: 10000
-> Maximum Materia Sell Price: 700000
-> Yielding Enemies: None
-> Found Where: Gongaga (near the exit)
-> Initially Equipped To: Cait Sith


-> Level      Ability Learned      AP to Lv+
   ---------------------------------------
   1          Manipulate*          0
```

```
   2            MASTERED              40000
```

* - the name will come up as "Manip." on the battle menu because of the length
of the name.

-> Description: Manipulate Materia allows you to have control over an enemy's
attacks.

                        --- ABILITY LIST ---

```
* Name                    MP  Tar Type Elem Form PwrCst  %   M  R  +Added
-------------------------------------------------------------------------------
* Manipulate              0   1/A  -    -    -    -       I   X  X  (1)
```

(1) Long Range attack
(2) Manipulate allows you to control the enemy's actions, and brings up the
    Manipulate menu, which allows you to choose from their actions (and is the
    only way a lot of Enemy Skills can be learned) - enemy cannot act on its
    own while under Manipulation
(3) If the following is true, you will Manipulate the enemy:
    Step 1: [user lvl - target lvl + 50] ([Step 1 result x 4/5] if targetting
            more than one enemy)*
    Step 2: Is Step 1 result greater than Rnd[0..99]?
            Yes: Do target(s) not have Sleep, Stop, Paralysis, Petrification,
                 Manipulation and are not under KO?
                 Yes: Is target not immune to Manipulation?
                     Yes: Manipulation successful
                     No: Manipulation unsuccessful
                 No: Manipulation unsuccessful
            No: Manipulation unsuccessful
* - Step 1 result = at least 100 if HypnoCrown is equipped, or
    Step 1 result = 255 if target is weak to element or status use
(4) certain enemy attacks in general can only be used if Manipulated

----
-   MIME   -

-> Materia Name: Mime
-> MaxHP, MaxMP,   Str,   Mag,   Vit,   Spr,   Dex,   Luck
   -,   -,   -,   -,   -,   -,   -,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Materia Cave to west on the World Map (must have a Green
Chocobo, Black Chocobo, or Gold Chocobo to reach it)
-> Initially Equipped To: None

-> Level   Ability Learned   AP to Lv+
   ----
   1   Mime   0
   2   MASTERED   100000

-> Description: Mime Materia allows you to repeat the last action/command taken
by your party.

                        --- ABILITY LIST ---

* Name   MP Tar Type Elem Form PwrCst %   M R +Added
```

```
--------------------------------------------------------------------------------
* Mime                         0  S   -    -    -    -      I   X  X  (1)(2)
                                                                     (3)(4)
                                                                     (5)(6)


(1) Long Range attack
(2) Mime allows you to repeat the last action/command taken by your party (as
    well as specific effects that are granted to the Mimed ability through any
    Materia linked to it)
(3) if a Limit Break is Mimed, it can only be through the character that used
    the Limit Break to begin with
(4) if an action that consumes MP is Mimed, the Mimed copy does not consume MP
(5) abilities can be Mimied (other than Limit Breaks) even if the character
    Mimimg does possess that Materia
(6) all abilities can be Mimed except Escape


--------------------------------------------------------------------------------
-   ENEMY SKILL                                                                -
--------------------------------------------------------------------------------


-> Materia Name: Enemy Skill
-> MaxHP, MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
    -,      -,     -,    -,    -,    -,    -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Shinra Headquarters (67th floor - Aeris' containment
mechanism), Junon (Advanced Training Hall), City of the Ancients (disk 1 - do
not rest in the resting area and it's in this area), and the Chocobo Sage's
house in the mountains (you must "talk" to the Green Chocobo in the house)
-> Initially Equipped To: None


-> Level     Ability Learned     AP to Lv+
   ---------------------------------------
   none


-> Description: Enemy Skill Materia allows to learn and use one of the twenty
four Enemy Skills in the game. You gain stars for each on you learn.


                         --- ABILITY LIST ---


- Note: I will be changing the layout of this ability list slightly to
accomodate the sheer amount of Enemy Skills there are (24 total). Each E.Skill
will receive their own mini-section.


---------------------
ENEMY SKILL: FROG SONG
---------------------


* Name                     MP  Tar Type Elem Form PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Frog Song                 5   1   Mag   -    -    -     100  X  O  (1)(2)
                                                                     (3)


(1) Frog [100%] (if target does not have Frog), remove Frog [100%] (if target
    has frog)
(2) Sleep [100%] (if target does not have Sleep), remove Sleep [100%] (if
    target has Sleep)
(3) learn from Touch Me, Toxic Frog, Christopher
```

```
---------------------
ENEMY SKILL: L4 SUICIDE
---------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* L4 Suicide              10  A*   Mag   -     Prop  -       I    X  O  (1)(2)
                                                                       (3)(4)


(1) Dmg = [target HP x 31/32]
(2) Small [100%]
(3) 100% miss if target's lvl is not a multiple of 4
(4) learn from Mu, Trick Play


------------------------
ENEMY SKILL: MAGIC HAMMER
------------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Magic Hammer            3   1    MMAb  -     Fix   100     100  X  O  (1)(2)

(1) if enemy's MP < 100, you will absorb whatever MP enemy has
(2) learn from Razor Weed


---------------------
ENEMY SKILL: WHITE WIND
---------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* White Wind              34  A*   PHPr  Res   Spec  -       255  X  X  (1)(2)
                                                                       (3)

(1) cures by user's CurHP
(2) remove Darkness [100%], Poison [100%], Silence [100%], Sleep [100%],
    Slow [100%], Stop [100%], Confusion [100%], Petrification [100%], Paralysis
    [100%], Berserk [100%], Frog [100%], Small [100%], Slow-Numb [100%],
    Manipulation [100%], Resist [100%], Death Force [100%]
(3) Petrify [72] (if used on an Undead target)
(4) learn from Zemzelett, Wind Wing


---------------------
ENEMY SKILL: BIG GUARD
---------------------

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Big Guard               56  A    Mag   -     -     -       255  X  X  (1)(2)

(1) Haste [100%], Barrier [100%], Magic Barrier [100%]
(2) if a character is immune to Slow/Stop, they will also be immune to Haste
    for purposes of Big Guard (will not receive the status); Barrier and Magic
    Barrier as such drain at normal speed instead of 2x speed granted by Haste
(3) learn from Beach Plug


--------------------------
ENEMY SKILL: ANGEL WHISPER
--------------------------
```

```
* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Angel Whisper            50  1    MHPr  Res   Prop  -       255  X  X  (1)(2)
                                                                       (3)(4)

(1) revive KO [100%] (if target is under KO) with 100% MaxHP (if target is
    under KO), restore by 100% MaxHP (if target is not under KO)
(2) remove Darkness [100%], Poison [100%], Silence [100%], Sleep [100%], Slow
    [100%], Stop [100%], Confusion [100%], Paralysis [100%], Petrification
    [100%], Berserk [100%], Frog [100%], Small [100%], Slow-Numb [100%], Death
    [100%]
(3) Death [100%] (if used on an Undead target)
(4) learn from Pollensalta


------------------------
ENEMY SKILL: DRAGON FORCE
------------------------


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Dragon Force             19  S    -     -     -     -       255  X  X  (1)(2)
                                                                       (3)(4)

(1) Add 50% to Def (max = 100%, even if it's used more than twice)
(2) Add 50% to MDf (max = 100%, even if it's used more than twice)
(3) due to a glitch in the game, MDf does not actually increase under -any-
    circumstance, although Dragon Force will still raise base Spr
(4) learn from Dark Dragon


------------------------
ENEMY SKILL: DEATH FORCE
------------------------


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Death Force              3   1    Mag   -     -     -       255  X  X  (1)(2)

(1) Death Force [100%]
(2) learn from Adamantaimai


-------------------------
ENEMY SKILL: FLAME THROWER
-------------------------


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Flame Thrower            10  1    Mag   Fir   Mag   14      100  X  O  (1)

(1) learn from Ark Dragon, Dragon


-----------------
ENEMY SKILL: LASER
-----------------


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Laser                    16  1    Mag   Grav  Prop  -       100  X  O  (1)(2)

(1) Dmg = [target HP x 1/2]
```

```
    (2) learn from Death Claw, Dark Dragon


-----------------------
ENEMY SKILL: MATRA MAGIC
-----------------------


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Matra Magic            8   A*   Mag   -     Mag   11      100   X  O  (1)


(1) learn from Custom Sweeper, Bullmotor, Death Machine


----------------------
ENEMY SKILL: BAD BREATH
----------------------


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Bad Breath             58  A    Mag   -     -     -       100   X  X  (1)(2)


(1) Poison [100%], Silence [100%], Sleep [100%], Confusion [100%], Frog [100%],
    Small [100%]
(2) learn from Malboro


-----------------
ENEMY SKILL: BETA
-----------------


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Beta                   35  A*   Mag   Fir   Mag   54      100   X  X  (1)


(1) learn from Midgar Zolom


---------------------
ENEMY SKILL: AQUALUNG
---------------------


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Aqualung               34  A*   Mag   Wat   Mag   52      100   X  X  (1)


(1) learn from Harpy, Jenova-LIFE, Serpent


------------------
ENEMY SKILL: TRINE
------------------


* Name                   MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Trine                  20  A*   Mag   Lit   Mag   34      100   X  X  (1)


(1) learn from Materia Keeper (only if you get it before getting second and
    third Enemy Skill Materia), Stilva (must get it before getting fourth Enemy
    Skill Materia), Godo (only after you get the fourth Enemy Skill Materia and
    obtain the airship) - all are one-time only skills


------------------------
ENEMY SKILL: MAGIC BREATH
------------------------
```

```
* Name                     MP  Tar  Type  Elem   Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Magic Breath             75  A*   Mag   F/I/L  Mag   77      100  X  X  (1)


(1) learn from Stilva, Parasite


-----------------
ENEMY SKILL: ????
-----------------


* Name                     MP  Tar  Type  Elem   Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* ????                     3   1    Phys  -      Spec  -       100  X  X  (1)(2)


(1) Dmg = [user's MaxHP - user's CurHP]
(2) learn from Jersey, Behemoth


------------------------
ENEMY SKILL: GOBLIN PUNCH
------------------------


* Name                     MP  Tar  Type  Elem   Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Goblin Punch             0   1    Phys  -      Phys  12      100  X  X  (1)


(1) Is target lvl = user lvl?
    Yes: Dmg = [dmg x 8]
    No: damage is greater the closer you are to the target lvl
(2) learn from Goblin


-----------------------
ENEMY SKILL: CHOCOBUCKLE
-----------------------


* Name                     MP  Tar  Type  Elem   Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Chocobuckle              3   1    Phys  -      Spec  -       100  X  X  (1)(2)


(1) Dmg = [number of times your party has escaped from battle]
(2) learn from Chocobo (any level)


--------------------
ENEMY SKILL: L5 DEATH
--------------------


* Name                     MP  Tar  Type  Elem   Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* L5 Death                 22  A    Mag   -      -     -       I    X  X  (1)(2)
                                                                          (3)


(1) Death [100%]
(2) 100% miss if target's lvl is not a multiple of 5
(3) learn from Parasite


--------------------------
ENEMY SKILL: DEATH SENTENCE
--------------------------


* Name                     MP  Tar  Type  Elem   Form  PwrCst  %    M  R  +Added
```

```
--------------------------------------------------------------------------------
* Death Sentence           10 1    Mag  -    -    -      100  X  X  (1)(2)


(1) Death Sentence [100%]
(2) learn from Gi Spector, Sneaky Step, Boundfat


--------------------
ENEMY SKILL: ROULETTE
--------------------

* Name                     MP  Tar Type Elem Form PwrCst  %   M  R  +Added
--------------------------------------------------------------------------------
* Roulette                 6   R   Mag  -    -    -      255  X  X  (1)(2)
                                                                    (3)


(1) Death [100%]
(2) 1 random hit to a random targets (target can be self, ally, or enemies)
(3) learn from Death Dealer


------------------------
ENEMY SKILL: SHADOW FLARE
------------------------

* Name                     MP  Tar Type Elem Form PwrCst  %   M  R  +Added
--------------------------------------------------------------------------------
* Shadow Flare             100 1   Mag  -    Mag  125    100  X  O  (1)


(1) learn from Dragon Zombie, Ultimate Weapon (only in final battle over Cosmo
    Canyon)


-------------------------
ENEMY SKILL: PANDORA'S BOX
-------------------------

* Name                     MP  Tar Type Elem Form PwrCst  %   M  R  +Added
--------------------------------------------------------------------------------
* Pandora's Box            110 A*  MgP  -    Mag  50     100  X  O  (1)(2)


(1) learn from Dragon Zombie (only can learn the first time you kill a Dragon
    Zombie, then it is lost forever)
(2) it's been claimed that this attack can be used more than once in a game,
    but at this time the reason is unknown


--------------------------------------------------------------------------------
-   MASTER COMMAND                                                              -
--------------------------------------------------------------------------------

-> Materia Name: Master Command
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
    -,       -,      -,    -,    -,    -,    -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Kalm (disk 2+ - trade Earth Harp to Kalm Traveler), or you can
take the Huge Materia from Fort Condor to Bugenhagen and then reach MASTERED
level for all Summon Materia, and then going back and touching the Huge Materia
in Bugenhagen's house
-> Initially Equipped To: None
```

```
   -> Level    Ability Learned        AP to Lv+
      ------------------------------------
      none

-> Description: Master Command allows use of all Command Materia except Slash-
All, W-Magic, W-Summon, W-Item, Double Cut, and Enemy Skill


===============================================================================
-    SUPPORT MATERIA (BLUE)                                                   -
===============================================================================


-------------------------------------------------------------------------------
-    ALL                                                                       -
-------------------------------------------------------------------------------


-> Materia Name: All
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
    -,       -,      -,    -,    -,    -,    -,     -
-> Shop Locations: Fort Condor (disk 2+)
-> Materia Purchase Price: 20000
-> Maximum Materia Sell Price: 1400000
-> Yielding Enemies: None
-> Found Where: Sector 7 Slums Beginner's Hall (only before the next Mako
Reactor), Shinra Headquarters (63rd floor - trade for a C Coupon),
Shinra Cargo Ship (before Jenova-BIRTH), Mt. Nibel (only if you taken the
fourth ramp down in Materia Keeper's area), Great Glacier (central caves),
Gold Saucer Wonder Square (if you get 89+ points in Snowboarding [Course B])
-> Initially Equipped To: Red XIII

-> Level    Ability Learned                          AP to Lv+
      ----------------------------------------------------------------
    1        Use the linked Magic on all 1x per battle     0
    2        Use the linked Magic on all 2x per battle     1500
    3        Use the linked Magic on all 3x per battle     6000
    4        Use the linked Magic on all 4x per battle     18000
    5        Use the linked Magic on all 5x per battle     35000

-> Description: All magic that can be paired with All Materia (even if targets
only one enemy) can hit all targets.
-> Supportable Materia: Restore, Heal, Revive, Seal, Fire, Ice, Lightning,
Earth, Gravity, Poison, Mystify, Time, Transform, Barrier, Destruct, Master
Magic


-------------------------------------------------------------------------------
-    COUNTER                                                                   -
-------------------------------------------------------------------------------


-> Materia Name: Counter
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
    -,       -,      -,    -,    -,    -,    -,     -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: North Crater
-> Initially Equipped To: None

-> Level    Ability Learned                          AP to Lv+
      ----------------------------------------------------------------
    1        3/10 - counterattack with linked Command       0
```

```
    2          2/5  - counterattack with linked Command          20000
    3          3/5  - counterattack with linked Command          40000
    4          4/5  - counterattack with linked Command          60000
    5          always counterattack with linked Command          100000
```

-> Description: Depending on the Level of the Materia (out of all the ones
listed below), you will counterattack with all of the abilities learned for
that Materia. This is not the case in terms of Steal and Throw. If you've
learned either Mug (in terms of Steal Materia), or Coin (on the Throw Materia),
you will use the higher level of the two. You can however attack twice, should
you have a seperate Materia. If linked to Master Command, a random ability will
be chosen to counterattack with from what's available. Counter only takes
effect when damage is done to the character with the Materia and its link.
-> Supportable Materia: Sense, Steal, Throw, Deathblow, Mime, Morph, Manipulate,
Master Command

-   MAGIC COUNTER   -

-> Materia Name: Magic Counter
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,   -,   -,   -,   -,   -,   -,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gold Saucer (A Rank Prize in the Chocobo Square), North Crater
(concealed behind a green Mako stream)
-> Initially Equipped To: None

-> Level   Ability Learned   AP to Lv+
   ----
    1   3/10 - counterattack with linked Magic/Summon 0
    2   2/5 - counterattack with linked Magic/Summon 20000
    3   3/5 - counterattack with linked Magic/Summon 40000
    4   4/5 - counterattack with linked Magic/Summon 80000
    5   always counterattack with linked Magic/Summon 300000

-> Description: Depending on the level of the Magic Materia linked to the Magic
Counter Materia, the highest level spell associated with the Materia will be
cast. However, in the case of a Summon being linked, at level (1-5) the Summon
will only be used once. If Magic Counter is linked with either Master Magic or
Master Summon, one of either every spell or every Summon will be used randomly.
Magic Counter only takes effect when damage is done to the character with the
Materia and its link.
-> Supportable Materia: Restore, Heal, Revive, Fire, Ice, Lightning, Earth,
Poison, Gravity, Time, Seal, Mystify, Destruct, Barrier, Transform, Exit,
Shield, Contain, Comet, Ultima, Full Cure, Master Magic, Choco/Mog, Shiva,
Ifrit, Ramuh, Titan, Odin, Leviathan, Bahamut, Kjata, Alexander, Phoenix, Neo
Bahamut, Hades, Typhoon, Bahamut ZERO, Knights of the Round, Master Summon

----
-   MP TURBO   -

-> Materia Name: MP Turbo
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,   -,   -,   -,   -,   -,   -,   -
-> Shop Locations: None

```
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: The Crater Whirlwind Maze (disk 2 - after Jenova-DEATH battle)
-> Initially Equipped To: None


-> Level    Ability Learned                                 AP to Lv+
   ------------------------------------------------------------------
   1        10% added damage to the linked Magic/Summon     0
   2        20% added damage to the linked Magic/Summon     10000
   3        30% added damage to the linked Magic/Summon     30000
   4        40% added damage to the linked Magic/Summon     60000
   5        50% added damage to the linked Magic/Summon     120000


-> Description: The only linked Materia that will receive the % damage increase
will be Physical, Magical, Curative spells. -All- linked Materia will receive
the an MP increase of [MP of spell x (10 + MP Turbo level) / 10] + 1. However,
this number can never exceed 255. Effects can stack, however, the stacked
effects can never cumulatively exceed a 50% limit. You will only be able to
use the spells linked at the time for your given MP Turbo level if you at that
time have ample MP, just like with normal Magic and Summons. Also, if a status
effect Magic does not have a 100% chance of inflicting the status effect, the
% increase is also distributed to the % chance of infliction.
-> Supportable Materia: Restore, Heal, Revive, Fire, Ice, Lightning, Earth,
Poison, Gravity, Time, Seal, Mystify, Destruct, Barrier, Transform, Exit,
Shield, Contain, Comet, Ultima, Full Cure, Master Magic, Choco/Mog, Shiva,
Ifrit, Ramuh, Titan, Odin, Leviathan, Bahamut, Kjata, Alexander, Phoenix, Neo
Bahamut, Hades, Typhoon, Bahamut ZERO, Knights of the Round, Master Summon


-------------------------------------------------------------------------------
-   HP ABSORB                                                                 -
-------------------------------------------------------------------------------

-> Materia Name: HP Absorb
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
    -,      -,      -,    -,    -,    -,    -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Wutai (Yuffie's house - treasure chest), North Crater


-> Level    Ability Learned                                 AP to Lv+
   ------------------------------------------------------------------
   1        Linked Materia receives HP Absorb effect        0
   2        MASTERED                                        100000


-> Description: Depending on the level of the Magic Materia linked to HP
Absorb, the HP Absorb Materia will grant its ability to every ability so far
acquired. HP Absorb in terms of Summons will of course only apply to the one
Summon associated with that Materia. In terms of linked Command Materia, only
the highest level of ability learned for that Materia will receive the
effects. If you have it linked to Master anything, all abilities available
receive the effect. HP Absorb will restore [dmg x 1/10] HP to the user of the
ability, unless that ability was curative, in which case the user receives
[dmg x 1/10] damage done to them.
-> Supportable Materia: Restore, Heal, Revive, Fire, Ice, Lightning, Earth,
Poison, Gravity, Time, Seal, Mystify, Destruct, Barrier, Transform, Exit,
Shield, Contain, Comet, Ultima, Full Cure, Master Magic, Choco/Mog, Shiva,
Ifrit, Ramuh, Titan, Odin, Leviathan, Bahamut, Kjata, Alexander, Phoenix, Neo
```

Bahamut, Hades, Typhoon, Bahamut ZERO, Knights of the Round, Master Summon,
Sense, Steal, Throw, Deathblow, Mime, Morph, Manipulate, Master Command

----
-   MP ABSORB   -

-> Materia Name: MP Absorb
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,   -,   -,   -,   -,   -,   -,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Wutai Item Shop (disk 1/2 - before Midgar Raid, during the
Wutai sidequest involving Rapps)

-> Level   Ability Learned   AP to Lv+
   ----
   1   Linked Materia receives MP Absorb effect   0
   2   MASTERED   100000

-> Description: Depending on the level of the Magic Materia linked to MP
Absorb, the HP Absorb Materia will grant its ability to every ability so far
acquired. MP Absorb in terms of Summons will of course only apply to the one
Summon associated with that Materia. In terms of linked Command Materia, only
the highest level of ability learned for that Materia will receive the
effects. If you have it linked to Master anything, all abilities available
receive the effect. MP Absorb will restore [dmg x 1/100] MP to the user of the
ability, unless that ability was curative, in which case the user receives
[dmg x 1/100] damage done to them.
-> Supportable Materia: Restore, Heal, Revive, Fire, Ice, Lightning, Earth,
Poison, Gravity, Time, Seal, Mystify, Destruct, Barrier, Transform, Exit,
Shield, Contain, Comet, Ultima, Full Cure, Master Magic, Choco/Mog, Shiva,
Ifrit, Ramuh, Titan, Odin, Leviathan, Bahamut, Kjata, Alexander, Phoenix, Neo
Bahamut, Hades, Typhoon, Bahamut ZERO, Knights of the Round, Master Summon,
Sense, Steal, Throw, Deathblow, Mime, Morph, Manipulate, Master Command

----
-   ELEMENTAL   -

-> Materia Name: Elemental
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,   -,   -,   -,   -,   -,   -,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Shinra Headquarters (disk 1 - guess Mayor Domino's password the
first time), Mt. Nibel (Materia Spring area), Nibelheim (disk 2 - set Tifa as
your party leader and play the correct notes on her piano [only if you got the
1 Gil stash from the child's drawer in Sector 5 Slums, and you must have played
the correct tune three other times throughout the game]

-> Level   Ability Learned   AP to Lv+
   ----
   1   1/2 damage from the Element linked   0
   2   Immune to the Element linked   10000
   3   Absorb the element linked   40000

4   MASTERED   80000

-> Description: If you link this with an Element on the character's equipped
weapon, you receive the ability to damage with that ability innately on your
weapon. If you have this linked with an Element on armor, you receive the
ability to defend against that Element in one of the three ways mentioned
above. Fire damage or protection can be acquired through linking Fire/Ifrit/
Phoenix, Ice damage or protection can be acquired through linking Ice/Shiva,
Lightning damage or protection can be acquired through linking Lightning/
Ramuh, Earth damage or protection can be acquired through linking Earth/Titan,
Poison damage or protection can be acquired through linking Poison, Gravity
damage or protection can be acquired through linking Gravity, Water damage or
protection can be acquired by linking Leviathan, Wind damage or protection can
be acquired through linking Choco/Mog/Typhoon, and Holy damage or protection
can be acquired through linking Alexander. If Element Materia is linked to an
independent Materia or a non-elemental Magic or Summon Materia, the damage or
protection given is to a hidden element. The attacks in the game that use this
element are: Aeris' Fury Brand, Attack Squad's Smoke Bullet, Bagrisk's Stone
Strike, Cokatolis' Petrify Smog, Demons Gate's Petrif-Eye, Dorky Face's Funny
Breath and its Curses, Gagighandi's Stone Stare, Marine's Smoke Bullet, and
Ultimate Weapon's Ultima Beam.
-> Supportable Materia: Restore, Heal, Revive, Fire, Ice, Lightning, Earth,
Poison, Gravity, Time, Seal, Mystify, Destruct, Barrier, Transform, Exit,
Shield, Contain, Comet, Ultima, Full Cure, Master Magic, Choco/Mog, Shiva,
Ifrit, Ramuh, Titan, Odin, Leviathan, Bahamut, Kjata, Alexander, Phoenix, Neo
Bahamut, Hades, Typhoon, Bahamut ZERO, Knights of the Round, Master Summon,
Sense, Steal, Throw, Slash-All, Double Cut, Enemy Skill, W-Magic, W-Summon, W-
Item, Deathblow, Mime, Morph, Manipulate, Master Command, HP Plus, MP Plus,
Magic Plus, Speed Plus, Exp Plus, Gil Plus, Luck Plus, Enemy Lure, Enemy Away,
Chocobo Lure, Pre-Emptive, Mega All, Cover, Long Range, Counter Attack, HP<->MP,
Underwater

-   ADDED EFFECT   -

-> Materia Name: Added Effect
-> MaxHP, MaxMP,   Str,   Mag,   Vit,   Spr,   Dex,   Luck
    -,   -,   -,   -,   -,   -,   -,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Shinra Headquarters (disk 1 - guess Mayor Domino's password the
first time), Mt. Nibel (Materia Spring area), Nibelheim (disk 2 - set Tifa as
your party leader and play the correct notes on her piano [only if you got the
1 Gil stash from the child's drawer in Sector 5 Slums, and you must have played
the correct tune three other times throughout the game]

-> Level   Ability Learned   AP to Lv+
   ----
    1   Added Effect   0
    2   MASTERED   100000

-> Description: Added Effect adds the effect of the linked Materia (listed
below) to the weapon or armor on the character. If it's linked to their
weapon, you receive a 1/5 chance of inflicting that status. If it's linked to
their armor, you become immune to the status effect. Linking Poison gives
immunity to Poison; linking Seal gives immunity to Sleep and Silence; linking
Mystify gives immunity to Confusion and Berserk; linking Time gives immunity to

Slow and Stop; linking Contain gives immunity to Confusion, Stop and Petrify;
linking Transform gives immunity to Frog and Small; linking Destruct gives
immunity to Death; linking Choco/Mog gives immunity to Stop; linking Odin gives
immunity to Death; linking Hades gives immunity to Poison, Silence, Sleep,
Confusion, Frog, and Small.
-> Supportable Materia: Poison, Seal, Mystify, Time, Contain, Transform,
Destruct, Choco/Mog, Odin, Hades

-    QUADRA MAGIC   -

-> Materia Name: Quadra Magic
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,   -,   -,   -,   -,   -,   -,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Materia Cave to the southeast on the World Map (use the airship
trick/glitch to land there, or you must have a Green Chocobo, Black Chocobo, or
Gold Chocobo to reach it)

-> Level   Ability Learned   AP to Lv+
   ----
   1   Use linked Magic x4 in one turn 1x per battle 0
   2   Use linked Magic x4 in one turn 2x per battle 40000
   3   Use linked Magic x4 in one turn 3x per battle 80000
   4   Use linked Magic x4 in one turn 4x per battle 120000
   5   Use linked Magic x4 in one turn 5x per battle 200000

-> Description: Quadra Magic casts the chosen spell four times over in one
turn. If it is single-targetting, all the spells are directed toward that one
single target (randomly chosenly). However, if it's Reflected, all spells are
Reflected at the originally hit. If the spell is all-targetting, the spell
will be used on the entire party. However, each spell will do [damage / 2] as
compared to the power of the normal spell. If the spell is single-targetting
and that single target dies in-between the four spells, any spells not cast
will not be directed toward others, but instead not used at all. In the case
of status effects, their % chance of infliction will be cut by 1/2, assuming
they do not have a 100% chance of inflicting (in which case that % will remain
constant). In the case of HP Proportional attacks, the proportion is cut in 1/2
as well. So Demi3 would rip 37.5% of your current HP as opposed to the regular
75%. This is not unaccounted for. Quadra Magic will still, in normal instances,
do more damage than a normal spell, as there is four castings. Therefore, you
can still do 2x the normal damage you would if you just casted the single
spell. The effects of Quadra Magic can compile, but not 4x each time. Any other
Quadra Magic Materia you have linked to one of the Magics/Summons listed
below, will give you 1 more casting (caps at 8). Note that the MP consumed by a
Quadra Magic spell is not multiplied by 4x, but instead uses the singular MP of
the casted spell.
-> Supportable Materia: Restore, Heal, Revive, Fire, Ice, Lightning, Earth,
Poison, Gravity, Time, Seal, Mystify, Destruct, Barrier, Transform, Exit,
Shield, Contain, Comet, Ultima, Full Cure, Master Magic, Choco/Mog, Shiva,
Ifrit, Ramuh, Titan, Odin, Leviathan, Bahamut, Kjata, Alexander, Phoenix, Neo
Bahamut, Hades, Typhoon, Bahamut ZERO, Master Summon

-    SNEAK ATTACK   -

```
-> Materia Name: Sneak Attack
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
    -,      -,      -,    -,    -,    -,    -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gold Saucer (S Rank Prize in the Chocobo Square)

-> Level      Ability Learned                              AP to Lv+
   ----------------------------------------------------------------
    1         1/5    - sneak attack with linked Materia     0
    2         3.5/10 - sneak attack with linked Materia     20000
    3         1/2    - sneak attack with linked Materia     60000
    4         6.5/10 - sneak attack with linked Materia     100000
    5         4/5    - sneak attack with linked Materia     150000

-> Description: Sneak Attack Materia allows you to, before normal battle
routine and calculations, to immediately cast the linked spell on a randomly
chosen target. Depending on the level of the Magic Materia linked to the Sneak
Attack Materia, the highest level spell associated with the Materia will be
cast. However, in the case of a Summon being linked, at level (1-5) the Summon
will only be used once. If Sneak Attack is linked with either Master Magic or
Master Summon, one of either every spell or every Summon will be used randomly
against targets. Depending on the Level of the Materia (out of the -Commands-
listed below), you will Sneak Attack with all of the abilities learned for
that Materia. This is not the case in terms of Steal and Throw. If you've
learned either Mug (in terms of Steal Materia), or Coin (on the Throw Materia),
you will use the higher level of the two. You can however attack twice, should
you have a seperate Materia. If linked to Master Command, a random ability will
be chosen to Sneak Attack with from what's available.
-> Supportable Materia: Restore, Heal, Revive, Fire, Ice, Lightning, Earth,
Poison, Gravity, Time, Seal, Mystify, Destruct, Barrier, Transform, Exit,
Shield, Contain, Comet, Ultima, Full Cure, Master Magic, Choco/Mog, Shiva,
Ifrit, Ramuh, Titan, Odin, Leviathan, Bahamut, Kjata, Alexander, Phoenix, Neo
Bahamut, Hades, Typhoon, Bahamut ZERO, Knights of the Round, Master Summon,
Sense, Steal, Throw, Deathblow, Mime, Morph, Manipulate, Master Command

-------------------------------------------------------------------------------
-   FINAL ATTACK                                                               -
-------------------------------------------------------------------------------

-> Materia Name: Final Attack
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
    -,      -,      -,    -,    -,    -,    -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gold Saucer (prize from Special Battle in the Battle Square
[first time only])

-> Level      Ability Learned                              AP to Lv+
   ----------------------------------------------------------------
    1         Use linked Materia 1x immediately when KO'd    0
    2         Use linked Materia 2x immediately when KO'd    20000
    3         Use linked Materia 3x immediately when KO'd    40000
    4         Use linked Materia 4x immediately when KO'd    80000
    5         Use linked Materia 1x immediately when KO'd    160000
```

-> Description: Final Attack allows you to, when the character is KO'd, to cast
the linked spell before KO'ing. Depending on the level of the Magic linked
to the Final Attack Materia, the highest lvl spell associated with the Materia
is cast. However, in the case of a Summon being linked, at lvl (1-5) the Summon
will only be used once. If Final Attack is linked with either Master Magic or
Master Summon, one of either every spell or every Summon will be used randomly
against targets. Depending on the Level of the Materia (out of the -Commands-
listed below), you will Final Attack with all of the abilities learned for
that Materia. This is not the case in terms of Steal and Throw. If you've
learned either Mug (in terms of Steal Materia), or Coin (on the Throw Materia),
you will use the higher level of the two. You can however attack twice, should
you have a seperate Materia. If linked to Master Command, a random ability will
be chosen to Sneak Attack with from what's available. If a spell targets the
caster, it will still be cast on them, but then the effect will be nulled once
they KO.
-> Supportable Materia: Restore, Heal, Revive, Fire, Ice, Lightning, Earth,
Poison, Gravity, Time, Seal, Mystify, Destruct, Barrier, Transform, Exit,
Shield, Contain, Comet, Ultima, Full Cure, Master Magic, Choco/Mog, Shiva,
Ifrit, Ramuh, Titan, Odin, Leviathan, Bahamut, Kjata, Alexander, Phoenix, Neo
Bahamut, Hades, Typhoon, Bahamut ZERO, Knights of the Round, Master Summon,
Sense, Steal, Throw, Deathblow, Mime, Morph, Manipulate, Master Command

----
-    ADDED CUT   -

-> Materia Name: Added Cut
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,   -,   -,   -,   -,   -,   -,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Great Glacier

-> Level   Ability Learned   AP to Lv+
   ----
   1   After using linked Materia, Attack on target   0
   2   MASTERED   200000

-> Description: Added Cut will cause a normal physical attack to follow
simultaneously after the linked Materia is used. If that linked Materia
targetted a group of targets, a single target will be selected at random.
Spells that target allies will still cause Added Cut to attack your allies.
Other cases. If you've leveled up a Magic Materia and know multiple spells for
that single Materia, any spell cast is applicable for the effects of Added
Cut. If you've leveled up Summon Materia, Added Cut will be used after every
Summon you use. In terms of Command Materia being linked, only the highest
level of the Materia you have learned will apply to this effect. If linked to
any Master Materia, all abilities available receive the effect except Throw
(if you have learned Coin, it will receive the ability's grant instead).
-> Supportable Materia: Restore, Heal, Revive, Fire, Ice, Lightning, Earth,
Poison, Gravity, Time, Seal, Mystify, Destruct, Barrier, Transform, Exit,
Shield, Contain, Comet, Ultima, Full Cure, Master Magic, Choco/Mog, Shiva,
Ifrit, Ramuh, Titan, Odin, Leviathan, Bahamut, Kjata, Alexander, Phoenix, Neo
Bahamut, Hades, Typhoon, Bahamut ZERO, Knights of the Round, Master Summon,
Sense, Steal, Throw, Deathblow, Mime, Morph, Manipulate, Master Command

----

```
-    STEAL AS WELL                                                         -
--------------------------------------------------------------------------------

-> Materia Name: Steal As Well
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -,       -,      -,    -,    -,    -,    -,     -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Wutai Da-Chao Statue (in the flame area, must have Leviathan
Scales)

-> Level    Ability Learned                              AP to Lv+
   ----------------------------------------------------------------------
   1         After using linked Materia, Steal on target   0
   2         MASTERED                                      200000

-> Description: Steal As Well will cause a Steal command attack to follow
simultaneously after the linked Materia is used. If that linked Materia
targetted a group of targets, a single target will be selected at random.
You cannot Steal from your allies if the linked Materia targets your group.
Other cases. If you've leveled up a Magic Materia and know multiple spells for
that single Materia, any spell cast is applicable for the effects of Added
Cut. If you've leveled up Summon Materia, SAW will be used after every
Summon you use. In terms of Command Materia being linked, only the highest
level of the Materia you have learned will apply to this effect. If linked to
any Master Materia, all abilities available receive the effect except Throw
(if you have learned Coin, it will receive the ability's grant instead).
-> Supportable Materia: Restore, Heal, Revive, Fire, Ice, Lightning, Earth,
Poison, Gravity, Time, Seal, Mystify, Destruct, Barrier, Transform, Exit,
Shield, Contain, Comet, Ultima, Full Cure, Master Magic, Choco/Mog, Shiva,
Ifrit, Ramuh, Titan, Odin, Leviathan, Bahamut, Kjata, Alexander, Phoenix, Neo
Bahamut, Hades, Typhoon, Bahamut ZERO, Knights of the Round, Master Summon,
Sense, Steal, Throw, Deathblow, Mime, Morph, Manipulate, Master Command


================================================================================
-    INDEPENDENT MATERIA (PURPLE)                                          -
================================================================================


--------------------------------------------------------------------------------
-    MP PLUS                                                               -
--------------------------------------------------------------------------------

-> Materia Name: MP Plus
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -,       -,      -,    -,    -,    -,    -,     -
-> Shop Locations: Cosmo Canyon, Mideel (after Ultimate Weapon battle)
-> Materia Purchase Price: 8000
-> Maximum Materia Sell Price: 560000
-> Yielding Enemies: None
-> Found Where: N/A

-> Level    Ability Learned                              AP to Lv+
   ----------------------------------------------------------------------
   1         [MaxMP + 10%]                                0
   2         [MaxMP + 20%]                                10000
   3         [MaxMP + 30%]                                20000
   4         [MaxMP + 40%]                                30000
   5         [MaxMP + 50%]                                50000
```

-> Description: MP Plus gradually increases your MP capacity. The effects of MP
Plus can stack (caps at 2x [100%] original MaxMP). MaxMP caps at 999 (or 9999
with HP<->MP Materia).

-    HP PLUS   -

-> Materia Name: MP Plus
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
    -,   -,   -,   -,   -,   -,   -,   -
-> Shop Locations: Cosmo Canyon, Mideel (after Ultimate Weapon battle)
-> Materia Purchase Price: 8000
-> Maximum Materia Sell Price: 560000
-> Yielding Enemies: None
-> Found Where: N/A

-> Level   Ability Learned   AP to Lv+
   ----
    1   [MaxHP + 10%]   0
    2   [MaxHP + 20%]   10000
    3   [MaxHP + 30%]   20000
    4   [MaxHP + 40%]   30000
    5   [MaxHP + 50%]   50000

-> Description: HP Plus gradually increases your HP capacity. The effects of HP
Plus can stack (caps at 2x [100%] original MaxHP). MaxHP caps at 9999 (or 999
with HP<->MP Materia).

-    SPEED PLUS   -

-> Materia Name: Speed Plus
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
    -,   -,   -,   -,   -,   -,   -,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1400000
-> Yielding Enemies: None
-> Found Where: Gold Saucer (get 20480 BP in Battle Square [disk 1 before Tiny
Bronco], or get 12000 BP in Battle Square [disk 1 after Tiny Bronco], or get
4000 BP in Battle Square [disk 2+])

-> Level   Ability Learned   AP to Lv+
   ----
    1   [Dex + 10%]   0
    2   [Dex + 20%]   15000
    3   [Dex + 30%]   30000
    4   [Dex + 40%]   60000
    5   [Dex + 50%]   100000

-> Description: Speed Plus gradually increases your base Dexterity. The effects
of Speed Plus can stack (caps at 2x [100%] original Dex).

-    MAGIC PLUS   -

```
-> Materia Name: Magic Plus
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,      -,      -,    -,    -,   -,    -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1050000
-> Yielding Enemies: None
-> Found Where: Corral Valley Cave (climb up the high ladder)

-> Level     Ability Learned                              AP to Lv+
   ----------------------------------------------------------------------
   1          [Mag + 10%]                                  0
   2          [Mag + 20%]                                  10000
   3          [Mag + 30%]                                  20000
   4          [Mag + 40%]                                  30000
   5          [Mag + 50%]                                  50000

-> Description: Magic Plus gradually increases your base Magic. The effects of
Magic Plus can stack (caps at 2x [100%] original Mag).


-------------------------------------------------------------------------------
-   LUCK PLUS                                                                 -
-------------------------------------------------------------------------------

-> Materia Name: Luck Plus
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,      -,      -,    -,    -,   -,    -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1050000
-> Yielding Enemies: None
-> Found Where: Temple of the Ancients (disk 1 - maze area)

-> Level     Ability Learned                              AP to Lv+
   ----------------------------------------------------------------------
   1          [Luck + 10%]                                 0
   2          [Luck + 20%]                                 15000
   3          [Luck + 30%]                                 30000
   4          [Luck + 40%]                                 60000
   5          [Luck + 50%]                                 100000

-> Description: Luck Plus gradually increases your base Luck. The effects of
Luck Plus can stack (caps at 2x [100%] original Luck).


-------------------------------------------------------------------------------
-   EXP PLUS                                                                  -
-------------------------------------------------------------------------------

-> Materia Name: Exp Plus
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,      -,      -,    -,    -,   -,    -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gold Saucer (purchase for 2000 GP in Wonder Square)

-> Level     Ability Learned                              AP to Lv+
   ----------------------------------------------------------------------
   1          [Exp x 1.5]                                  0
```

```
    2          [Exp x 2]                                        60000
    3          MASTERED                                         150000


-> Description: Exp Plus gradually increases Experience gained after battle.


-------------------------------------------------------------------------------
-   GIL PLUS                                                                   -
-------------------------------------------------------------------------------

-> Materia Name: Gil Plus
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -,       -,       -,    -,    -,    -,    -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gold Saucer (purchase for 1000 GP in Wonder Square)


-> Level    Ability Learned                            AP to Lv+
   ----------------------------------------------------------------
    1          [Gil x 1.5]*                                     0
    2          [Gil x 2]                                        60000
    3          MASTERED                                         150000


* - even at Lv1, Gil Plus gives you [Gil x 2] (due to a glitch) - the effect
listed is what it is -meant- to do


-> Description: Gil Plus increases Gil gained after battle.


-------------------------------------------------------------------------------
-   ENEMY AWAY                                                                 -
-------------------------------------------------------------------------------

-> Materia Name: Enemy Away
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -,       -,       -,    -,    -,    -,    -,    -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gold Saucer (B Rank prize in the Chocobo Square)


-> Level    Ability Learned                            AP to Lv+
   ----------------------------------------------------------------
    1          [Random encounter rate - 7/16]                   0
    2          [Random encounter rate - 7/8]                    10000
    3          MASTERED                                         50000


-> Description: Enemy Away Materia decreases your chance of random encounters
in a field map or on the World Map. The effects of Enemy Away can stack (caps
at a minimum of 1/8 random encounter rate of the base encounter rate for the
area).


-------------------------------------------------------------------------------
-   ENEMY LURE                                                                 -
-------------------------------------------------------------------------------

-> Materia Name: Enemy Lure
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -,       -,       -,    -,    -,    -,    -,    -
```

```
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gold Saucer (get 5120 BP in Battle Square [disk 1 before Tiny
Bronco], or get 800 BP in Battle Square [disk 1 after Tiny Bronco], or get
250 BP in Battle Square [disk 2+])

-> Level    Ability Learned                                  AP to Lv+
   ------------------------------------------------------------------
   1          [Random encounter rate + 7/16]                 0
   2          [Random encounter rate + 7/8]                  10000
   3          MASTERED                                       50000

-> Description: Enemy Lure Materia increases your chance of random encounters
in a field map or on the World Map. The effects of Enemy Lure can stack (caps at
a maximum of 62/16 (4x or 400%) random encounter rate of the base encounter rate
for the area). This cap is based on stacking effects and the fact that any 1/16
over 16/16 (100%) immediate goes to 32/16 (2x or 200%) of the base encounter
rate for that area.


--------------------------------------------------------------------------------
-   CHOCOBO LURE                                                               -
--------------------------------------------------------------------------------


-> Materia Name: Chocobo Lure
-> MaxHP,  MaxMP,  Str,  Mag,  Vit,  Spr,  Dex,  Luck
   -,      -,      -,    -,    -,    -,    -,    +1
-> Shop Locations: Chocobo Billy on the Chocobo Farm (disk 1)
-> Materia Purchase Price: 2000
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: In front of the Chocobo field fences (disk 2+)

-> Level    Ability Learned                                  AP to Lv+
   ------------------------------------------------------------------
   1          [Chocobo Lure Rate + 8]                        0
   2          [Chocobo Lure Rate + 12]                       3000
   3          [Chocobo Lure Rate + 16]                       10000
   4          MASTERED                                       30000

-> Description: Chocobo Lure Materia increases your chance of encountering
Chocobos (strictly on the Chocobo Tracks on the World Map). The effects of
Chocobo Lure can stack. Your initial Chocobo Lure rate is 0. As your Chocobo
Lure Materia levels up (and if it's equipped, obviously), your rate becomes
higher. The chance of running into a Chocobo battle on tracks is determined by
[(Rnd[0..255] x 4096) / Chocobo Lure Rate]. That is why without Chocobo Lure it
is impossible to run into a Chocobo encounter (division by 0 is impossible).
The maximum you can achieve through stacking Chocobo Lures is a Chocobo Lure
Rate of 32. If the number you get from the above chance (which I'll call
Probability) is less than [Probability x 1024 + Battle ID], you encounter a
Chocobo battle. As such, your Chocobo encounter odds are: 1) Chocobo Lure Rate
is 8 -> Kalm = 3/4, Junon = 1/2, all other tracks = 1/4; 2) Chocobo Lure Rate
is 12 -> Kalm = 100%, Junon = 3/4, all other tracks = 1/4; 3) Chocobo Lure Rate
is 16 -> Kalm = 100%, Junon = 100%, all other tracks = 1/2; 4) Maximum Chocobo
Lure Rate of 32 -> 100% on all Chocobo Tracks.


--------------------------------------------------------------------------------
-   PRE-EMPTIVE                                                                -
--------------------------------------------------------------------------------
```

```
-> Materia Name: Pre-emptive
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,      -,     -,   -,   -,   -,   +2,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Gold Saucer (get 10240 BP in Battle Square [disk 1 before Tiny
Bronco], or get 6400 BP in Battle Square [disk 1 after Tiny Bronco], or get
1000 BP in Battle Square [disk 2+])

-> Level     Ability Learned                                 AP to Lv+
   --------------------------------------------------------------------
   1          [Pre-Emptive Strike Chance + 1/16]             0
   2          [Pre-Emptive Strike Chance + 11/128]           8000
   3          [Pre-Emptive Strike Chance + 7/64]             20000
   4          [Pre-Emptive Strike Chance + 17/128]           40000
   5          [Pre-Emptive Strike Chance + 3/16]             80000

-> Description: Pre-emptive Materia gradually increases your base chance of
receiving a Pre-emptive Attack. The base chance is 1/16. The effects of
Pre-emptive Materia can stack, and thus the maximum Pre-emptive Attack chance
becomes 85/256. If a MASTERED Pre-emptive Materia is set in any Materia slot of
the third character in your party formation, [Back Attack & Ambush Chance / 2].

-------------------------------------------------------------------------------
-   LONG RANGE                                                               -
-------------------------------------------------------------------------------

-> Materia Name: Long Range
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,      -,     -,   -,   -,   -,   +2,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Mythril Mines (climb a vine in the easternmost room)

-> Level     Ability Learned                                 AP to Lv+
   ------------------------------------------------------------------
   1          Weapons have same attack power from Back Row    0
   2          MASTERED                                        80000

-> Description: Long Range Materia allows all weapons that are not inherently
Long Range (like all of Barret's weapons except for six) to become Long Range.
Works on normal attacks, Steal, Mug, Deathblow, Slash-All, 2x-Cut, 4x-Cut,
Flash, and Morph.

-------------------------------------------------------------------------------
-   MEGA-ALL                                                                 -
-------------------------------------------------------------------------------

-> Materia Name: Mega-All
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,      -,     -,   -,   -,   -,   +2,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
```

```
-> Found Where: North Crater (from where your party decides to split, take
the bottom path twice, and you'll see it in a green Mako stream - jump while
pressing confirm to get it)

-> Level     Ability Learned                               AP to Lv+
   ----------------------------------------------------------------
   1         Use Mega-All abilities 1x per battle          0
   2         Use Mega-All abilities 2x per battle          20000
   3         Use Mega-All abilities 3x per battle          40000
   4         Use Mega-All abilities 4x per battle          80000
   5         Use Mega-All abilities 5x per battle          160000

-> Description: Mega-All uses whatever compatible abilities against all
targets.
-> Compatible Materia: Sense, Steal, Mug, Deathblow, Morph, Manipulation,
Slash-All (infinite use), Restore, Heal, Revive, Fire, Ice, Lightning, Earth,
Poison, Gravity, Time, Seal, Mystify, Destruct, Barrier, Transform, Exit,
Contain, Ultima


--------------------------------------------------------------------------------
-   COUNTER ATTACK                                                             -
--------------------------------------------------------------------------------

-> Materia Name: Counter Attack
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,      -,     -,    -,   -,    -,   +2,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Mt. Nibel (after Materia Keeper battle), Gold Saucer (A Rank
Prize in Chocobo Square - the name that appears on the prize screen is
"Counter" as opposed to "Counter Attack")

-> Level     Ability Learned                               AP to Lv+
   ----------------------------------------------------------------
   1         3/10 - counterattack physically               0
   2         2/5  - counterattack physically               10000
   3         3/5  - counterattack physically               20000
   4         4/5  - counterattack physically               50000
   5         always counterattack physically               100000

-> Description: Counter Attack Materia allows the character with it equipped
to, when they receive damage, counterattack the enemy that damaged them with a
regular physical attack.


--------------------------------------------------------------------------------
-   COVER                                                                       -
--------------------------------------------------------------------------------

-> Materia Name: Cover
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,      -,     -,    -,  +1,   -,   +2,   -
-> Shop Locations: Wall Market
-> Materia Purchase Price: 1000
-> Maximum Materia Sell Price: 70000
-> Yielding Enemies: None
-> Found Where: Aeris' garden in Midgar

-> Level     Ability Learned                               AP to Lv+
```

```
         -------------------------------------------------------------------
    1          1/5 - cover allies from attacks                0
    2          2/5 - cover allies from attacks                2000
    3          3/5 - cover allies from attacks                10000
    4          4/5 - cover allies from attacks                25000
    5          always cover allies from attacks               40000
```

-> Description: Cover Materia allows the character with the Materia to protect
an ally from a physical attack if they (the character with the Materia) is not
under Darkness, Sleep, Stop, Confusion, Paralysis, Petrification, Berserk,
Frog, Small, Imprison, or Death (if the attack is not their own and/or the
attack is not directed at themselves). The effects of Cover Materia stack, and
at every 2.56x the normal Cover chance, it resets to 0. If more than one
character has Cover and all characters with Cover are not under the above
status effects, a random character is chosen to Cover the character being
attacked.

-   HP<->MP   -

-> Materia Name: HP<->MP
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,   -,   -,   -,   -,   -,   +2,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Materia Cave near Corel (must have a Black Chocobo or Gold
Chocobo to reach it)

-> Level   Ability Learned   AP to Lv+
   ----
    1   MaxHP becomes MaxMP and MaxMP becomes MaxHP   0
    2   MASTERED   80000

-> Description: With HP<->MP, your Max possible HP is 999, and your Max
possible MP is 9999. Also, attacks targetting the character with the HP<->MP
have a damage cap of 999 when targetting HP and a damage cap of 9999 when
targetting MP.

-   UNDERWATER   -

-> Materia Name: Underwater
-> MaxHP, MaxMP, Str, Mag, Vit, Spr, Dex, Luck
   -,   -,   -,   -,   -,   -,   +2,   -
-> Shop Locations: None
-> Materia Purchase Price: None
-> Maximum Materia Sell Price: 1
-> Yielding Enemies: None
-> Found Where: Morph Ghost Ship in the Underwater Mako Reactor to get the
Guidebook, and then trade the Guidebook to the Kalm Traveler (maximum of 1,
even if you Morph more than one Ghost Ship for more than one Guidebook)

-> Level   Ability Learned   AP to Lv+
   ----
   none

-> Description: Underwater Materia removes the 20 minute timer in the Emerald
Weapon battle. It also cannot be used to increase the power of Missing Score,
although in all other cases it does gain AP.

```
================================================================================
              ------------------------------------------------
              .:'*':.      26. Locating Yuffie     .:'*':.            #SZ6L
              ------------------------------------------------
================================================================================
```

Yuffie, the young female ninja who, for some reason, likes to keep her zipper
down (I'm not complaining about it, either). You can get her to join your party
eventually in the game. She's the first secret, unlockable character in the
game, and arguably the easiest of the two to unlock. The first time you can
enlist her is when you have left the Mythril Mines, and she'll be found in any
forest (big areas of green plants and marsh on the World Map) throughout the
game. I've had most luck finding her with most success in the forests near
Cosmo Canyon, but, she *can* be found in any other one. How to get her to
appear is to continue to fight random battles in these forests, and a thieving
ninja girl will eventually pop up. This is Yuffie. First, you must beat her in
the battle (it's ridiculously simple, by the way, so don't fret). Just be
ready for tons of Fire based attacks. She may have the name "Mystery Ninja" in
this battle, but her name will change to Yuffie Kisaragi once you get her. Once
the fight is over, you're automatically taken to a small area with a save
point, your three battling characters, and Yuffie lying on the ground. If you
try to use the save point, Yuffie steals 200 Gil from you and runs away. So,
while here, talk to Yuffie on the ground. She then issues a challenge to fight
you once again, so that she can prove herself. Here's how the conversation has
to go to get her: Yuffie- "You spikey-haireded jerk! One more time, let's go
one more time!"; Response- "Not interested."; Yuffie- "You're pretty scared of
me, huh?"; Response- "...petrified."; Yuffie- "I'm really gonna leave.
REALLY!"; Response- "Wait a second!"; Yuffie- "You want me to go with you?";
Response- "...That's right."; Yuffie- "All right! I'll go with you!"; Response-
"...Let's hurry on." Now congratulations, Yuffie's now one of your playable
characters from here on out. Use her ninja skills wisely and she'll be a great
asset to you, and the game.

```
================================================================================
              ------------------------------------------------
              .:'*':.      27. Locating Vincent    .:'*':.            #SA7L
              ------------------------------------------------
================================================================================
```

Heh, you'll definitely be glad when you get him in your group. He's not really
a human, but he's more of a half-man, half-demon. He is not too hard to unlock,
but it might be more of a challenge (and lengthy process) than unlocking Yuffie
Kisaragi was. He's a powerful character, and he also has a special limit break
case. Whenever he uses a limit, he transforms into an uncontrollable demon
which does major damage. He's my favorite character in the game (not because of
strength or usefulness in battle, because Cloud would win that), but because of
his attitude, personality, awesome mysteriousness, and how he's so tenebrously
enigmatic. Now, there are a few requirements you must do in order to even
start to get him. The first main one would be to have have opened the safe and
received the Key to the Basement item. More on this in just a bit. Ok, so,
here's how to get the Key to the Basement and unlocking the safe here in the
Nibelheim Shinra Mansion.

Now, I suggest that you are pretty prepared level, stat, item, and Materia wise
since you're going to have to put it to some use in just a bit while trying to
get the Key to the Basement. First thing: you want to get on over to the

Nibelheim Shinra Mansion that you have unmistakably been there before. Well, first you fly over to Nibelheim, and then you enter the mansion, but you get the picture, right? Anyway, if this is your second time through the mansion, I suggest that your levels be at least near the 30 range before you enter the mansion and even consider trying to get this. Now, you may read the note that some insane and psychotic person left behind, explaining and twisted game that he apparently made with his demented sense of humor. Someone tell the guy that no-one's laughing... Well, in the note, he describes (in a lot of detail, too, the crazy lunatic) how the game plays out, and what you'll need to do to fully succeed. He also describes what they've done to one of the Turks, who's been genetically altered and put in a safe (ah, so this is "the safe") upstairs in this mansion. But, it being a safe, you can't just barge up there and open it and expect to get your reward. Nope, you have to find the code to unlock it, and there's four you must find. Now, just how will you go about doing this? You're going to have to scout the whole mansion for clues and evidence leading to your answers. You get to play detective!... sort of. Anyway, your next stop is Clue Location Nation. Enjoy!

Now, where are earth do we begin to look for clues? Well, that's simple, it tells you in the notes you found to the left side of the entrance to the Shinra Mansion. The clue is simple, yet the answer you might find to be quite complex. Maybe not. It states something about the first clue answer being in an area with much oxygen in it. Hmm... you may be thinking that there's oxygen everywhere, and that there cannot be any specific answer. Well, let me put it simply: you're wrong. All right, we're going to have to think a little about this. What is the natural resource that actually produces oxygen? That's a simple one if you actually passed elementary school. It's produced by something called plants. Now I could get into a huge lesson on this, but this is an FF7 guide, and I despise science class, so, no... We are now required to look all over the Shinra Mansion in order to find a good supply of oxygen-producers (aka plants). Don't worry, the mansion isn't too huge, so you won't be looking for more than five minutes. It's in the area where you can get Enemy Launcher, and it's on the top of the treasure chest where you received that. So, check it with the action button, and that's how you received your very first clue for the secret safe upstairs.

Second clue is *much* more complicated to figure out than the first one. So if you thought that the first clue you had to look for was even remotely difficult or mind-boggling, I suggest you pull yourself together and do this one. You have to already know the mansion like the back of your own hand, or, you can just read this FAQ and make it all extremely easy for you. Well, it says some stuff about ivory's short tea & ray. You may be thinking what the hell? You don't know any relationship between ivory, tea, and rays. Well, if you don't know much about the mansion you may want to run a long and detailed examination of the whole mansion. During this scan over the mansion, you may spot out a piano. There's your first clue right there! Yes. Now, I've studied the piano for a good amount of time at one time, and I know them back and forward. So, it all lies within what pianos are made out of. Or more precisely, what are the keys made out of? The answer is ivory. So there's the very first part of your clue, but what's this crap about tea and ray? Heh, this one actually had me stumped for about twice as long as the ivory part. It was pretty confusing to me. Once you play the piano once, you realize that the "ti" key, and the "re" key are out of function. Well, ti makes the tea sound, so this already makes sense. And re is pronounced like ray, and not like in "read". So, all of your clues lead up to this one piano, but when you examine it, nothing happens, and no number is revealed. The solution to this problem is checking behind the piano itself, and then there's your next number puzzle solution.

This next clue really made me ticked for quite a long time the first time I was attempting this. The clue says that the number will be located five steps

to the left direction, nine steps in the up direction, left twice more, and
then from there (the squeaking floorboard), you go upward for exactly six more
steps. The squeak in the floor will be near a chair. Ok, you may be having a
headache right about now from thinking just where to begin. Don't blame you,
but that's what I'm here for. Well, not only must you take careful steps in
order not to over-walk your steps (after you find beginning point), but you
must also press the action button every step to examine that area of the floor
to see if it's squeaking to find the beginning point. But don't use those
directions from the very beginning. Instead, you must first find the creaky
floorboard. This will be located nearer to the stairs that go on and lead into
the basement. From there, use the directions to find the next number for your
combination (5 left, 9 up, 2 left, and 6 up). Now, the next one is easy, so
don't worry about too much more work (if any at all). Go back to the note, and
there is no "real" fourth clue at all. Just simply move down and click where
the fourth clue supposedly should be and press circle. Now, Cloud then sees
that the last combo number is there already written, invisibly. Now, you have
all of your numbers.

All right, you can now go upstairs to the safe. When you examine the the safe,
it gives you some sort of attempted-scary warning. Ignore this completely, of
course, and proceed to entering your combination. To do this, you have to use
right and left to get to the correct number needed from the combination that
you've one-by-one collected. When you get to the number that you need to enter,
you simply press the circle button. Be careful, though, not to exceed the
number, as that will result in you losing and having to try again. Not only
that, but to make things slightly more difficult on you, you must do this all
in 20 seconds. The combination is the following: 36 right, 10 left, 59 right,
97 right. Now, you must fight a boss--Lost Number--to proceed on.

Refer to the Enemy Compendium for information on Lost Number and all of its
forms.

Now, once the fight comes to a conclusion, and everything's done and over with,
you hit the jackpot. You can pick up the red summon Materia that's dropped out
of the safe, which is Odin. There's also the Cosmo Memory Manual that you get
once you beat it for Red XIII. Then, examine inside safe to received the Key to
Basement (aka Key to Unlocking Vincent Valentine). Now, we head towards the
spiraling wooden staircase leading to the basement (which if you go further
than we need to go you'll reach Sephiroth's Library). But, we needn't go that
deep, but only about halfway into the purple -ish basement. Then, there's a
door (which the first time I played, I found partially hidden, but now I
realize that it's quite obvious to spot). So, you use the Key to the Basement
on it, and there's tons of coffins in there, you see. There's only one of
importance, however, and that is the one in the middle of the room. Open it,
and in there is Vincent Valentine. You talk for a little while, and he talks
about atonment. If you choose Sephiroth option, he gets pissed and jumps out
and lands quite perfectly on the edge of his coffin. You then talk more. Later
he goes back in, and then you open it back up. He speaks about Lucrecia
(Sephiroth's mother, and apparently Vincen't past love), Sephiroth, The Jenova
Project, and Professor Gast. This is one of the reasons he is in this coffin.
Also, you learn about his past involvement with Shinra, but now he despises
them, and wishes revenge. You speak about your story, and how you're after
Shinra and Sephiroth. He then goes back in his coffin, and you attempt to leave
but then he stops you. He asks if you'll be meeting Hojo, and you say yes, so
he complies and goes with you on your quest.

===

        .:'*':.   28. Wutai   .:'*':.   #SB8W

```
===================================================================

=-=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=
                             Wutai
=-=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=
-> Enemies: [Not in Da-Chao Statue] - Attack Squad, Gorkii(B), Shake(B),
Chekhov(B), Staniv(B), Godo(B); [Da-Chao Statue] - Razor Weed, Bizarre Bug,
Jayjujayme, Foulander, Garuda, Rapps(B)
-> Items: Magic Shuriken, Hairpin, Dragoon Lance, HP Absorb, MP Absorb, Elixir,
Swift Bolt, Steal As Well, Oritsuru
=-=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=


=-=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=
                      1. Stolen Materia Quest
=-=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=--=
```

After initiating Yuffie into your party (#SZ6L), head to west continent via
Tiny Bronco or Highwind. Leave whatever vehicle you are in an head down to the
southern portion and and being to cross the bridge. At this point, a scene
commences, and then you will be faced with somewhat of a damn predicament.
During a battle with an Attack Squad, you do not have your Materia... because
Yuffie has left your party, and with her, all of your Materia... what
a *****. The point of this quest is to retrieve all of your Materia. She will
take them in the the following order:

Master Summon, Knights of the Round, Master Command, Master Magic, Bahamut ZERO,
W-Summon, W-Magic, Mega-All, Counter, Typhon, Hades, Quadra Magic, Mime, Magic
Counter, Ultima, Shield, Full Cure, Neo Bahamut, Phoenix, Enemy Skill, Double
Cut, Slash-All, Exp Plus, Alexander, Kjata, Bahamut, W-Item, Contain, HP<->MP,
Morph, Steal As Well, Added Cut, Final Attack, Manipulate, Sneak Attack, Added
Effect, Comet, Elemental, Throw, Leviathan, HP Absorb, MP Absorb, Odin, MP
Turbo, Titan, Ramuh, Deathblow, Ifrit, Gil Plus, Counter Attack, Shiva, Long
Range, Pre-emptive, Chocobo Lure, Choco/Mog, Enemy Away, Luck Plus, Magic Plus,
Speed Plus, Enemy Lure, All, HP Plus, MP Plus, Cover, Destruct, Gravity, Time,
Barrier, Exit, Transform, Mystify, Seal, Revive, Earth, Poison, Sense, Steal,
Heal, Restore, Lightning, Ice, Fire, Underwater

As such, I recommend that you stock up on a lot of restorative items, and
equip weapons with bonuses to any characters that may have them. Now, to
continue, proceed north along this continent. You'll have to cross some bridges
and traverse some mountains on the way, but eventually you'll make it to the
northern oriental town of Wutai (which is, in fact, Yuffie's home). Here, in
the Item Shop, you'll notice a lot of items which happen to be name's of the
Mystery Ninja's attacks. Coincidence? I think not. Anyways, in Wutai, you'll
see Yuffie immediately; chase her. You'll now need to enter Turtle's Paradise
with the pot near it. Here you will encounter the Turks, and after some
dialogue, you can thankfully proceed. I'm not sure how easy it would be to
take them on here without your Materia... No Materia games are a different
story, though. Now leave the building you're in, and continue northwest. You
will eventually come to the next part of Wutai. There is a house here that
you can choose to sleep in for no Gil cost, which might actually prove to be
beneficial considering you just lost all your Materia and might be running low
on HP due to severe thrashings. Either way, nothing a few restorative items
can't fix. In this same house you can find the Magic Shuriken (a weapon for
Yuffie) and Hairpin (a weapon for Red XIII). The owner of this house is Godo,
the strongest fighter in Wutai, as well as the thief's father. Anyways, leave
and make your way back to the beginning area of Wutai (where you first came
in). At this point, enter the house by the Save Point and nab an MP Absorb
Materia..... well, wouldn't you know it. The thief comes right on by and loots
of you it, as well.

Now, leave that house and enter the house closest to the entrance of Wutai...
after speaking to the denizens, you may spot Yuffie in here. She'll make a
break for it, again forcing you to follow. Head to the Turtle's Paradise now.
Here, you will notice that the large pot is shaking a bit... hit it three times
over, and you'll have found Yuffie. Now you'll be inside her house, where
she'll trick you once more. After speaking to her, choose either switch. She
will get away as you liberate your party. Goddamnit! Now, head back to the
second half of town (where you got Magic Shuriken and Hairpin earlier,
hopefully). Here, ring the bell. This will subsequently grant access to a
concealed door otherwise known to you. In here there will be another cutscene
you'll be forced to sit through. In here you can obtain an Elixir and Swift
Bolt before heading up the steps. Up here you'll be pitted against a similar
battle as the one you were forced into when your Materia was stolen (against
Attack Squads). If you know party members will die here, I recommend having
Cloud equipped with the Yoshiyuki so that he can get a considerable damage
boost from it. After the fight ends, head outside where you'll encounter Reno
of the Turks. He'll give you some insight as to the whereabouts of Don Corneo
(the pervert from Wall Market - been a while, ne?). From here, you must make
your way all the way to the North in Wutai, to the giant statue (Da-Chao
Statue). Reno and Rude will be in the statue with you, so go where they do.
In the statue you can make the acquisition of Dragoon Lance (a weapon for Cid).
It'll be in the room with the flames (which unfortunately you cannot do
anything further with right now). After getting the Dragoon Lance, leave the
room and head down all the way. A boss fight is coming (albeit a difficult
one without your Materia).

==
-    BOSS: RAPPS   -
==

-> Monster's Name: Rapps
-> Monster's Locations:
- Wutai - Da-Chao Statue (after Materia is stolen by Yuffie)
-> Monster's Level: 39
-> EXP for Defeating: 3200
-> AP for Defeating: 33
-> Gil for Defeating: 200000
-> Item Dropped from Monster: Peace Ring x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 6000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   90, 58, 1,   120, 55, 400, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Manipulation, Death Sentence, Death

-> Attacks:

* Name	MP	Tar	Type	Elem	Form	PwrCst	%	M	R	+Added
* Scorpion's Tail	0	1	Phys	-	Phys	16	95	X	X	(1)
* Aero3	50	1	Mag	Wnd	Mag	50	100	X	X	
^ Wing Cut	0	1	Phys	Cut	Phys	16	95	X	X	

(1) Poison [48%]

```
--> Attack Pattern:

-> Basic Pattern:
Rapps' initial IRV is 9
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Is Action Count 0, 1?
Yes: Wing Cut on random character (if 1 has been chosen out of Rnd[1..IRV],
     Wing Cut x2 in one turn)
     [Action Count +1]
No: Is Action Count 2?
    Yes: Scorpion's Tail on random character (if 1 has been chosen out of
         Rnd[1..IRV], Scorpion's Tail x2 in one turn)
         [Action Count +1]
    No: Is Rapp's MP greater than or equal to 50?
        Yes: Aero3 on random character
        No: Action Count reset to 0
            [Action Count reset to 0]


-> Counterattack Pattern:
Is Rapps' HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 3
No: Is Rapps' HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 5
    No: Is Rapps' HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 7
        No: IRV does not change
```

- STRATEGY: Honestly, Rapps does not pose too much of a challenge aside from
the damage Aero3 will dish out. You cannot actually Reflect the spell, so I
recommend that you use Barret's Mind Blow Limit Break to get rid of Rapps'
MP. Once it is less than 50 (note that at exactly 50, it can still pull off
one last Aero3 spell), it will no longer use the spell, but instead stick to
its Scorpion's Tail and Wing Cut alternatives, which don't do nearly as much,
respectively. What can get frustrating is the 6000 HP you have to deal with.
There are no elemental weaknesses to speak of, and, being a boss, has a bunch
of status effect immunities. Another factor that tips the odds somewhat against
you is the fact that you don't have your Materia available to you. As such,
coming into the fight with full Limit Breaks (especially Barret!) is a great
idea for seeing its HP drop in a hurry. Other than that, there's no real way of
making this fight go to quickly, but at least its HP is not monstrous, and you
can do something about its most devastating attack from the get go. As its HP
gets lower, though, you'll have to deal more frequently with Rapps using its
physical attacks twice in one combination, which can add up in damage somewhat
quickly. Come with plenty of restorative items, if you feel it might be too
much on your party's HP.

Afterward, there is some dialogue between your party and Yuffie, and it is
during this scene that Yuffie relinquishes your Materia and rejoins your
party in ernest. You will more than likely have to redistribute your Materia,
as the game cannot seem to remember which characters had what before Yuffie
stole them.

```
===============================================================================
                             2. The Pagoda
===============================================================================
```

This is the Pagoda in Wutai, in which you battle 5 floors of bosses. The
punchline is, only Yuffie can accept the challenge! This is somewhat strenuous,
but not as much as it may seem. But keep in mind when exactly you decide to
partake in this sidequest. If you do it in disk 1, you cannot learn Trine on

all 4 Enemy Skill Materias. I recommend coming back and doing it once you've
acquired the fourth (and final) Enemy Skill Materia. Anyways, the battles
unfold like this...

```
===============================================================================
-    BOSS: GORKII                                                             -
===============================================================================
```

-> Monster's Name: Gorkii
-> Monster's Locations:
- Wutai - Goda's Pagoda - First Floor
-> Monster's Level: 30
-> EXP for Defeating: 1500
-> AP for Defeating: 50
-> Gil for Defeating: 0
-> Item Dropped from Monster: X-Potion x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 3000
-> Monster's MP: 150
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   71, 60, 25, 70, 75, 280, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (normal), Wind (weak), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                     MP  Tar  Type Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Demi2                    33  1/A* Mag  Grav  Prop  -       75   X  X  (1)
* Barrier                  16  S    Mag  -     -     -       I    X  O  (2)
* Reflect                  30  S    Mag  -     -     -       I    X  X  (3)
* Regen                    30  S    Mag  -     -     -       255  X  O  (4)
^ Dive Kick                0   1    Mag  Hit   Prop  -       100  X  X  (5)
```

(1) Dmg = [character HP x 1/2]
(2) Barrier [100%]
(3) Reflect [100%]
(4) Regen [100%]
(5) Dmg = [character HP x 1/4]

--> Attack Pattern:

-> Basic Pattern:
Action Count +1 for every turn Gorkii takes
Is Action Count 1?
Yes: Does Gorkii not have Barrier?
     Yes: Barrier on self
     No: Does Gorkii not have Regen?
         Yes: Regen on self
         No: Does Gorkii not have Reflect?
             Yes: Reflect on self
             No: Demi2 on random character
No: Is Action Count 2?
    Yes: Dive Kick on random character
    No: 1/2 - Dive Kick on random character
        1/2 - Demi2 on random character
              [Action Count reset to 0]

- STRATEGY: This battle is nothing to worry about. His HP is nothing you
haven't faced before, nor are the power of his attacks anything menacing.
Gorkii is weak to the Wind element, so you could think to cast Choco/Mog on
Gorkii to play on that, but won't matter too much. He will attempt to reduce
the damage done to him by casting a Barrier spell on himself on his first
turn. Next time he gets to that phase in his attack pattern he will cast
Regen on himself, and these two factors together are enough to make his
minimal HP seem like a bit more, but it's really not. Well-used Limit Breaks
should be enough to do away with him. This fight all in all does not involve
too much strategy, as more of a pummel strategy is appropriate. Gorki never
will land on the ground from its initial position flying in the air, which
gives it an extra 20 to its Df% stat over its base of 5 (which, obviously,
you will never see in battle). Demi2 and Dive Kick do HP-proportional damage,
so they can't kill you, but DK will take a toll (however it does half of what
Demi2 will do to your HP, but do not fret - Gorkii cannot kill you, only damage
you).

```
================================================================================
-    BOSS: SHAKE                                                               -
================================================================================
```

-> Monster's Name: Shake
-> Monster's Locations:
- Wutai - Goda's Pagoda - Second Floor
-> Monster's Level: 32
-> EXP for Defeating: 2200
-> AP for Defeating: 50
-> Gil for Defeating: 0
-> Item Dropped from Monster: Turbo Ether x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 4000
-> Monster's MP: 180
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   71, 60, 1,   68, 75, 280, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Rage Bomber              0   1    Phys  Shu   Phs   40      75   X  X  (1)
^ Beak                     0   1    Phys  Pnch  Phys  16      103  X  X
```

(1) Fury [72]

--> Attack Pattern:

-> Basic Pattern:
Does Shake have Poison?
Yes: 1/2 - Rage Bomber on random character
     1/2 - Beak on random character
No: Beak on random character

-> Counterattack Pattern:
Is Shake's HP less than or equal to 1/2 of its MaxHP?

```
Yes: Rage Bomber on last character to attack Shake
No: follow Basic Pattern

- STRATEGY: This battle is nothing at all and is easier than the battle versus
Gorkii. Avoid Poisoning Shake as he can then use Rage Bomber (or he has an
equal chance of using his regular attack), which is significantly more
powerful, and can inflict Fury. He uses none of his MP under any circumstance,
therefore you cannot prevent any attacks, even Rage Bomber - it'll be used
as a counterattack to every attack once its HP reaches 2000 (but you can avoid
it until then!). Slow and Stop are also recommended here. Just continue to
attack him in virtually any manner and the kid will fall soon.


================================================================================
-   BOSS: CHEKHOV                                                              -
================================================================================

-> Monster's Name: Chekhov
-> Monster's Locations:
- Wutai - Goda's Pagoda - Third Floor
-> Monster's Level: 35
-> EXP for Defeating: 2900
-> AP for Defeating: 50
-> Gil for Defeating: 0
-> Item Dropped from Monster: Ice Ring x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 5000
-> Monster's MP: 210
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   71, 60,  1,   70,  75,  280, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Stare Down               5   1    Mag   -     -     -       255  X  X  (1)
* Absorb                   0   1    PhAb  -     Phys  20      255  X  X

(1) Paralysis [100%]

--> Attack Pattern:

-> Basic Pattern:
On Chekhov's first turn,
1/2 - Does at least one character not have Paralysis?
     Yes: Stare Down on random character without Paralysis
     No: Stare Down on random character
1/2 - do nothing

-> Counterattack Pattern:
Stare Down on last character to attack Chekhov magically (if MP is greater than
or equal to 5)
Is Chekhov's HP less than or equal to 1/2 of its MaxHP?
Yes: Does at least one character have Paralysis?
     Yes: Absorb on random character with Paralysis
     No: Absorb on character with highest HP
```

No: follow Basic Pattern

- STRATEGY: My best bit of advice is to have the Jem Ring equipped to Yuffie.
This way, you'll never be faced with the Paralysis effect of Chekhov's
inevitable Stare Down. Two spells of choice in this battle: Barrier and Slow -
both give you an incredible advantage in this battle. With Barrier, the amount
of HP Chekhov can replenish with Absorb is decreased respectably, and with
Slow you won't see as much as often. Absorb will only start to be used once
Chekhov's HP is or is below 2500, so that's when you really need to be
cautious, and make sure to have Barrier status. Stare Down shouldn't be a
concern if the preparation I suggested was heeded.

Also, if you really want this fight over with in a hurry (and I recommend it
because his HP is 1000 higher than even the last fight you faced here in the
Pagoda), you could cast Haste status upon Yuffie. This paired with Slow will
make for an easy victory, in my opinion, as you won't be seeing much damage
done to you with everything I've suggested (and consequently Chekhov will not
regain as much HP for every Absorb he will use).

==
-   BOSS: STANIV   -
==

-> Monster's Name: Staniv
-> Monster's Locations:
- Wutai - Goda's Pagoda - Fourth Floor
-> Monster's Level: 36
-> EXP for Defeating: 3600
-> AP for Defeating: 50
-> Gil for Defeating: 0
-> Item Dropped from Monster: Elixir x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 6000
-> Monster's MP: 240
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   71, 60, 1,   72, 75, 280, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name   MP Tar Type Elem Form PwrCst %   M R +Added
----
* War Cry   4   1   Mag   -   -   -   94   X X (1)
^ Ironball   0   1   Phys Hit   Phys 20   115 X X
* Iron Attack   0   A   Phys Eth   Phys 40   100 X X

(1) Sadness [100%]

--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0?
Yes: Action Count +1
No: Is Action Count 1?
    Yes: Does at least one character have Paralysis?
         Yes: Ironball on random character with Paralysis

```
            No: Does at least one character have Sadness?
                Yes: Ironball on random character with Sadness
                No: Ironball on character with highest HP
                    [Action Count +1]
      No: Is Action Count 2?
          Yes: Action Count +1
          No: Is Action Count 3?
              Yes: Does at least one character have Paralysis?
                  Yes: Ironball on random character with Paralysis
                  No: Does at least one character have Sadness?
                      Yes: Ironball on random character with Sadness
                      No: Ironball on character with highest HP
                          [Does at least one character not have Sadness?
                           Yes: Action Count +1]
                          No: Action Count reset to 0]
              No: 2/3 - do nothing
                  1/3 - Does at least one character not have Sadness?
                       Yes: War Cry on character without Sadness
                       No: do nothing
                          [Action Count reset to 0]


-> Counterattack Pattern:
Is Staniv's HP less than or equal to 1/8 of its MaxHP?
Yes: 1/2 - Iron Attack on all characters
     1/2 - follow Basic Pattern
No: follow Basic Pattern
```

- STRATEGY: First of all, Staniv is really nothing more than a suped-up version
of Screamer. However, notice something pivotal. His HP, therefore is a multiple
of four (divisible by 9). L4 Suicide Enemy Skill comes in really helpful here
for ending the fight in a hurry. Like Screamer, you have nothing much to worry
about, as Staniv's actual attacks are not changed or powered-up at all (well,
the only change is that you can't Manipulate Staniv). His normal attack
Ironball is not too much powerful than a standard attack with a power constant
of 16. You can set up any defense against Sadness, but it's not altogether
necessary or a priority. The only danger at all comes when Staniv's HP reaches
and becomes lower than 750 - he will start using have a 50/50 chance of using
his most physically devastating attack, Iron Attack. Again, you may recognize
this same attack from Screamer in Mt. Nibel. The attack has not changed in
terms of power, and by now you might be able to withstand it even more. The
good news is that at this point (with less than 1/8 of his HP remaining), you
won't have too much longer before he falls. Nothing more than physical attacks
and maybe inflicting some negative status effects (such as Slow) on him, and
some positive ones on yourself (such as Haste and even Big Guard to make it
more uneven of a battle). Looks like you're going to be the first person ever
to make it past the fourth floor of Godo's Pagoda. Not too much of a feat,
really. Prepare for the final battle!

```
===============================================================================
-   BOSS: GODO                                                                -
===============================================================================
```

-> Monster's Name: Godo
-> Monster's Locations:
- Wutai - Goda's Pagoda - Fifth (final) Floor
-> Monster's Level: 41
-> EXP for Defeating: 5000
-> AP for Defeating: 60
-> Gil for Defeating: 40000
-> Item Dropped from Monster: All Creation x1 (100%)

```
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10000
-> Monster's MP: 1000
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70,  60,  1,   68,  45,  100, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name                    MP   Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Beast Sword             0    A/1  Phys  -     Phys  16      95   X  X
* Trine                   20   A*   Mag   Lit   Mag   34      100  X  X  (1)
* Demi3                   48   1/A* Mag   Grav  Prop  -       75   X  X  (2)
^ Cure2                   24   S    MHPr  Res   Cure  786     255  X  O
* Bio2                    36   1/A  Mag   Psn   Mag   21      100  X  O  (3)
* Drain                   1    1    MgAb  -     Mag   6       255  X  X
^ Mini                    10   1/A  Mag   -     -     -       100  X  O  (4)
^ Sleepel                 8    1/A  Mag   -     -     -       100  X  O  (5)
  Transform [1]           0    S    -     -     -     -       I    X  X  (6)(7)
  Transform [2]           0    S    -     -     -     -       I    X  X  (8)(9)
  Transform [3]           0    S    -     -     -     -       I    X  X  (10)(11)
  Transform [4]           0    S    -     -     -     -       I    X  X  (12)(13)
  Transform [5]           0    S    -     -     -     -       I    X  X  (14)(15)
  Transform [6]           0    S    -     -     -     -       I    X  X  (16)(17)

(1) Enemy Skill
(2) Dmg = [character HP x 3/4]
(3) Poison [48]
(4) Small [72]
(5) Sleep [72]
(6) transform from "human" to "beast"
(7) Miscellaneous/Animation
(8) transform from "human" to "joker"
(9) Miscellaneous/Animation
(10) transform from "beast" to "human"
(11) Miscellaenous/Animation
(12) transform from "beast" to "joker"
(13) Miscellaneous/Animation
(14) transform from "joker" to "beast"
(15) Miscellaneous/Animation
(16) transform from "joker" to "human"
(17) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Godo's initial IRV is 5
Action Count is 0, 1, 2, 3, 4, 5, 6, 7 (chosen randomly)
Beast Sword on all characters
Transform [1] on self
Godo is in "beast" form
Is Action Count 0?
Yes: 1/4 - Action Count +1
     1/4 - Action Count +2
     1/4 - Action Count +4
```

```
          1/4 - Action Count +5
No: Is Action Count 1?
    Yes: 1/4 - Action Count -1
         1/4 - Action Count +2
         1/4 - Action Count +3
         1/4 - Action Count +5
    No: Is Action Count 2?
        Yes: Does at least one character not Reflect and does at least one
             character not have Small and is Godo's MP greater than or equal to
             8?
             Yes: Sleepel on all characters
                  Transform [3] on self
                  Godo is in "human" form
                  [2/3 - Action Count -1]
                  [1/3 - Action Count reset to 0]
             No: 2/3 - Action Count -1
                 1/3 - Action Count reset to 0
        No: Is Action Count 3?
            Yes: Does at least one character not Reflect and does at least one
                 character not have Small and is Godo's MP greater than or
                 equal to 10?
                 Yes: Mini on all characters
                      Transform [3] on self
                      Godo is in "human" form
                      [2/3 - Action Count reset to 0]
                      [1/3 - Action Count -1]
                 No: 2/3 - Action Count reset to 0
                     1/3 - Action Count -1
            No: Is Action Count 4?
                Yes: Is Godo's MP greater than or equal to 1?
                     Yes: Drain on character with highest HP
                          Transform [4] on self
                          Godo is in "joker" form
                          [1/4 - Action Count reset to 0]
                          [1/4 - Action Count -3]
                          [1/4 - Action Count +1]
                          [1/4 - Action Count +2]
                     No: 1/4 - Action Count reset to 0
                         1/4 - Action Count -3
                         1/4 - Action Count +1
                         1/4 - Action Count +2
                No: Is Action Count 5?
                    Yes: Does at least one character not have Reflect and is
                         Godo's MP greater than or equal to 36?
                         Yes: Bio2 on all characters
                              Transform [4] on self
                              Godo is in "joker" form
                              [Has 1 been chosen out of Rnd[1..IRV]?
                               Yes: Action Count +2]
                               No: Action Count -4]
                         No: Has 1 been chosen out of Rnd[1..IRV]?
                             Yes: Action Count +2
                             No: Action Count -4
                    No: Is Action Count 6?
                        Yes: Is Godo's MP greater than or equal to 20?
                             Yes: Trine on all characters
                                  Transform [5] on self
                                  Godo is in "human" form
                                  [Has 1 been chosen out of Rnd[1..IRV]?
                                   Yes: Action Count +1]
```

```
                      No: Action Count reset to 0]
                 No: Has 1 been chosen out of Rnd[1..IRV]?
                     Yes: Action Count +1]
                     No: Action Count reset to 0
           No: Is Godo's MP greater than or equal to 48?
              Yes: Demi3 on all characters
                   Transform [2] on self
                   Godo is in "joker" form
                   [Action Count is 0, 1 (chosen randomly)]
              No: Action Count is 0, 1 (chosen randomly)


-> Counterattack Pattern:
Is Godo's HP is less than or equal to 2/5 of its MaxHP?
Yes: IRV is 2
     Transform [3] on self or Transform [6] on self
     Is last character to attack Godo's HP less than or equal to
     1/5 of their MaxHP?
     Yes: 1/2 - Cure2 on last character to attack Godo
          1/2 - Cure2 on self
     No: follow Basic Pattern
No: Is Godo's HP is less than or equal to 3/5 of its MaxHP?
    Yes: IRV is 3
    No: Is Godo's HP is less than or equal to 4/5 of its MaxHP?
         Yes: IRV is 4
         No: IRV does not change
Is last character to attack Godo's HP less than or equal to
[(MaxHP x 1/10) x 2] and has 1 been chosen out of Rnd[1..IRV]?
Yes: Cure2 on last character to attack Godo
No: Cure2 on self


- STRATEGY: Congratulations, you've finally made it to the final boss of the
Pagoda, Godo. Unlike the other bosses you have fought in the Pagoda thus far,
Godo does not follow the trend of only increasing HP by 1000; he instead has
4000 more HP than the last challenge you faced, Staniv. Also atypical of the
other bosses, I cannot say he is very easy. You can become very well prepared/
equipped, but odds are he will still present a challenge. The way to cut down
the most challenge in the fight and tilt the scales the most in your favor, is,
simply, to have learned the Magic Hammer Enemy Skill (and use it on him). By
doing so, he will not have use of Trine, Demi3, Cure2, Bio2, Drain, Mini, and
Sleepel. However, there are two downsides to doing this. One is that you
deprive yourself of the opportunity to learn Trine for the fourth Enemy Skill
Materia, and also you deprive yourself of the 1/2 chance you have of Godo using
Cure2 on you later on when his HP is 4000 or less, and your HP is 1/5. But, at
the same time, you obviously defeat his ability to cast it on himself, as well.
I recommend the Added Effect-Transform Materia combination to be implemented
into Yuffie's armor, not to mention Counter Attack Materia on your weapon, to
more quickly chip away Godo's 10000 HP.

Luckily for you, Godo the only boss in the game that does not bear an immunity
toward Gravity. As such, I recommend heavily using Demi2 or Demi3 in this
battle. You'll see his HP quickly slip away when barraged with those spells.
Pair using those with even casting a Bio spell on Godo, and this fight will
certainly not last long. Of course, again, this will all not be such an easy
feat should you not have the Magic Hammer Enemy Skill. If you don't, I suggest
highly that you have Esuna available, as you will likely be needing to remove
some nasty status effects throughout battle (particularly Small and Poison,
unless you have adequate protection). I can't foresee much need to heal should
you follow all--or most--of the above. Do not forget, Limit Breaks generally
tend to always be your friend in these kinds of situations, so don't be shy to
using them if you can. Chances are, with a decent level and everything I've
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alluded to, you should have a moderate to easy time when fighting against Godo.
Try to get Trine, if you can, as this will be your final opportunity.

After the battle is over, you are now the most powerful warrior in Wutai. There
is some dialogue, followed by you receiving the Leviathan Summon.

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                              3. Da-Chao Cave
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Now, for this, you must go on back to Wutai. You can't do this the first time
during the first time you go there in the normal game, but you should
definitely be able to remember this burning cave. Those flames inside there
prevent anyone from getting to the end of the dangerous cave. Hmm, so what?
You will eventually get to the point in the game where you break into the
Underwater Reactor of Shinra. Here, you pick up the key item that you need in
order to actually put those flames out. This item is called the Leviathan
Scales, which is pretty fitting due to the fact that it uses extreme waters
to attack (the summon, that is). Now, from here, it's extremely easy to do it
all; the only hard part was actually getting the Leviathan Scales (and when
you think about it, that wasn't really that difficult, but only quite time-
consuming). Now, once you are in possession of the scales, make your way back
to the tourist town of Wutai, and get to the big Da-Chao cave once again. Not
much to do from here. Just enter the cave, and walk up to the to the fires
that are burning, and the Leviathan Scales automatically activate and put out
those damn flames. Nope, you don't even have to go to the Main Menu and click
on them to get 'em started. You have to put out fires a few times, instead of
them all just extiguishing once you enter or something... In here, at the end
once all the fires are gone, you may collect the Steal As Well Materia, and
Yuffie's weapon, the Oritsuru. Anyways, after you collect those two items, you
can leave the area; there is nothing left for you.

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This is a very long sidequest involving, well... Chocobos! I suggest that you
start this sidequest only after you've gained access to the Highwind, and there
is tons of time for you to do anything you want aside from the set storyline of
stopping Sephiroth and Shinra. What this sidequest is mainly about is raising/
breeding the ultimate Chocobo, and also racing them at the Gold Saucer (more at
section 12 of the FAQ). But, that's not all. It's also a *very* rewarding side-
quest with the amazing things and powers you can find by breeding certain
Chocobos (and these will be listed at the end of this section. A couple of
suggestions I'd like to make are to first off, have a lot of money (at least
for starting off have 2000000 Gil), patience (you'll need tons of this if you
want to get through this with your sanity), and time. We're getting underway
here for this section. Enjoy.

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                    1. Beginning/Finding the Right Chocobo
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Ok, as we're starting off, you'll first want tons of money (as I stated just to
the above). With that, we have to fly the Highwind on over to the Chocobo Ranch
that undoubtedly visited before (by the way, if you didn't get it earlier in
the game or while reading my walkthrough, you should get "speak" to the bottom
Chocobo, then, you'll get the Choco/Mog summon). Now, enter the stable area of

the farm, and then go up to Choco Bill. You'll be wanting to purchase about
four or five stables from here. If you have the money, however, I seriously
recommend that you buy each and every one of his stables there. Heh, it should
not be too much of a problem to buy them all, as long as you have the money I
suggested (no, the stables all together won't cost you anywhere NEAR 2000000
Gil total, but that's so you'll be in fine shape for later on, and any more
Gil past 2000000 is also a good idea). With all the enemies you have fought,
and the bosses, training, selling, tricks, etc., that you've done, managing
that amount of Gil by this pinnacle in the game is nothing, since this is the
point in the game where you, and the story (things to do, what's happening,
plot twists, etc.) are at their apex. Now, what are you supposed to do next?
Well, the the hell is the name of this step? It's "finding the right chocobo".
So, we now set out to find some. As we learned earlier on our first visit to
the Chocobo Ranch, Chocobos are found in areas of grass where there are large
bird-like footprints (meaning Chocobo footprints). But, not all of them
contain the type that you need. Before you embark on this quest, make sure you
have Chocobo Lure handy.

The first kind of Chocobo we need is a Great kind. It does not matter its sex,
male or female, we just need one. I've also found throughout this that Good
Chocobo types can also be used here. Now, you may be saying to yourself some-
thing like, "The World Map is huge, how are we supposed to find the right
Chocobo tracks for Great Chocobos within this lifetime!?" Well, I've already
done that for you. Here you go: Weak and Poor classes are to be located in
the footprints near the Ranch; there are Poor to Fair classes in the vicinity
of Junon; Average to Good can be found closer to the Gold Saucer; Rocket Town
area contains some Mediocres (this is pretty close to Average, but still, it's
not ^_^); Average to Fair Chocobos lie in the location of Wutai; Weak or
Wonderful Chocobos can be captured at Icicle Inn footprints (in the snow); and
Fair/Great Chocobos are to be caught at Mideel. So, as you can infer from this,
the only place in FF7 to nab a Great Chocobo is near Mideel. If you're looking
for Good Chocobos, you can go to Gold Saucer (but, Mideel's the better choice
of the two options). You of course need Greens to throw out in battle. I prefer
the Krakkas, because they cost little money (not the cheapest, however), and
they're a tad more effective and last longer than the cheapest, which is the
Gysahl (no, not Gestahl!). Once you've caught the Great Chocobo after defeating
all the enemies around it in battle (Spirals), you're on top of the Chocobo;
get off of it. Now, don't set it free as one option, but instead, send it back
to the Chocobo Ranch where it will be put into a stable. You need two Great
Chocobos (male and female), so I suggest getting them both now, to save time.
Now, head back to the Ranch and hope you have two of different genders. If not,
release one, and keep trying until you get one (note that if you captured a
Fair Chocobo, let it go, instead of letting it go to the Chocobo Ranch).

All right, well, at this point in you'll be doing a lot of talking with Choco
Bill. You can always find out what kind of Chocobo it is, and what he thinks
about them, and which ones are keepers or not. This is how you will make the
differentiation of the needed Chocobos for your sidequest, and the un-needed
ones. It also lets you make a determination as to which ones to let go, or the
ones to keep. Anyway, here's how you can tell if Choco Bill likes a certain
Chocobo, or if he wants it to die and wants you to be beaten with a sack of
potatoes for even catching it: "I really can't recommend this one" denotes that
it is a Weak Chocobo; "This one doesn't seem to be very good" denotes it's a
Poor class Chocobo; "This Chocobo's so-so" denotes that Chocobo is Mediocre;
"This is a pretty average Chocobo" denotes it's Average (Note: don't get those
last two comments/classes mixed up); "Mmm, this one's not bad" means that it's
a Fair kind Chocobo; "Mmm, this seems like a good Chocobo" denotes the fact
that it is a Good Chocobo; "This is a great Chocobo" denotes that you've got
yourself a Great type of Chocobo (what you're currently needing for the first
part of the sidequest); and "This...is a wonderful Chocobo!" denotes that it's

a Wonderful specimen. You'll be needing a Wonderful type later on (as it's the ultimate, best normal wild Chocobo). Now, we're ready to proceed to the next step in your progression towards attaining the ultimate Chocobo fathomable, so, remove your Chocobo Lure, and replace it with something that will actually benefit you in battles again. Move on!

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                    2. Feeding Greens to your Chocobos
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Well, like if you were feeding your very own baby, another aspect that comes along with you raising your ultimate Chocobo (or any other Chocobo kind you're after, for that matter), is feeding them. Now, you cannot, and are not allowed to feed Chocobos just any items (like Potion or Ether for example), but instead, they have something special, called "greens", and those are their food sources. You might be familiar with these already, since to even be able to capture a Chocobo, you must use a green to keep it at bay in the battle, while you kill all the enemies that are around it. But, that's not alike to this at all. No, with this, you must already have your Chocobo caught, and in a stable (this is imperative. If you didn't buy stables earlier when I told you to, you must do so before you have a Chocobo, and not after, because your efforts in capturing it would be for nothing, as you have nowhere to keep your big bird). Ok, and like in real life, while caring for your own young ones or taking care of any of your pets or something, there's better foods than others. For example, there are some greens in this game that are better than others. And, it's easy to tell which ones are better than others, simply by their price to buy them, like a lot of real foods. The better the greens are (which leads to its price being steeper), is the stats increases that they give. Ok, some raise a certain stat, and that's it. Some may raise that same stat, but even higher, or some may even elevate multiple statistics. But, there's one called the Sylkis Greens that increase all stats, but their price is quite higher: 5000 Gil, which is 2000 Gil more than the second best green, the Reagen which costs 3000 Gil. Some greens don't even have to be purchased, and simply found by other means, such as Morphing, finding, or using BP for Reagen Green in the Battle Square at Gold Saucer. That's an easy one to get, however, since it requires 2000 BP, and that's definitely managable.

Now, you can purchase just about any type of greens from the Chocobo Ranch, but you'll need to find the Chocobo Sage, heh, for the Sylkis Greens type of green. Now, I'll be a bit more specific. He is found up near the snowy northern region of the World Map. He'll be in a small ol' cabin by itself on a patch of green land in the snow and you'll have to fly over a little bit of the rocky mountain to find it. So just land your airship outside his house, get out, and then enter his tucked-away-from-every-thing lodge. In here, you can get Sylkis Greens from his, as mentioned before for 5000 Gil (see, this is one of the reasons that I suggested having a decent supply of coin before you embarked on the journey for the ultimate Chocobo, since you will no doubt be buying tons and tons of these greens. Not only can you buy these from him, but he also can supply and offer you some valuable information and speerings on Chocobos in general. Be warned, however, that he can give information annoyingly, and it's somewhat hard to get it due to his immense lack of memory. Oh, and when you're there for the first time, go ahead and nab the Enemy Skill Materia from the Chocobo. Note: on subsequent visits, it won't give it to you, which should be quite obvious, actually. On every visit, whenever you need to feed your Chocobo some Greens, and you are looking for Sylkis Greens, I only suggest that you buy at most twenty at a time (taking you to 100000 Gil out of your pocket in one sitting). Though, I also always recommend that you go and fight some high Gil paying enemies, beat them, and do this over and over after you buy Sylkis Greens so that you can replenish your Gil stock. You'll probably be spending about 30 minutes of your Chocobo breeding time altogether in this house, if not

a little more, so be prepared for some boredom.

Now we move on to the most important information about stat raises of each
Green, their locations, and just how to feed them. Also, you'll find some info
on what each stat is, and what it matters to. Sounds good, no? Each Green has
particular stat(s) it aggrandizes, and just how much it does so. And the Sylkis
Green, which I've mentioned more than enough by now, increases all of your
attributes, and by the most, so it's by far the best green overall. Reagen
Greens, like Slykis, must be found in the Chocobo Sage's lodge in the snowy
mountains. But, Reagens do not increase all stats, but do increase both Stamina
and Speed by an impressive amount. Now, you may be wondering what I mean by
"stamina" and "speed". Simply put, like your characters, these are stats for
your Chocobos. Description time!: Stamina is how long your Chocobo can go with-
out moving at a sluggish rate. In Gold Saucer's Chocobo Square, Stamina is
depicted by a bar on the left that goes up and down, and is a red bar, too.
Speed is the other stat that I had mentioned. This should go without saying,
and it dictates how fast your Chocobo can move (and Stamina is a necessary
supplement to Speed in order to win races a lot). But, there's another stat,
and that's Intellect. It's pretty much how smart you are, and I've not much use
for it at all. I do believe that it determines when your Chocobo starts using
boosts in races, and how it turns, reacts to other Chocobos being near it, etc.
When you have enough greens and you wish to feed them to your Chocobos, simply
go back to the Chocobo Ranch and speak with Choco Billy. I suggest that you
feed 99 Sylkis Greens to a Chocobo altogether, since that's when it does not
continue to progress in increasing stats. Gysthal-> Spd[x], Stm[], Int[x];
Krakka-> Spd[x], Stm[x], Int[]; Tantal-> Spd[], Stm[], Int[]; Pahsana-> Spd[x],
Stm[x], Int[]; Curiel-> Spd[], Stm[], Int[x]; Mimett-> Spd[], Stm[], Int[x];
Reagen-> Spd[], Stm[], Int[x]; Sylkis-> Spd[], Stm[], Int[].

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                        3. Now, to the Training
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Ok, so you've made it to this point in the breeding process with little to no
trouble, right? Well, if you have, that's definitely a good sign for you for
things to come later on. We're not in arguably the most important part of the
breeding of your Chocobos, and that's the tough and grueling training that you
are to put them (and yourself, really...) through. Sure, the final step of
mating, and breeding is the final step and what ties all of the other steps of
hard work together, but this is the most important of said "tied-up" steps.
So, what is the point of all this training and stat boosting? It's simple, all
for the racing at the Chocobo Square at Gold Saucer. You can win races there
for prizes (some of which are extreme rarities, and can only be found there).
You can look to that section of the Gold Saucer area (section 12) of this FAQ
for more details.

Ok, as you may or may not know, you won't be doing any "training" outside of
the Gold Saucer, per se, since the only steps that require being in the Chocobo
Ranch are Catching (not really "in" the ranch), Feeding, and the actual final
step, the Breeding. You'll be training, and getting many prizes along the way.
Some of these include super awesome, rare items, to extremely useless and
pathetic items. So, first you are to fly (or whatever mode of transportation
you may prefer) over to the Gold Saucer. Now, from here, do whatever you want
(as in, pay the Gil to get it, or if you have the lifetime pass, just go
straight on in). Now, hope down into the Chocobo Square (obviously, I've only
been talking about Chocobos for the last nine paragraphs, so why would you go
into any of the other squares while I'm explaining a Chocobo section for
Christ's sake?) When here, look for Esther (you know her, since you spoke with
her earlier, and she took care of you with Chocobos earlier in the game). Now
talk with her, and she will sign your Chocobo up for you, and get it here,

etc. Note: that you should've given your Chocobo 99 Sylkis Greens, at which point its stats cease pullulating. You will automatically be placed in a Class C. There's classes C through S. C being the lowest, B being so-so, A being good and S being the best. All right, every three matches (or races, whatever you wish to call them), you increase in Class, and move up a notch. So, all in all, the least amount of races you'll be going into to reach S Class is nine (3C, 3B, and 3A). The first six of your races will be laughably simple to beat, and it'll only be in A Class that you being experiencing slightly minor difficulty.

In both C and B Classes, the Chocobos that you race off against are incredibly easy to beat, since they're so stupid with mediocre stats at best. While you have your for-the-current-moment awesome Chocobo, with seemingly high stats for now. However, when you first get to the S Class and remain with these Chocobos for a while, you're going to get decimated by the others. But, you can't get to S Class without first going through A, can you? These races are moderately easy yet they can be a tad difficult at times, also. Consider them a slight challenge to you, but nothing to really lose any sweat over. So, that's a total of nine matches, and then you're in S Class. Once in S Class, I implore you to *not* continue on with your same Chocobos as with the last 3 classes. When you start a race in the C Class, there's not much to do, since you're already at least twice as fast as any other competitor Chocobo. Plus, your Stamina is also significantly high as opposed to the opposition. So, you'll be in great shape for those matches even if you don't try. Here and there if you wish to utilize some of your Stamina Bar, it's all fine, because you can get a major boost, then break from Stamina, and completely annihilate your opponents. If your Stamina Bar totally depletes, then that necessitates using the R2 as well as R1 buttons to rejuvenate the bar. It's very useful. Once you've completed with insanely destroying both of the A and B Classes, you'll find yourself in the next class; you're playing with some harder ones now. Use the same tactics here mainly, but do not underestimate the Chocobos here, and do not carelessly use your Stamina Bar. I once made a huge underestimation of the Chocobos here, and used my Stamina Bar to the max on my first try, and that ended in utter Chocobo catastrophe, as you could probably imagine.

So, along with the vicissitude of the opponents transmogrifying, so will your racing tactics, at least if you want to stand any hopes of winning in this A Class level. You'll need to gun it from the start while holding the two R buttons plus with Stamina Bar for literally the choate race. You'll eventually run out of Stamina for boost running, but, with what your speed is most likely at, you'll more than likely be far enough ahead as to where that is no longer a worry. And if you continue you hold the two R's, you might be able to build up enough Stamina in your bar once again to go fast again, and have the other Chocobo's eating your dust. Like they haven't already been used to that when you were humiliating all of those Chocobos back in the C and B races!? There is also one thing that I should mention here, since it's about halfway through my racing discussion. This is about a Chocobo that appears to race you every once in a blue moon, and it's name is Teioh. You may be scratching your head about this one since you're egotistically thinking you can beat anyone at this point. It's a Black Chocobo that can embarrass you at any time, during any class, regardless of where you rank in statistics, as Teioh's will always be greater. Whether it be in in S Class or B Class, Teioh can just about always make you feel like nothing, and that you have no point for existence on this planet (especially badly if it's during S Class, too). You needn't fret too much about this, however, since Teioh only appears occasionally. But when it does, you might as well count your teeth as Teioh obliterates you. There is a chance of beating Teioh, however, but, you need higher levels of Chocobos (Golden Chocobo types will make minced meat out of Teioh).

We now move on to covering S Class. First off, do not take this class lightly, or treat it like it was a jump from A to this as it was from B to A, or C to B

(analogically speaking). You will *not* be able to win any matches here with
any of the currect Chocobos you have that you used in the previous three
classes. Teioh, who was covered on earlier, makes quite often appearances here,
to make life more of a living hell. But it won't matter too much, since
Chocobos like Teioh are commonplace, and blend in pretty well with the other
Chocobos here. Still, tough as nails to beat, and it's just a tad harder to
beat than some of the other Chocobos here. They're ridiculously fast in this
Class, and I suggest that you come in later and show them the meaning of ass
kicking later on when you've bred yourself a Golden Chocobo (I sometimes call
them God-like Chocobos, actually). The Chocobos here in S Class won't even
stand a snowball's chance in hell against your ultimate final Chocobo. But,
if you do not think you can wait that long and follow all the steps list to the
below, I recommend a Black Chocobo type, at least, to come in here and
challenge the tough racers here in S Class. Heh, you can say byebye to worries
about Teioh or any other of the Chocobos that are here to race you when you've
made the acquisition of your Golden Chocobo. Personally, if you ask me, I think
they should have a "Gold Class" for strictly Golden Chocobos, since they just
make even S Class seem laughable. Although that'd be unimaginably challenging.
Some tips if you're going in with a Black Chocobo: boost in the beginning to
get away from everyone, keep moving fast at that pace, try to maintain Stamina
as much as possible, and stay on the corners for quickest and most reliable
turns, and to have a better turning radius.

By this time, you have probably accumulated quite a few items, some of which
may be good ones that you actually want to get, and some may be horrible items
which you feel stupid that you actually spent time racing, and that was your
only meager reward. There's more of only the good ones awaiting you in the S
Class, but as usual with everything worth anything in this game, you must wait
to get it so you actually stand a ghost's of a chance. Look down into the
following section of this area of the FAQ for how to breed any type of Chocobo.
Afterwards, use that section in conjunction with this section to help you out
with racing in any class you may be requiring assistance in. Note that after
you've been the victor of ten matches (in S Class, of course), she gives you
many items, and I'll be mentioning those in the Chocobo Square section of the
Gold Saucer part of this FAQ. Proceed!

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                  4. The Final Leg: Mating and Using Nuts
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Well, we're at the final stretch of the Chocobo breeding process. Yep, all your
hard work is about to pay off... in a very long time, since this is a loooooong
part of it. Now, by this point I've made the assumption that you've read the
above part of this section about the training, and that will definitely aid you
a little bit while reading this section. Time to explain what I meant in the
header "Using Nuts": you haven't even heard of Nuts up to this point, have you?
So, why start now, you ask? It's because they are an imperative part of Mating
your Chocobos, and without them, you cannot mate, meaning you can never breed
your ultimate Chocobo. I consider it sort of like sex food, actually. But, why
would they need any help to do it? I honestly do not have an answer to that
question, but, it's probably just to annoy you to high hell and not just let it
be easy and mate your Chocobos. Damn you, Square...! Like with greens, there
are quite a few kinds of nuts. But, there are not as many nuts as there were,
greens, so you need not worry about that. I'll get to just how to use them and
where to find them, etc., in just a minute (well, if you read fast enough, it
won't be a minute). Before we really begin with this section, also check to
make double, no, triple sure that you've followed all of my instructions thus
far closely and accurately, paying the utmost attention and cognizance to every
detail, because they all are necessitous to getting your desired outcome(s).
Do not leave anything unchecked. Hopefully you've already read through this

step-by-step, so that you can make this go more expeditiously. Some things to
really look for are if you've gotten two great Chocobos (one male, one female),
you've fed them both a total of 99 Sylkis Greens (but that would be a total
waste of your time, since stats fail to continue the aggrandization process
after 99 of them).

Finally, I'm able to cut the preliminary banter, but, that was necessary to
ensure that you're well on your way to getting your ultimate final Chocobo, and
not being surprised if you didn't get the desired outcome due to you messing up
somewhere along the line. Now, nuts can be found all over the place, by doing
many things. One of them is Stealing certain nuts from enemies, and those will
be listed in just a bit as to prevent you from yanking all of the hair from
your head looking for them. Some can also be bought from places (more on those
in a little while, as well). Those are the only ways to get them (I used to
believe that you can Morph a certain enemy for a nut, but after delusionally
believing that for too long, I finally discovered otherwise). Anyhow, it will
not be a ridiculously elongated process to collect the required nuts as it was
with anything else you've done thus far. But, the only thing that may be
difficult is navigating your way around the World Map to the precise spots to
pilfer nuts from enemies. But even the difficulty of that is extremely reduced
since you have this guide to help you out with that, so, don't worry about a
thing. First thing's first, we require a few Zeio Nuts, which are the best type
of nuts in the whole game. I'd estimate that we need about one or more of
these or so. Where to get them? That's pretty simple, actually. There's a
really small island area up to the Northeast on the World Map. It's not just
sitting there for you to grab and pick up, though. You are to steal it from an
enemy (which isn't a hard enemy, either, to ease any of your worries, since
from experience now you probably know that good, required items come with hard
enemies) known as the Goblin. You'll want to do this at least one time over.

Once you've obtained the three of those, you'll want to move on to collecting
the next nuts on your agenda, those being Carob Nuts. Like with Zeio Nuts, you
shall only be needing to obtain three of them. See, not as hard as you might've
thought, right? It's really not. First off, if you want to save yourself just a
little bit of time (but you'll waste yourself some time getting and using BP to
get it), you can go to the Gold Saucer. Here, you are able to buy them for a
seemingly propostorous amount of BP: 300 BP, to be more exact. Or, you can use
the alternative, which I very much prefer. This is, like with Zeio Nuts, to go
out and find the particular enemy that you can steal them from, and do just
that: steal them. Again, at first it may be a partial mystery to you as to the
enemy's whereabouts. But, I, once again, tell you. That's what I'm supposed to
do in a guide, correct? If it wasn't, then I would not be writing this guide,
or any other guides for that matter. You'll be finding it to the extreme North
like near where Icicle Inn is. But, not on the snow. You steal from this enemy
three times, and that'll be all she wrote for collecting nuts. We now move on
to the mating part of it all, which is pretty close to the end, but at least
three game hours away. We now begin after all this time and preparations...
armageddon/apocalypse music starts playing Get your rear on over to the ranch
now and speak with Billy. You then choose the option of mating, choose on your
male great Chocobo and your female great Chocobo. This is how you mate; very
simplistic.

Following morning you'll have yourself one of two kinds of Chocobos. Stats from
past great Chocobos are then proportionated into your newborn Chocobo. None are
really better than the other, but each of them has their own advantages and
disadvantages. The two Chocobos there could possibly be are a Blue Chocobo or
a Green Chocobo (please do not tell you were expecting there to be a Gold
Chocobo there already). The Blue Chocobo is a also known as a River Chocobo,
meaning it specializes in crossing over rivers. And the Green Chocobo is called
the Mountain Chocobo, and that's pretty self-explanatory, as well. That one has

a unique specialization in going over mountains. Now, you're probably very
exuberant about taking your Chocobos out and riding them, crossing over water
and mountains (whichever it may be), and collecting anything that you may be
able to obtain currently. They have many beneficial factors to them: one being
that they look a lot nicer and more original to ride around than the same
yellow one from past Final Fantasy installments. Another being that with them
there are many items to collect, which I'll cover in a bit (aren't you tired
of this?). Perhaps its second best bonus is that when you dismount it, it will
not run back into the wild like a normal Chocobo will. There has never been an
instance of a normal Chocobo not running back into the wild after getting off
of it. Plus, you are able to ride them around in your airship. Too bad you
can't have them both at once. But do not despair, items you cannot attain with
one of them will become accessible later on when we continue the breeding
process and get ourselves either Black Chocobos or Gold Chocobos (the latter
being my preferential choice, but we also will get one of the two at one point
throughout this breeding process). Note that if you received the Chocobo that
you did not want after originally breeding the two great Chocobos, make sure
that you saved sometime close to that beforehand, then reset without saving
and do the mating over again.

First thing you might want to be aware of is that the Mountain type Chocobo
has more benefits to it, and the majorly important one is better than River
Chocobo's only one. River Chocobo will enable you to explore the waters near
Mideel until you can get to a certain point. Here, you are able to obtain the
Materia, Quadra Magic. It's a pretty useful Materia, at that. That's assuming
you had acquired a River Chocobo, and it's the only thing of reward you can
reap from that kind. Now, Mountain Chocobo unlocks a lot more stuff for you. So
breeding a Mountain Chocobo is my serious recommendation for now, even if you
must reset your game many times to get it, but it's ultimately your choice.
With your Mountain Chocobo, you must go to the West area of the World Map. In
these areas (near Wutai, by the way, if you're lost or something), you'll be
able to find a cave with the Mime Materia in it. More on this in another part
section of the FAQ, and how to best utilize for some gargantuan amounts of
damage along with a summon *hint, hint* That's not all you can unlock, however.
There are two hidden places that you can access once you've attained a Mountain
Chocobo. One of these areas being Lucrecia's Cave (more on this in the Lucrecia
Cave section of the FAQ, duh). Here you can get Vincent's ultimate weapon, and
find out much about his past. There's also the Ancient Forest (covered with a
lot of detail in the Ancient Forest section, obviously). Here there are many
weapons and items to find, but it's also rather confusing. I suggest that you
do not divert from the set Chocobo Training for now, and focus on the two side
areas later on. Now, we begin feeding this Chocobo we currently have.

This is no different from how you fed your original few Chocobos back in the
Feeding area of this section. You buy tons of Sylkis from the Chocobo Sage,
although it is theoretically possible to do so otherwise with other greens
like say Reagens or Tantals, but it's a lot harder to do, and not recommended.
So, you'll need tons of money, and then emulate what you did back then (feeding
it 99 Sylkis). You'll need a total 495000 more Gil to purchase another 99 of
them, too. See why you need so much Gil for this? Then just reread the Training
section about Chocobos with your new Chocobo. You may find it much easier to
blow through with more expedience than with your last regular Chocobos. Once
you're in the final class again, we return to this section once more. But, we
now need to mate some more. So, wait another ten battles so that you're mate
-able once more. Now, we must set off for more Carob Nuts. Have your Chocobo
and another great one mate, and continue this until you have the opposite of
your current Chocobo (ie. if you have a Mountain male, you'll want a River
female, etc.) At this point, we must reinact what we recently did with our
last colored Chocobo, to get it to optimum level, by training it and feeding
it (note from now on I shall just be referring you to the section you need to

go to if I've already stated it, as to avoid any repetitiveness). Heh, as you
may have guessed by now, once you've maxed both of them out (Mountain and
River or River and Mountain, that is), we get to have them mate and we get the
next type of Chocobo: Black Chocobo. With the newly acquired Black Chocobo is
born, you can now cross rivers AND scale mountains with it, so, this allows you
to obtain HP -> MP Materia there in a cave. We now, must breed Black Chocobo
into a Gold Chocobo. But how, if it's the second-ultimate class? Well, we must
go to the Chocobo tracks in the snow near Icicle Inn, that's where.

Here, we can find ourselves some Wonderful class Chocobos, and it's the only
place in the game where it's possible to find it. I bet you never expected to
find a Chocobo in a place like near Icicle Inn, did ya? Well, once you catch
it, it's what you mate with the Black Chocobo in order to achieve your main
desideratum of Chocobo breeding: Golden Chocobo, baby! But, you should train
and feed both of them beforehand for maximum results. Now, once all of that
has been done, we'll want to mate both your amazing Wonderful Chocobo, and your
awesome Black Chocobo. But, we do not use a Carob Nut to do this? Then what!?
Well, we did collect that Zeio Nut earlier, so, we'll use that to mate them
both. Well... *drum roll*: YOU'VE NOW GOT A GOLDEN CHOCOBO!!! You've finally
achieved your dream of having one, so, you now have access to one insanely
great summon materia, the Knights of the Round (KotR) summon. More on this can
be learned elsewhere in this FAQ. There is no need to proceed breeding (but I
do suggest feeding it at least 50 Sylkis Greens, and then destroying S Class.
Again, congratulations!

===

                   .:'*':.   30. All WEAPONS   .:'*':.   #SD0W

===

Here I'll be covering all the Weapons in FFVII, from the ones found in every
version of the game.

===
-   BOSS: ULTIMATE WEAPON   -
===

-   BOSS: ULTIMATE WEAPON (IN MIDEEL - ACTUAL STORYLINE)   -

-> Monster's Name: Ultimate Weapon
-> Monster's Locations:
- Mideel (forced)
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Curse Ring x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 100000
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 3,   120, 170, 100, 50
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Peerless, Manipulation, Death

```
Sentence, Death

-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Ultima Beam               40  A*   Mag   Hid   Mag   24      100  X  X
^ Claw                      0   1    Phys  Pnch  Phys  32      100  X  X
* Quake2                    28  A/1  Mag   Eth   Mag   24      100  X  O
  Escape                    0   S    -     -     -     -       I    X  X  (1)


(1) Ultima Weapon escapes from battle with no reward

--> Attack Pattern:

-> Basic Pattern:
Action Count increases by 1 every turn Ultimate Weapon takes
Is Action Count 1?
Yes: Quake2 on all characters
No: Is Action Count 2?
    Yes: Claw on random character
    No: Is Action Count 3?
        Yes: Ultima Beam on all characters
        No: Escape on self (battle ends)

-> Special KO Pattern:
Is Ultimate Weapon's HP less than or equal to 20000?
Yes: Escape on self (battle ends)
No: follow Basic Pattern


-------------------------------------------------------------------------------
-   BOSS: ULTIMATE WEAPON (WORLD MAP - RANDOM LAND BATTLES)                    -
-------------------------------------------------------------------------------

-> Monster's Name: Ultimate Weapon
-> Monster's Locations:
- Mideel, Midgar, North Crater, Junon, Cosmo Canyon (fly the Highwind into it)
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Reflect Ring x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 100000 (or whatever you reduced it to in other battles)
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 3,   200, 170, 100, 50
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Peerless, Manipulation, Death
Sentence, Death

-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Ultima Beam               40  A*   Mag   Hid   Mag   24      100  X  X
^ Claw                      0   1    Phys  Pnch  Phys  32      100  X  X
```

```
* Quake2                     28  A/1  Mag   Eth   Mag   24       100  X  O
  Escape                     0   S    -     -     -     -        I    X  X  (1)


(1) Ultima Weapon escapes from battle with no reward


--> Attack Pattern:


-> Basic Pattern:
The number of turns Ultimate Weapon can be in battle is 3, 4, 5 (randomly
chosen at the beginning of battle), and decreases by 1 each turn Ultimate
Weapon takes
Does Ultimate Weapon have 4 or 5 turns left in battle?
Yes: Claw on random character
No: Does Ultimate Weapon have 3 turns left in battle?
    Yes: Ultima Beam on random character
    No: Does Ultimate Weapon have 2 turns left in battle?
        Yes: Claw on random character
        No: Does Ultimate Weapon have 1 turn left in battle?
            Yes: Quake2 on random character
            No: Escape on self (battle ends)


-> Special KO Pattern:
Is Ultimate Weapon's HP less than or equal to 20000?
Yes: Escape on self (battle ends)
No: follow Basic Pattern


--------------------------------------------------------------------------------
-    BOSS: ULTIMATE WEAPON (WORLD MAP - RANDOM AIR BATTLES)               -
--------------------------------------------------------------------------------


-> Monster's Name: Ultimate Weapon
-> Monster's Locations:
- Mideel, Midgar, North Crater, Junon, Cosmo Canyon (fly the Highwind into it)
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Circlet x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 100000 (or whatever you reduced it to in other battles)
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 3,   215, 170, 100, 50
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Peerless, Manipulation, Death
Sentence, Death


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Ultima Beam               40  A*   Mag   Hid   Mag   24      100  X  X
^ Thunderball               20  1    Mag   Lit   Mag   34      100  X  X
  Escape                    0   S    -     -     -     -       I    X  X  (1)


(1) Ultima Weapon escapes from battle with no reward
```

```
--> Attack Pattern:

-> Basic Pattern:
The number of turns Ultimate Weapon can be in battle is 3, 4, 5 (randomly
chosen at the beginning of battle), and decreases by 1 each turn Ultimate
Weapon takes
Does Ultimate Weapon have 4 or 5 turns left in battle?
Yes: Ultima Beam on all characters
No: Does Ultimate Weapon have 3 turns left in battle?
    Yes: Thunderball on random character
    No: Does Ultimate Weapon have 2 turns left in battle?
        Yes: Ultima Beam on all characters
        No: Does Ultimate Weapon have 1 turns left in battle?
            Yes: Thunderball on random character
            No: Escape on self (battle ends)

-> Special KO Pattern:
Is Ultimate Weapon's HP less than or equal to 20000?
Yes: Escape on self (battle ends)
No: follow Basic Pattern

Note: Ultimate Weapon's range is far in these battles.

--------------------------------------------------------------------------------
-   BOSS: ULTIMATE WEAPON (FINAL BATTLE - WORLD MAP - OVER COSMO CANYON)      -
--------------------------------------------------------------------------------

-> Monster's Name: Ultimate Weapon
-> Monster's Locations:
- Over Cosmo Canyon (fly the Highwind into it)
-> Monster's Level: 61
-> EXP for Defeating: 35000
-> AP for Defeating: 3500
-> Gil for Defeating: 25000
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: If you reduced Ultimate Weapon's HP to 20000 or less in other
battles without killing it, its HP will be between 1~20000. If you reduced its
HP to 0, its HP will inherently be 20000.
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 3,   230, 170, 100, 50
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Peerless, Manipulation, Death
Sentence, Death

-> Attacks:
```

Name	MP	Tar	Type	Elem	Form	PwrCst	%	M	R	+Added
* Ultima Beam	40	A*	Mag	Hid	Mag	24	100	X	X	
^ Thunderball	20	1	Mag	Lit	Mag	34	100	X	X	
* Shadow Flare	100	1	Mag	-	Mag	125	100	X	X	(1)

```
(1) Enemy Skill

--> Attack Pattern:
```

```
-> Basic Pattern:
1/2 - Ultima Beam on all characters
1/2 - Thunderball on random character

-> Special KO Pattern:
Is Ultimate Weapon's HP 0?
Yes: Shadow Flare on last character to attack Ultimate Weapon
No: follow Basic Pattern
```

- STRATEGY: This guy, even though you have to fight him a few times, is
definitely the easiest of the weapons, but in the Japanese version, the second
hardest. A few preps that should be made for this fight are:
- Have your party's HP at about an average of 8500 or more. This is mainly so
you can survive all its attacks, and have a decent amount of HP left over.
- The best summon (that's actually *probable* to have obtained at this point)
to have is Bahamut ZERO. It does from 7500-9999 damage to Ultimate Weapon,
making it fly off.
- Each round of Ultimate Weapon has 8000 HPs, and you have to fight it 5
times in total, so that's why it has 40000 in stats above.
- The best Materia setup here is to have any non-elemental + elemental, and
this blocks Ultima Beam.
Now, onto the actual topple-strategy for Ultimate:
The fight starts, you have any character summon forward Bahamut ZERO for
about 7000 damage. It might do over 8000+ and that ends it. Its Quake2 isn't
much to worry about, all you'll have to do is use Cure2/Cure3 to heal it.
Ultima Beam is also nothing to worry about since you've the special Materia
setup I suggested. Have about 120 Spr if you want even less damage by Quake2.
Also, if you never want to worry about having to heal after its attacks, you
can put in place Regen from the start of the fight. Any Limit Breaks like
Meteorain, Ungarmax, Omnislash are great choices. Make sure you have at least
on chr with high than 8500+ HP full before you take final blow. After you've
minused its 8000 HPs, it uses Shadow Flare Enemy Skill (have Enemy Skill
Materia on chr with biggest HP *hint hint*). It does between 8000-9000 damage
when used, so, needless to say, be prepared...! After the fight, you will
receive what you've wanted, Cloud's ultimate weapon: Ultima Weapon.

```
================================================================================
-   BOSS: DIAMOND WEAPON                                                       -
================================================================================
```

-> Monster's Name: Diamond Weapon
-> Monster's Locations:
- Outside of Midgar (disk 2) (forced)
-> Monster's Level: 49
-> EXP for Defeating: 35000
-> AP for Defeating: 3500
-> Gil for Defeating: 25000
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Rising Sun x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 30000
-> Monster's MP: 30000
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50, 250, 1,   180, 50, 250, 0
-> Fire (1/2), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Peerless, Manipulation, Death
Sentence, Death

```
- Immune to physical attacks (not including Limit Breaks) except during
Countdown to Diamond Flash


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
---------------------------------------------------------------------------
^ Foot Stamp              0   1    Mag   -     Mag   32      255  X  X
^ Diamond Fire            0   1    Mag   Fir   Mag   24      255  X  X
* Diamond Flash           0   A/1* Mag   -     Prop  -       255  X  X  (1)(2)
  Countdown               0   -    -     -     -     -       I    X  X  (3)


(1) Dmg = [character HP x 7/8]
(2) Silence [100%]
(3) starts 3-turn countdown until Diamond Flash; Diamond Fire will be used each
    of the three turns, followed by [3], then [2], then [1] appearing on screen
    after each use of Diamond Fire, and finally [0] followed by the use of
    Diamond Flash


--> Attack Pattern:


-> Basic Pattern:
Diamond Weapon's initial Countdown BSV is 1
Is Action Count 0?
Yes: Diamond Fire on random character
     [2/3 - Action Count +1]
     [1/3 - Action Count does not change]
No: Is Action Count 1?
    Yes: Foot Stamp on character with highest HP
         [3/4 - Action Count reset to 0]
         [1/4 - Action Count does not change]
    No: Is the number of times Diamond Weapon has been attacked by a Limit Break
        or Summon greater than Diamond Weapon's Countdown BSV?
        Yes: Action Count is 2
             enter Countdown
             Diamond Fire on random character
             "[3]" appears on screen
             [Action Count +1]
             Is Action Count 3?
             Yes: Diamond Fire on random character
                  "[2]" appears on screen
                  [Action Count +1]
             No: Is Action Count 4?
                 Yes: Diamond Fire on random character
                      "[1]" appears on screen
                      [Action Count +1]
                 No: "[0]" appears on screen
                     Diamond Flash on all characters
                     [Action Count reset to 0]
                     exit Countdown
        No: follow "Action Count is 0" and "Action Count is 1" pattern


-> Counterattack Pattern:
Is Diamond Weapon's HP less than or equal to 1/2 of its MaxHP?
Yes: Countdown BSV is 2
No: Countdown BSV does not change


- STRATEGY: This is nowhere near being a difficult boss to overcome, but it
does involve some strategical thinking. Well, first you must literally fly all
the way back to the Midgar area and await its arrival. You're in for a semi-
```

long match, but you should be more than adequetly prepared to face it. First off, may I suggest a few preparations to make at the Main Menu before you fight it as it's marching towards Midgar? Even if you said no and want me to go straight to the strategy, I'm still going to, since the strategy's effect would be totally null if you didn't know about the preparations, now wouldn't it? Well, first off, there're a lot of Materias that I'd like to suggest to you, since they'll be useful to the furthest extremeties of the imagination. Now, as one thing, you really should have strong and powerful magic types, whether they be of elemental inclination or of simply powerful types like Ultima, Flare, Comet2, or some more you may think of (some you may not have, though, but that's ok; you do not need them all, just some). Now, you may have just been wondering from a small bit earlier what I meant by "elemental type magics". Well, magic of the elements, of course, but, make sure they're level3 (ie. Fire3, Bolt3, Ice3, etc.) Nothing else will phase him too well. Another thing that may be perplexing you is that I keep yapping about recommended magic and not anything about strong Str stat or something like that. And, there is a major reason for it: Diamond WEAPON is totally impervious to physically based attacks by your characters. This is not as bad as it seems; all you have to do is, to your regular fighting strategy of normally all-out attacking, a discombobulation. To perhaps more magics and/or Limit Breaks. All right ok, as you see above, it only has one major attack of worry, two others are medium, and one is a 3-count timer that leads to the main attack to worry about. Some items you may be thinking about using could be Ethers, Hi-Potions (or any level higher than that), and perhaps Elixirs but they're not totally needed. I suggest some good powerful weapons, and some armors that block out a lot of negative effects, or raise defensive stat. Something like Ribbon perhaps could be in order, ya think? I think I should also recommend a party. My personal suggestion would be Tifa, Cait Sith and Cloud (also, Tifa could also be substituted for Red XIII if you wish to). Tifa doesn't pack much HP usually, but she more than makes up for that with her physical strength. Cait is just pretty much well-rounded for this battle, and the last two characters mentioned are good also. Cloud with his medium magic, usually high-up stats, and agility could prove a force to be reckoned with. Same with Red XIII. Also, some really, mightily suggested white magic is MBarrier/Big Guard, Haste, Barrier, and even Regen to really aid you. Note that you do not really need the party I suggested, and you can use any ones you want (I've tried with just about every single combination in the book, and won every time, but the above party is the one I've done it with the most ease with). Before I move on to the proceeding information and get into the actual in-battle strategy, I'd like to make a few last small statements about this boss: 1) It may be very huge, but, it's not as big or as tough as Ruby and Emerald; 2) He is perhaps the absolute most awesome looking boss in appearance in the whole entire game and 3) follow the below strategy *carefully*. With that being said, we begin the strategy *elipses* finally *elipses* I sure as hell hope you're ready for this one. Remember the few white magics I said you should have if you want an easier job in defeating Diamond WEAPON? Well, those are the first things you'll want to put in place from the get-go of the fight. They consist of Haste, MBarrier, Regen, and Barrier, and, you'll want to cast them unto the entire chosen group of fighters. After this, if this is done, the bout should not be all too difficult for you. But first after that, go straight to stealing from him to nab the Rising Sun. Two attacks of normality and regularity that you should be in no dismay over are its stomping move and its blast. Both can pretty much be healed with Hi-Potions, but, no need since you have Regen in place to revive tons of HP perpetuatually over time. Once Countdown begins you have three turns to brace yourself for Diamond Flash (I hope your HP is at least above 2500 by this point, since the least I've seen this attack execute is 1324 dmg, and the most is 2186). It does that to all party members engaged in battle, and, if any are still left standing thereafterwards, they are instantly Silenced. But, this can be negated if you've equipped Ribbon armor that I suggested previously before. One can be found at Temple of the Ancients, by the way, others can be

Morphed from certain particular enemies. Also, you'll probably be needing to
recover slightly proceeding the punishing attack, and then let Regen do the
rest. Thankfully due to Haste, you'll be getting a lot more turns than usual,
as well. If you run low on MP with any of your characters, be sure to fix them
up with some of the Ethers you have.

```
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
                      2. International-Only Weapons
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=


===========================================================================
-    BOSS: RUBY WEAPON, SUB-BOSS: RUBY'S TENTACLE                          -
===========================================================================


---------------------------------------------------------------------------
-    BOSS: RUBY WEAPON                                                     -
---------------------------------------------------------------------------
```

-> Monster's Name: Ruby Weapon
-> Monster's Locations:
- World Map - Gold Saucer Area - Desert (after defeating Ultimate Weapon) (fly
the Highwind into red arm in the ground)
-> Monster's Level: 59
-> EXP for Defeating: 45000
-> AP for Defeating: 50000
-> Gil for Defeating: 30000
-> Item Dropped from Monster: Desert Rose x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 800000
-> Monster's MP: 2560
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 480, 100, 253, 200, 500, 10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (immune), Wind (normal), Holy (normal)
- Absorb Fire, Ice, Lightning, Earth, and Hidden at the beginning of battle
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death
- Immune to all attacks until Ruby's Tentacles have gone down for the first
time

-> Attacks:

```
* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
---------------------------------------------------------------------------
* Big Swing               0   A    Phys  Hit   Phys  100     200  X  X  (1)
* Ruby Flame              0   1    Mag   Fir   Mag   56      255  X  X
* Ruby Ray                0   1    Mag   Shu   Mag   48      255  X  X  (2)
* Shadow Flare            100 1    Mag   -     Mag   125     100  X  O  (3)
* Whirlsand               0   1    -     -     -     -       I    X  X  (4)
^ Big Claw                0   1    Mag   -     Prop  -       200  X  X  (5)
* Ultima                  130 A*   Mag   -     Mag   105     100  X  X
^ Left Revenge            0   1    MgMP  Pnch  Prop  -       255  X  X  (6)(7)
^ Right Revenge           0   1    Mag   Pnch  Prop  -       255  X  X  (8)(9)
^ Left Thrust             0   1    MgMP  Pnch  Prop  -       255  X  X (10)(11)
^ Right Thrust            0   1    Mag   Pnch  Prop  -       255  X  X (12)(13)
* Comet2                  110 R    Mag   -     Mag   30      100  X  X  (14)
  Dig Up                  0   AA   -     -     -     -       I    X  X (15)(16)
```

(1) Paralysis [40]

```
(2) Confusion [100]
(3) Enemy Skill
(4) remove character from battle (KO status)
(5) Dmg = [character HP x 5/8]
(6) Dmg = [character MP x 15/32]
(7) Poison [84], Slow-Numb [84]
(8) Dmg = [character HP x 15/32]
(9) Frog [84], Small [84]
(10) Dmg = [character MP x 25/32]
(11) Poison [84], Slow-Numb [84]
(12) Dmg = [character HP x 15/16]
(13) Frog [84], Small [84]
(14) 4 random hits to random targets (any combination of characters) - each hit
     uses the power constant
(15) revive KO [100%] to Ruby's Tentacles (A/B) with 100% MaxHP
(16) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Battle is Back Attack (100%), Ambush (100%)
Is Action Count less than 250?
Yes: Action Count +1 every turn Ruby Weapon takes
     On Ruby Weapon's first turn,
     Is at least one Ruby's Tentacle under KO?
     Yes: remove Ruby's Tentacles (A/B)
     No: Is Action Count greater than 32?
         Yes: Is there at least 2 targettable characters in party?
              Yes: Whirlsand on random character
              No: 1/6 - Ruby Flame on random character
                  1/6 - Ruby Ray on random character
                  1/6 - Shadow Flare on random character
                  1/6 - Ultima on all characters
                  1/12 - Left Revenge on random character
                  1/12 - Right Revenge on random character
                  1/12 - Left Thrust on random character
                  1/12 - Right Thrust on random character
         No: Is Action Count greater than 25?
             Yes: Is there 3 targettable characters in party?
                  Yes: Whirlsand on random character
                  No: 1/6 - Ruby Flame on random character
                      1/6 - Ruby Ray on random character
                      1/6 - Shadow Flare on random character
                      1/6 - Ultima on all characters
                      1/12 - Left Revenge on random character
                      1/12 - Right Revenge on random character
                      1/12 - Left Thrust on random character
                      1/12 - Right Thrust on random character
                 No: Is Action Count greater than 10?
                     Yes: 1/6 - Ruby Flame on random character
                          1/6 - Ruby Ray on random character
                          1/6 - Shadow Flare on random character
                          1/6 - Ultima on all characters
                          1/6 - Left Revenge on random character
                          1/6 - Right Revenge on random character
                     No: 1/4 - Ruby Flame on random character
                         1/4 - Ruby Ray on random character
                         1/4 - Left Revenge on random character
                         1/4 - Left Revenge on random character
No: Action Count reset to 0
```

```
        Action Count +1 every turn Ruby Weapon takes
        Is Action Count greater than 15?
        Yes: 3/8 - Comet2 on all characters
             1/4 - Dig Up on Ruby's Tentacles (A/B)
             3/16 - Big Swing on all characters
             3/16 - Big Claw on random character
        No: Is Action Count greater than 6?
            Yes: 3/8 - Comet2 on all characters
                 5/16 - Big Swing on all characters
                 5/16 - Big Claw on random character
            No: Is Action Count 6?
                Yes: Ultima on all characters
                No: Is Action Count 5?
                    Yes: Big Swing on all characters
                    No: Is Action Count 4?
                        Yes: Big Claw on random character
                        No: Is Action Count 3?
                            Yes: Ultima on all characters
                            No: Is Action Count 2?
                                Yes: Big Swing on all characters
                                No: Big Claw on random character


-> Counterattack Pattern:
Is there at least 2 targettable characters in party and have Ruby's Tentacles
(A/B) been removed?
Yes: Whirlsand on random character
No: Have Ruby's Tentacles (A/B) not been removed?
    Yes: Has Ruby Weapon been attacked by Knights of the Round?
        Yes: Ultima on last character to attack Ruby Weapon with Knights of
              the Round
        No: 1/2 - Left Thrust on random character
            1/2 - Right Thrust on random character
    No: follow Basic Pattern
No: follow Basic Pattern


-------------------------------------------------------------------------------
-    SUB-BOSS: RUBY'S TENTACLE                                                 -
-------------------------------------------------------------------------------

-> Monster's Name: Ruby's Tentacle (both of Ruby's tentacles)
-> Monster's Locations:
- World Map - Gold Saucer Area - Desert (after defeating Ultimate Weapon)
(Ruby Weapon battle) (fly the Highwind into red
arm in the ground)
-> Monster's Level: 37
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 40000
-> Monster's MP: 1000
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 100, 100, 253, 150, 100, 10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (immune), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death
```

-> Attacks:

```
* Name                         MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
---------------------------------------------------------------------------------
none
```

- Note: Ruby's Tentacles (A/B) does not attack on its own. It is in battle to
act as mediums for Ruby Weapon to attack/perform actions

--> Attack Pattern:

-> Basic Pattern:
none

- STRATEGY: Heh, if you've been following this section thoroughly, you might've
fought Emerald WEAPON first, so you probably know what it's like to do battle
with an insanely powered, super-giant boss. And from that you could conclude a
few facts: 1) you're in for a long, long fight, and some insane preparing
(unless you've already done it for Emerald, in which case you only have to
change a few things in things-to-get); 2) there's a certain point in the game
only, and where to fight it. First of all, you can only go fight it once you
have disposed Ultimate WEAPON. Meaning that you already must have one weapon
for this battle: Ultima Weapon. It's a bit easier to find than the Emerald
WEAPON was, but you at least have to wait until you have received the airship
in the game, just like you had to wait for submarine to become available to
find Emerald WEAPON. Or, if for some strangely Godforsaken reason you do not
wish to make it fifty times easier on yourself, you can breed and raise your
very own Golden Chocobo and then ride it to your destination. Where exactly is
that "destination", you ask? I was just getting to that, actually. You know the
desert near Gold Saucer area that's inaccessible on foot or really by any other
means in this point of the game? Well, Ruby WEAPON can be found there. Yep, but
you may be wondering why I earlier said "super-giant boss". You don't see any-
thing! Yes, it's there, and if it's not, then you have not fully killed the
Ultimate WEAPON yet. You'll probably view a small red -ish looking thing
peering over the sand. You must fly your Highwind or ride your Chocobo into
it to commence in battle. Then it reveals its true large and imposing self to
you, and lemme tell ya brother, it ain't pretty.

First and foremost, first order of business, needed items (I'm doing this
slightly different this time around): Like before Ethers are needed, and even
moreso than when you fought the last mega-powerful WEAPON. Hi-Potions are
another must-have for this battle since you'll quickly be losing HP like crazy.
I suggest armors with tons of slots, and lots of Materia in them, some of these
may include W-Summon, Knights of the Round, Final Attack+Revive, Mime, HP
Absorb, MP Absorb, and Hades, as well. Hades can be used to Paralyze it. With
that, I'll recommend that you should actually kill two characters you do not
want that badly in the battle, so that there's only one to fight with Ruby
WEAPON. There's a reason for this which I cover extensively in the paragraph to
the below. But for now, let's continue just some more with preparations. Said
character should have ultimate Limit Break (namely Cloud and his Omnislash).
He should also have W-Summon with Knights of the Round on. Mime should be used
to save time when selecting options. Unless you're using other characters.
Ribbon could come in useful to nullify Confuse status imperfection.

We're pretty much the same set-up as Emerald WEAPON, but you don't have Under-
water Materia in place for one thing, and in place of that, you've added the
Hades summon Materia, which as previously stated, can afflict Ruby with
Paralysis. Now, about why you should only have one character in: its Whirlsand
move, which is used in the beginning of battle, sends one character at a time
out of the fight. It does it twice, leaving one standing. It can take out your

most powerful character... at random, so, that's why I suggested taking out
your less wanted fighters and leaving your strongest asset in to fight bravely.
It has many dreaded attacks at its disposal, such as Ruby Ray, Ultima, Ruby
Fire, and Shadow Flare. You need not worry too much about the other attacks
like Grand Sweep (and if it uses Tentacles, it prevents this attack, along with
its other two physical type moves), and this is almost fully bound to happen
sooner or later. Only negative side to that is that it removes your ability to
flee from the scene of battle. Drain Tentacle[HP] attack is no real threat,
either. Just have Regen if you wish to continually heal. MP drainage isn't
an attack to fret over, just use Ethers constantly to maintain a respectable
Magic Point supply. Note: if you use Phoenix, Ifrit, Fire, or any other type
of attack with a fire penchant. For some inexplicapable reason it regains HP
when you use them (maybe being in the desert so long acclimized it to extreme
heats?). I hope you've accrued a lot of Ethers, by the way. Note: like some
people I know used to think, Ruby WEAPON does not have an inparadoxically set
attack pattern, so don't hope for anything. Stringing together Knights of the
Round summon attacks and Omnislash or any other final Limit Break should do him
in quickly. Also, remember to use Hades frequently.

===
-   BOSS: EMERALD WEAPON, SUB-BOSS: EYE (A), SUB-BOSS: EYE (B)   -
===

-   BOSS: EMERALD WEAPON   -

-> Monster's Name: Emerald Weapon
-> Monster's Locations:
- World Map - Underwater near Junon (floats around) (after defeating Ultimate
Weapon) (float submarine into Emerald Weapon)
-> Monster's Level: 99
-> EXP for Defeating: 50000
-> AP for Defeating: 50000
-> Gil for Defeating: 50000
-> Item Dropped from Monster: Earth Harp x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1000000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   180, 180, 1,   230, 180, 180, 1
-> Fire (normal), Ice (absorb), Lightning (weak), Earth (immune), Poison
(normal), Gravity (1/2), Water (absorb), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name	MP	Tar	Type	Elem	Form	PwrCst	%	M	R	+Added
* Aire Tam Storm	0	A*	PhAb	-	Spec	-	255	X	X	(1)(2)
* Emerald Beam	0	A*	Mag	-	Prop	-	255	X	X	(3)(4)
* Emerald Shoot	0	1	Mag	-	Mag	91	255	X	X	(5)
^ Foot Stamp	0	A	Phys	-	Phys	30	255	X	X	
* Revenge Stamp	0	A	Phys	-	Phys	19	255	X	X	(6)
Open	0	AA	-	-	-	-	I	X	X	(7)(8)
Close	0	AA	-	-	-	-	I	X	X	(9)(10)

(1) Dmg = [number of Materia equipped x 1111]

```
(2) remove Slow [100%], Stop [100%], Haste [100%], Regen [100%], Shield [100%],
    Reflect [100%], Barrier [100%], Magic Barrier [100%], Resist [100%], Death
    Force [100%]
(3) Dmg = [character HP x 21/32]
(4) remove Regen [100%]
(5) remove Shield [100%], Barrier [100%], Magic Barrier [100%], Resist [100%],
    Death Force [100%]
(6) remove Haste [100%]
(7) activate all Eyes (A x2/B x2)
(8) Miscellaneous/Animation
(9) deactivate all Eyes (A x2/B x2) if all are under KO after being Opened
(10) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0?
Yes: Emerald Shoot on random character
     [Has Revenge Stamp been used 10 or more times or has Knights of the Round
      been used?
      Yes: Action Count +3]
      No: 2/3 - Action Count +1]
          1/3 - Action Count does not change]
No: Is Action Count 1?
    Yes: Foot Stamp on all characters
         [Is Emerald Weapon's HP less than or equal to 1/2 of its MaxHP or has
          Revenge Stamp been used 10 or more times or has Knights of the Round
          been used?
          Yes: Action Count +1]
          No: 4/5 - Action Count +1]
              1/5 - Action Count does not change]
    No: Is Action Count 2?
        Yes: Emerald Shoot on random character
             [Action Count +1]
        No: Is Action Count 3?
            Yes: Open on all Eyes (A x2/B x2)
                 Emerald Beam on all characters
                 [Has Revenge Stamp been used 10 or more times or has Knights
                  of the Round been used?
                  Yes: Action Count +3]
                  No: Action Count +1]
            No: Is Action Count 4?
                Yes: Has Revenge Stamp been used 10 or more times or has
                     Knights of the Round been used?
                     Yes: Action Count +2
                     No: Action Count +1
                No: Is Action Count 5?
                    Yes: Emerald Beam on all characters
                         [Action Count +1]
                    No: Is at least one Eye not under KO?
                        Yes: Aire Tam Storm on all characters
                        No: Close on all Eyes (A x2/B x2)

-> Counterattack Pattern:
At any point after Open has been used on all Eyes (A x2/B x2), are all Eyes
(A x2/B x2) under KO?
Yes: Close on all Eyes (A x2/B x2)
     [Action Count reset to 0]
No: follow Basic Pattern
Has Emerald Weapon been attacked by any attack other than a Limit Break and is
```

at least one Eye not under KO?
Yes: Was the attack that was not a Limit Break either Bahamut, Neo Bahamut, or
     Bahamut ZERO?
      Yes: Revenge Stamp uses reset to 0
      No: Revenge Stamp on all characters
No: Was the attack that was not a Limit Break Knights of the Round?
    Yes: Is at least one Eye not under KO and is Emerald Weapon's HP greater
         than or equal to 1/2 of its MaxHP?
         Yes: Aire Tam Storm on all characters
         No: follow Basic Pattern
    No: follow Basic Pattern

-    SUB-BOSS: EYE (A)   -

-> Monster's Name: Eye (A x2 of Emerald's eyes - far left and far right)
-> Monster's Locations:
- World Map - Underwater near Junon (floats around) (after defeating Ultimate
Weapon) (Emerald Weapon battle) (float submarine into Emerald Weapon)
-> Monster's Level: 50
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 25000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50, 2,   1,   254, 50, 2,   1
                  150*
* - as part of Eye A's attack pattern, Dex is reset to 150 at start of battle
-> Fire (weak), Ice (absorb), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (absorb), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name   MP Tar Type Elem Form PwrCst %   M R +Added
----
* Emerald Laser   0   1   Mag   -   Mag   111   255 X X

--> Attack Pattern:

-> Basic Pattern:
[Under KO at the start of battle Once Emerald Weapon uses Open, all are
active; if all of them are under KO, Emerald Weapon uses Close]
Emerald Laser on random character

-    SUB-BOSS: EYE (B)   -

-> Monster's Name: Eye (B x2 of Emerald's eyes - middle left and middle right)
-> Monster's Locations:
- World Map - Underwater near Junon (floats around) (after defeating Ultimate
Weapon) (Emerald Weapon battle) (float submarine into Emerald Weapon)
-> Monster's Level: 50

```
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 25000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50,  2,   1,   254, 50,  2,   1
                   250*
* - as part of Eye B's attack pattern, Dex is reset to 250 at start of battle
-> Fire (weak), Ice (absorb), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (absorb), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Emerald Laser           0   1    MgMP  -     Mag   19      255  X  X

--> Attack Pattern:

-> Basic Pattern:
[Under KO at the start of battle Once Emerald Weapon uses Open, all are
active; if all of them are under KO, Emerald Weapon uses Close]
Emerald Laser on random character


-------------------------------------------------------------------------------
-   LEG                                                                        -
-------------------------------------------------------------------------------

-> Monster's Name: Eye (battle object - Emerald Weapon's leg)
-> Monster's Locations:
- World Map - Underwater near Junon (floats around) (after defeating Ultimate
Weapon) (Emerald Weapon battle) (float submarine into Emerald Weapon)
-> Monster's Level: 1
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1
-> Monster's MP: 1
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    1,   2,   1,   1,   1,   2,   1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (absorb), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Aire Tam Storm          0   A*   PhAb  -     Spec  -       255  X  X  (1)(2)
                                                                         (3)
```

```
(1) Dmg = [number of Materia equipped x 1111]
(2) remove Slow [100%], Stop [100%], Haste [100%], Regen [100%], Shield [100%],
    Reflect [100%], Barrier [100%], Magic Barrier [100%], Resist [100%], Death
    Force [100%]
(3) dummy attack


--> Attack Pattern:

-> Basic Pattern:
none
Leg is untargettable


- STRATEGY: Haha, you've undoubtly had to have heard legends about this ungodly
and insanely power boss previously. And if you believed all the seemingly
ridiculous story about its power, you're smart, since chances are they're true
(unless you've heard something like it's impossible to beat, and harder than
FFX's Penance, in which case it's quite the contrary in believeability). Like
all bosses of its caliber (or just about any boss for that matter), you'll need
to be making some hardcore preparations, and more extreme than just any normal
boss, however. If you've fought and defeated, or lost to, Ruby WEAPON, you most
likely know what you're in for in this battle: the long haul. However, I did
find this battle more simple to overcome than Ruby WEAPON, but that's only due
to one little trick you can pull off against this guy - I'll get into that
later on in the strategy. First, let's talk a little bit about location, and
the how/where/when on finding Emerald WEAPON, since it may be a little hard
compared to the other ones. First off, you must wait until quite late in the
game until you have access to the submarine (not the first chance you get,
as chances are you'll get massacred). [Oh Siniroth, that's a real big help!
Where do you use the Submarine; there's TONS of ocean everywhere...] Patience
is a virtue, I was just getting to that. You must take the submarine over to
the area near Junon (always keep it at the docking bay there, as well), and
go under the water. You can't miss it under here. Swim North and you shall
definitely eventually find a gargantuan creature scanning the sea floor, and it
is just your job to go and run your submarine into Emerald WEAPON.

After this, you engage in immediate battle, and for the love of God, I hope
you're ready... But before any of this, I find it absolutely mandatory to
provide you with in-depth prep-ups, ultimate party, and how to eliminate the
20 minute timer to beat it. First of all, there are quite a few Materias that
you need to make this really easy (by the way, I'll be giving a really easy,
"kill-Emmy-in-1/10-of-time" strategy after main initial strategy. Just thought
I'd let you know that, if you were by any chance wondering about the special
"trick" that I mentioned before). First get the Underwater Materia to take
off the 20 minute limit to beat it. Here is just how you can do that:
- You need the Guide Book, first of all, and here's how to do this in order:
To get the Guide Book, it's really MUCH easier to get than it is to attain the
other two items this greedy, greedy man wants. All right, so, to get this item,
you must obtain it at the Underwater Reactor area over near Junon area. It's
not as simple as opening a treasure chest and getting the damn item, no...
that would be too easy, and Square could never allow that. *coughbastardscough*
Anyway, it's here, but, you must Morph a foe here to get it. The name of the
needed-to-be-Morphed enemy is Ghost Ship. Its main hang out spot is near the
floor of the ocean, in all of the corridors and passages. Now, later in the
game, if you take this item to the guy at Kalm, he'll hand over Underwater
Materia, which is used to subtract the 20 minute time limit to defeat Emerald
WEAPON.

Heh, gave a lot on that alone, didn't I? Well, I'm nowhere near done with the
preparations, but none will be that long again, I promise. The other Materias
```

that you should get, and how to pair them will now be covered in this current paragraph. Mime is a must have, and that's found in a cave near Wutai. This comes in very handy when you utilize it correctly. If you pair this with the Counter Materia, it's very good. Next off, another good Materia to have (and it's pretty much imperative sometimes, but makes everything a lot easier on yourself), is the grand summon Materia, KotR (or, Knights of the Round [Table]) This summon is so incredibly useful that it's unbelieveable. Where do you get it, you ask? First you must breed yourself a Gold Chocobo (or get a less physically capable one from Kalm Traveler man in exchange for the Desert Rose you get from Ruby WEAPON. Now, Knights of the Round can be found in a cave on a small, obscure island to the Northeast surrounded by mountanous ranges. This summon does so much damage when used... It does a maximum of 129987 damage, across 13 hits (9999max x 13 = 129987). Final Attack is also a must-have. You ought to pair it up with Revive, and that can be found in some select Materia Stores around FFVII. Perhaps the second most important thing to have is W-Summon, which you could get with 64000 BP at the Battle Square on 2nd-3rd disks. You link this to your Knights of the Round for a super combo. It allows you to summon twice in one turn, thus, maximum damage is 259974 over 26 semi-consecutive attacks. Also, at the Crater, Counter is found, and as I'd previously stated, it goes linked up with Mime. Get HP Absorb, too, so that when KotR hits, you get HP back. It, as well as HP Plus (which you also need) can be located in the shop at Mideel. MP Plus is also a worthy suggestion, as well.

All righty then, that's it for the Materia suggestions that I have to offer you. That's not it, though, we still have items, party recommendations, and types of stats you should have. Note this is not a fight like Diamond WEAPON where you make a total implementation of all magic and not use physical moves, since that would make the fight pretty ridiculous, but I am not saying that it would be an impossibility. Well, first make sure that you have a healthy supply of Ethers and Hi-Potions (if you have enough Elixir that they can be surrogated then that'd be fine, too). Note that you can find many Ethers for free by doing battle with local fiends there. Now, there's been some controversy in my mind about what the absolute party of supremecy for this battle is, and a lot of different ones came to mind. The ultimate party is definitely Cloud, Barret and Tifa. Cloud's Emmy-Battle set-up should be: lvl99; stats, 210+; Omnislash Limit Break; Ultima Weapon (Cloud's legendary weapon); O=O -> W-Summon and Knights of the Round; MP 999 and HP 9999. Tifa should have the first two items mentioned for Cloud, her ultimate Limit and weapon, should have Mime, as well. Plus, she should also have MP Plus and HP and MP that correspond to Cloud's. Barret is also pretty much the same thing as Tifa, except for the main weapon/Limit Break differentiations. Have him with Mime and HP Plus Materia also. If you want to spend the extra amount of time, you could get at least one character to maximum statistical attributes for the upcoming skirmish, too.

Ok, it's time to hint at the trick for killing it simply now, and during this initial main strategy I'll strategically formulate it into one quick super-annihilate-Emerald method. It all lies within Aire Tam Storm. As I said before in its attack briefing, it does 1111 damage for every single piece of Materia you may have equipped to your characters. So, I must seriously caution you that you *must, no questions asked* have 9999 HP with your three chosen people to fight. Next thing is, and this is the most important step, is to have only two Materia equipped on each character (hey, that goes well with the above Materia set-up admonitions except for the exception of Cloud, doesn't it!?). Ok, so, if you're slightly a quick mental interceptor you may have now realized just what the hell is going on here. With a total two Materia placed on all characters, and then the execution of Aire Tam Storm (aka Materia Storm), it will take your 9999 HP on everybody down to 7777 HP. Now, what does this mean? Well, it's in the Tips and Tricks section of FAQ. What this is is the Lucky 7s Effect. This means that if your HP is reduced to 7777 by an enemy's attacks,

your character literally goes berserk and throws a blind caniption and starts
insanely attacking the opponent like mad. This'll take away a good 3/4 of the
Emerald WEAPON's HP right then and there. But, it does have a downfall, and it
is only in this and Ruby fight that it has this downfall. Every time (and this
goes for all enemies) you use this, your HP is reduced down to 1. Every time.
Whether it happens to be for next battle, in which case you heal, it happens
(note: I don't know why I'm talking like I'm at a funeral...). And, since both
these enemies can survive, you're pretty much screwed. That's why I suggest
you have that set-up on everyone, or if you only can have it on one character,
make sure the other characters don't have more Materia than they can handle
(ie. if they have 7000 HP, make sure to only put a max of 6 Materia on them).
Then, make sure the character that does the Lucky 7, doesn't have KotR. At this
point you can W-Summon +(?) Mime Knights of the Round and finish it.

Ok, this is the last few nuggets of information I have to give to you about
Emerald WEAPON strategics. When you're in battle, first of all, and you do not
plan to use the Lucky 7 trick due to lack of HP or something, there is a way
to endlessly string Knights of the Rounds together. Wanna know how? Of course
you do! First, have one character with W-Summon=Knights of the Round linked
inschism and have that character use it. You must also have another characters
with Mime on, then continue using it. In all their three first turns, they can
dish out a maximum of 779922. If you hit all of that (highly doubtful unless
your stats are maxed out), its HP will be lessened to about 77008. From here,
you can either do another one and waste ever more MP (take heed that both KotRs
in one turn will still count towards two KotRs, thus, the same amount of MP
is deducted as if you summoned them seperately), or, you can use either one of
those three characters' maxed Limit Breaks: Omnislash, Final Heaven, or
Catastrophe. Each one of these will terminate that left over HP from the six
simultaneous Knights of the Rounds summons against Emerald WEAPON. Note: Ribbon
is an extremely useful type of armor to have equipped this battle. With that,
you should eventually all come to the same conclusion of battle with your party
emerging victorious over the formidable super-boss.

===

              .:'*':.   31. Vehicle Information   .:'*':.   #SE1V

===

This vehicle information was translated from the Ultimania Omega by Ryu_Kaze. I
reformatted/reworded the data (and more description of my own) to fit my guide,
but the large effort and original translations are from Ryu_Kaze's Ultimania
Omega Translations FAQ on GameFAQs.com. View it for the most incredible, not to
mention complete, translation of Ultimania story material available for FFVII.

===
-   HARDY-DAYTONA   -
===

-> Vehicle Name: hardy-DAYTONA
-> Vehicle Description: Motorcycle that Cloud escapes from the Shinra
Headquarters on
-> Model Type: hD-92
-> Engine Type:
-> Vehicle Length: 2300 mm
-> Vehicle Width: 785 mm
-> Vehicle Height: 1175 mm
-> Cubic Displacement: 1160 cm^3

===

```
-    HIGHWIND                                                              -
================================================================================


-> Vehicle Name: Highwind
-> Vehicle Description: Cid's airship that you use to fly around the entire
World Map after you obtain it
-> Manufactured Where: Unknown (by Shinra)
-> Load Capacity: 2150 tons
-> Crew Capactity: ~34
-> Maximum Altitude: Unknown
-> Range: Unknown
-> Cruising Speed: 173 knots
-> Maximum Speed: 386 knots at sea level
-> Time for Ascension: Unknown
-> Climbing Engines: 16s-Ge Formula engine [x4] (Shinra manufactured)
                      - Ascending Output = 15200 horsepower
                      - air-cooled 8-13s radial engines [x4]
                        - Ascending Output = 3800
                        - double 24-cylinders (96 total cylinders)
-> Auxillary Climbing Engine: 3a Type inverted V type 12 cylinder refined Mako-
                              powered engine [x2]
                                - Climbing Engine's exhaust turbine
                                - Ascending Output = 1900 horsepower
-> Propulsion Engines: standard Airship engines [x2] (Shinra manufactured)
                        - Ascending Output = 22400 horsepower
                        - liquid-cooled 8-54 V24 cylinder engines [x8]
                          - Ascending Output = 2800 horsepower)
                          - +192 cylinders to the airship
-> Climbing Propellers: - 4-speed hydraulic
                        - Diameter = 5.5 m
                        - Pitch = 30~60 degrees
-> Propulsion Propellers: - 4-speed electrical
                          - Diameter = 7.5 m
                          - Pitch = 30~60 degrees
-> Armament: Unknown
-> Vehicle Length: 237 m
-> Vehicle Width: 138 m
-> Vehicle Height: 33 m
-> Vehicle Weight: 1380 tons (empty)


================================================================================
-    TINY BRONCO                                                           -
================================================================================


-> Vehicle Name: Tiny Bronco
-> Description: Cid's plane; also the plane that appears in the battle with
Palmer in Rocket Town
-> Load Capacity: 3850 kg
-> Crew Capacity: 1
-> Maximum Altitude: 9400 m
-> Range: ~1140 nautical miles
-> Crusing Speed: 173 knots
-> Maximum Speed: 235 knots at sea level
-> Time for Ascension: Unknown
-> Engine: oil-cooling RG24 type horizontal facing 24-cylinder engine
           - Ascending Output = 3800 horsepower
-> Rotor: - 2-speed electrical
          - Diameter = 4.7 m
          - Pitch = 20~70 degrees
-> Vehicle Length: 12.74 m (without rotor)
```

```
-> Vehicle Width: 12.48 m (without rotor)
-> Vehicle Height: 3.57 m (without rotor)
-> Vehicle Weight: 2280 kg


===============================================================================
-    SHINRA TRANSPORTATION UNIT GELNIKA                                        -
===============================================================================

-> Vehicle Name: Shinra Transportation unit Gelnika
-> Description: The red Sunken Gelnika submarine at the bottom of the sea;
inside is where you fight an optional battle with Turks:Reno and Turks:Rude
-> Load Capacity: Unknown
-> Maximum Altitude: Uknown
-> Range: Uknown
-> Crusing Speed: Unknown
-> Maximum Speed: Unknown
-> Time for Ascension: Unknown
-> Engine: oil-cooling RG24-f type horizontal facing 24-cylinder engine [x4]
           - Asvending Output = 8240 horsepower
-> Vehicle Length: Unknown
-> Vehicle Width: Unknown
-> Vehicle Height: Unknown
-> Vehicle Weight: Unknown


===============================================================================
-    UV TYPE SUBMARINE                                                         -
===============================================================================

-> Vehicle Name: uV type Submarine
-> Description: One of the red/silver submarines used underwater (the Kanji on
the red means "1," while the Kanji on the silver means "2")
-> Manufacted Where: Junon Submarine Dock #3
-> Crew Capacity: 28
-> Maximum Altitude: Uknown
-> Range: 7500 nautical miles (going 18 knots)
-> Speed: 27.3 knots underwater, 17.5 knots above water*
-> System: Shinra standard issue Mako-powered engine
            - Output: 6500 horsepower
-> Standard Displacement: 2722 tons underwater, 1342 tons above water*
-> Armament: - 610 mm torpedo tubes [x4]
             - 20 mm mounted machineguns [x2]
-> Vehicle Length: 93.5 m
-> Vehicle Width: 22.7 m
-> Draft: 5.3 m

* - note: you will never see this used above water in the game


===============================================================================
-    B1A TYPE HELICOPTER                                                       -
===============================================================================

-> Vehicle Name: B1A type Helicopter
-> Description: Helicopter used by the Presidents of Shinra
-> Load Capacity: Unknown
-> Maximum Altitude: 4300 m
-> Range: ~140 nautical miles
-> Crusing Speed: 43 knots
-> Maximum Speed: 150 knots at sea level
-> Time for Ascension: Unknown
-> Engine: oil-cooling RG08 type horizontal facing 8-cylinder engine
```

```
                 - Ascending Output = 900 horsepower
-> Rotor: - 2-speed electrical
          - Diameter = 4.2 m
          - Pitch = 20~60 degrees
-> Vehicle Length: 9.14 m (without rotor)
-> Vehicle Width: 3.05 m (without rotor)
-> Vehicle Height: 2.89 m (without rotor/antenna)
-> Vehicle Weight: 1230 kg


================================================================================
-    B1B TYPE HELICOPTER                                                       -
================================================================================


-> Vehicle Name: B1B type Helicopter
-> Description: Helicopter used by the Turks
-> Load Capacity: Unknown
-> Maximum Altitude: 4300 m
-> Range: ~140 nautical miles
-> Crusing Speed: 37 knots
-> Maximum Speed: 132 knots at sea level
-> Time for Ascension: Unknown
-> Engine: oil-cooling RG08 type horizontal facing 8-cylinder engine
            - Ascending Output = 900 horsepower
-> Rotor: - 2-speed electrical
          - Diameter = 4.2 m
          - Pitch = 20~60 degrees
-> Vehicle Length: 9.14 m (without rotor)
-> Vehicle Width: 4.32 m (without rotor)
-> Vehicle Height: 2.89 m (without rotor/antenna)
-> Vehicle Weight: 1560 kg


================================================================================
-    SA-27 TYPE MOTOR TRICYCLE                                                 -
================================================================================


-> Vehicle Name: sA-27 type Motor tricycle
-> Description: The silver stationary vehicle on display in the Shinra
Headquarters lobby area
-> Load Capacity: 820 kg
-> Occupant Capacity: 1
-> Engine: 1S-Ge type
            - oil-cooling single-cylinder OHV
-> Cubic Displacement: 760 cm^3


================================================================================
-    BA-37 TYPE MOTOR TRICYCLE                                                 -
================================================================================


-> Vehicle Name: bA-37 type Motor tricycle
-> Description: This is the blue vehicle that Tifa, Aeris, Barret, and Red XIII
escape from Shinra Headquarters on (thus defying the occupant capacity of 2,
however, an additional 2 fit in the pick-up area of the motor tricycle)
-> Occupant Capacity: 2
-> Engine: 1S-G1 type
            - oil-cooling single-cylinder OHV
-> Cubic Displacement: 760 cm^3
-> Vehicle Length: 2.96 m
-> Vehicle Width: 1.87 m
-> Vehicle Height: 1.56 m
```

```
================================================================================
-    PA-86 TYPE AUTOMOBILE                                                     -
================================================================================


-> Vehicle Name: pA-86 type Automobile
-> Description: The black/dark brown stationary vehicle on display in the
Shinra Headquarters lobby area
-> Load Capacity: 1280 kg
-> Occupant Capacity: 1
-> Engine: 3p-Geu type
            - vertical position 3-cylinder OHV-6 valve)
-> Cubic Displacement: 1004 cm^3


================================================================================
-    LOCOMOTIVE 600                                                            -
================================================================================


-> Vehicle Name: Locomotive 600
-> Description: The train only seen in the beginning CG cinema of the game


================================================================================
-    LOCOMOTIVE 5884                                                           -
================================================================================


-> Vehicle Name: Locomotive 5884
-> Description: The normal civilian train in Midgar (seen primarily in the
Sector 7 Train Station)


================================================================================
-    BUGGY                                                                     -
================================================================================


-> Vehicle Name: Buggy
-> Description: The red buggy that can take you around the World Map; can
traverse over both terrain and water
-> Load Capacity: 2150 kg
-> Maximum Speed: 80 kph
-> Vehicle Length: 7.26 m
-> Vehicle Width: 3.58 m
-> Vehicle Height: 1.96 m


================================================================================
-    ROCKET SHINRA NO.26                                                       -
================================================================================


-> Vehicle Name: Rocket SHINRA No.26
-> Description: The rocket found in Rocket Town that flies your party into
outerspace; also has an escape pod on board
-> Load Capacity: 1.418 tons
-> Height: 48 m


================================================================================
-    SNOWBOARD                                                                 -
================================================================================


-> Vehicle Name: Snowboard
-> Description: The snowboard used to ride down Gaea's Cliff; also used in the
Gold Saucer Snowboarding minigame
-> Waist Width: 25.1 cm
-> Effective Edge: 116 cm
```

```
-> Vehicle Length: 153 cm


================================================================================
-    ROPEWAY                                                                   -
================================================================================

-> Vehicle Name: Ropeway
-> Description: The pulley-controlled ropeway system that takes you around Gold
Saucer and allows you to view all the sights; first seen on the date in Gold
Saucer
-> Load Capacity: 2920 kg
-> Occupant Capacity: 15*
-> Maximum Angle Inclination: 42 degrees
-> Vehicle Length: 12.75 m (gondola only included)
-> Vehicle Width: 4.06 m (gondola only included)
-> Vehicle Height: 2.88 m (gondola only included)

* - note: you will only ever see 2 max on the ropeway at once and one will
-always- be Cloud


================================================================================
-    CHOCOBO CART                                                              -
================================================================================

-> Vehicle Name: Chocobo Cart
-> Description: These are the carts pulled by Chocobos; you see one in the
playground scene with Aeris pulling Tifa away to Don Corneo's in Wall Market,
and then you can also see them roaming in the Corel Prison Desert area


================================================================================
-    CHOCOBO                                                                   -
================================================================================

Note that this is not in the Ultimania Omega, however, I felt it was related
enough to add into this section. We have more than once type of Chocobo,
however, so let's split this up into multiple categories.


--------------------------------------------------------------------------------
-    CHOCOBO                                                                   -
--------------------------------------------------------------------------------

-> Vehicle Name: Chocobo
-> Description: This is the standard (yellow) Chocobo you can ride around on
the World Map; can only traverse flat terrain; these are the ones you can find
by using Enemy Lure Materia over Chocobo Tracks on the World Map, and then
killing off all enemies it appears with in battle while feeding it Greens
-> Occupant Capacity: 1


--------------------------------------------------------------------------------
-    BLUE CHOCOBO                                                              -
--------------------------------------------------------------------------------

-> Vehicle Name: Blue Chocobo
-> Description: Blue-colored Chocobos that can cross flat terrain and rivers;
obtained when you mate a Great Male Chocobo from Mideel area and a Good Female
Chocobo from Gold Saucer area with a Carob Nut
-> Occupant Capacity: 1


--------------------------------------------------------------------------------
-    GREEN CHOCOBO                                                             -
```

```
  -------------------------------------------------------------------------------

  -> Vehicle Name: Green Chocobo
  -> Description: Green-colored Chocobos that can cross flat terrain and mountain
  ranges; obtained when you mate a Great Female Chocobo from Mideel area with a
  Good Male Chocobo from Gold Saucer area with a Carob Nut
  -> Occupant Capacity: 1

  -------------------------------------------------------------------------------
  -   BLACK CHOCOBO                                                             -
  -------------------------------------------------------------------------------

  -> Vehicle Name: Black Chocobo
  -> Description: Black-colored Chocobos that can cross flat terrain, rivers, and
  mountain ranges; after feeding Sylkis Greens to both Blue and Green Chocobos
  until there is no more stat increase, race them in the at Gold Saucer until
  they are at least A Class, then mate them with a Carob Nut to obtain a Black
  Chocobo
  -> Occupant Capacity: 1

  -------------------------------------------------------------------------------
  -   GOLD CHOCOBO                                                              -
  -------------------------------------------------------------------------------

  -> Vehicle Name: Gold Chocobo
  -> Description: Gold-colored Chocobos that can cross flat terrain, rivers,
  mountain ranges, and ocean; after feeding Sylkis Greens to your Black Chocobo,
  race it at Gold Saucer until it is at least A Class, then go catch a Wonderful
  Chocobo of the opposite sex as your Black Chocobo from Icicle Inn area, then
  feed the Wonderful Chocobo until stat increase maxes, and then race it at Gold
  Saucer until S Class, then mate them with a Zeio Nut to obtain a Gold Chocobo
  -> Occupant Capacity: 1

  ===============================================================================
               ------------------------------------------------
               .:'*':.      32. Enemy Compendium      .:'*':.          #SF2E
               ------------------------------------------------
  ===============================================================================

  This whole section will be listed alphabetically, due to the sheer amount of
  enemies there are. It's much easier this way for reference and organization.

  =-------------------------------------------------------------------------=
  --- [DATA REPRESENTATION] -----------------------------------------------------

  Note that this Data Representation can be referenced at least for attack data
  for a lot of other sections (such as Materia, Battle Items, etc.).

  -> Monster's Name: The name of the monster.

  -> Monster's Locations: Any and all specific locations of the monster, and any
  specific times it may be located there (if applicable).

  -> Monster's Level: The level of the monster.

  -> EXP for Defeating: This is the set amount of Experience you gain when
  defeating the monster. Note that this is not the amount you will see after the
  battle unless the enemy is by itself. Experience gained is the sum of all the
  enemies you defeat.
```

-> AP for Defeating: This is the set amount of Ability Points you gain when defeating the monster. Note that this is not the amount you will see after the battle unless the enemy is by itself. Ability Points gained is the sum of all the enemies you defeat.

-> Gil for Defeating: This is set amount of Gil (money) you gain when defeating the monster. Note that this is not the amount you will see after the battle unless the enemy is by itself. Ability Points gained is the sum of all the enemies you defeat.

-> Item Dropped from Monster: This is the item(s) a monster drops when it is defeated by anything other than Remove (and assuming you did not successfully Steal from it) anywhere other than Battle Square. An enemy may have more than one item programmed in to be dropped by it. I will list any items it has available, in order of how the game checks for the drop. The chance the item will be dropped will be in "()" next to the item. You have a [(Chance + 1) / 64] chance of receiving the item being checked. So, hypothetically, let's say an enemy has Item A (8), Item B (8). There is a 9/64 chance that Item A is dropped first, but if it's not, the game looks at Item B which has an equal 9/64 chance of being dropped. As such, you have a ~14.0625% chance of winning Item A, then a ~12.085% chance of winning Item B, and a ~73.8525% total chance of winning absolutely nothing. This percentage, of course, for Item B, is taking into account the missing of Item B. Independently (which is purely academic), it has the same [(Chance + 1) / 64] as Item A. However, since the game runs the check for Item A first, that inherently lowers the chance that Item B will even be dropped. Typically, you don't have that much chance of winning items. Also note that not all enemies can drop items. This will of course be shown in the coming entries.

-> Item Stolen from Monster: This is a list of items that can be Stolen from the enemy using the Steal command. Be careful when Stealing (if an enemy has items to be Stolen), as if you successfully Steal, you can no longer win a droppable item from them. If the following is true, Steal is successful:
Step 1: [user lvl - target lvl + 40]
Step 2: [512 x Step 1 result / 100]
Step 3: [Item Steal Value x Step 2 result / 256]
Step 4: Is Step 3 result greater than or equal to Rnd[0..63]?
        Yes: Steal successful
        No: Steal unsuccessful
This means that after all the steps are calculated and figured out, you have a [(Step 3 result + 1) / 64] chance of Stealing an item. Very similar to the item drop chance, but with the initial Steal modifier. As such, the Steal list will be displayed exactly the same way, in the order the game checks the items. Once the game chooses that you Steal a particular item from the enemy's list, all items after it are locked out for the remainder of battle. Note that, based on the above modifier, certain items will be -impossible- to Steal from certain enemies after certain levels, while certain levels can be better than others to Steal a certain item from certain enemies.

-> Item Morphed from Monster: This is the item you can Morph from the enemy. This you can do even if you have Stolen from it. If the final blow dealt to the enemy is a Morph attack (reducing its HP to 0, obviously), you will receive its Morph item (assuming it has one).

-> Monster's HP: The MaxHP (and its CurHP before any damage is done) of the enemy is given. After any damage is done to it, it will lower to [MaxHP - damage done]. If the enemy has the ability to restore HP, then it can replenish its HP.

-> Monster's MP: The MaxMP (and its CurMP before any damage is done) of the

enemy is given. After any MP damage is done to it (or it uses abilities that
cost MP), it will lower to [MaxMP - MP damage done] or [MaxMP - spell MP cost].

-> Att, Def, Df%, Dex, MAt, MDf, Luck: The listing of all the stats--core or
derived--of the enemy. For more information on these stats and their functions,
pay a visit to the Basics/Mechanics section of this document.

-> This next line is reserved for the enemy's affinites toward all elements.
"instadeath" means that the enemy will immediately enter Death status from the
element, "weak" means that the element does [Dmg x 2], "1/2" means that the
element does [Dmg / 2], "immune" means that the element is void and does not
inflict damage, and "absorb" means that the element restores [Dmg] HP.

-> This line is typically reserved for status effect immunities the enemy may
have, but it can also list any more specific information the enemy may have in
terms of status effects (such as absorption).

-> Attacks:

```
* Name                      MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
------------------------------------------------------------------------------
(1)(2)                      (3) (4)  (5)   (6)   (7)   (8)     (9)(10)(11) (12)
```

(1) * - means that the name of the attack appears on screen when used
    ^ - means that the name of the attack does not appear on screen but can be
        seen through Morph and/or is the name given by the game
      - if this is blank, then it means it is the name I have given the attack
(2) The name of the attack, given or implied.
(3) The MP cost of the attack.
(4) The ways the attack can target those its programmed to target.
    S = self
    1 = 1 character
    1A = 1 ally (can also mean self in certain situations)
    A = all characters
    AA = all allies
    E = all present
    1/A = 1 character/all characters
    1A/A = 1 ally/all allies (can also include self in certain situations)
    AN = 1 of any present
    AN-S = 1 of any present except self
    AA-S = all allies except self
    R = randomly chosen (all are valid)
    - Rarely it will be further combinations of the above, in which case you
    will have to infer for yourself from the way I combine them.
(5) The type of attack it is.
    Phys = Phyiscal HP damage
    Mag = Magical HP damage
    MgMP = Magical MP damage
    PHPr = Physical HP restoration
    MHPr = Magical HP restoration
    PMPr = Physical MP restoration
    PhAb = Physical HP absorb
    MgAb = Magical HP absorb
    PMAb = Physical MP absorb
    MMAb = Magical MP absorb
    PhP = Physical Piercing
    MgP = Magical Piercing
    - Rarely it will be further combinations of the above, in which case you
    will have to infer for yourself from the way I combine them.
(6) The element the attack uses.

```
   Sht = Shoot element
   Shu = Shout element
   Hit = Hit element
   Pnch = Punch element
   Cut = Cut element
   Fir = Fire element
   Lit = Lightning element
   Wat = Water element
   Ice = Ice element
   Eth = Earth element
   Grav = Gravity element
   Wnd = Wind element
   Hly = Holy element
   Psn = Poison element
   "-" = Non-Elemental
   - Rarely it will be further combinations of the above, in which case you
   will have to infer for yourself from the way I combine them.
(7) The formula the attack uses. Each attack will only have one possible
   formula.
   Phys = Physical
   Mag = Magical
   Reco = Recovery
   Cure = Curative
   Hid = Hidden
   Prop = Proportional%
   Spec = Special
   Fix = Fixed
(8) The base power constant of the attack to be plugged into its formula as
   part of the damage calculation. For more on this, please refer to the
   Basics/Mechanics section.
(9) This is the percent chance the attack has to hit. It is interchangeable
   between physical and magical attacks. It will always be a number less than
   or equal to 255 except when "I" is listed. This stands for "infinite." In
   other words, the attack will -never- miss. For more information, refer to
   the Basics/Mechanics section.
(10) Whether the attack can be Manipulated out of the enemy or not. In quite a
    few cases this is the -only- way to see certain attacks, as well as learn
    particular Enemy Skills.
(11) This will tell you whether or not the attack can be Reflected.
(12) Anything not detailed by the rest of the table will be mentioned here.
```

-> Attack Pattern: This whole section will tell you how the enemy decides its
actions, and other aspects of its battle. While here I'm not going to mention
everything that can possible comprise an Attack Pattern section, I'll cover on
some basics. Attack Patterns can be divided into more than one section (Basic
{Pattern, Counterattack Pattern, Special KO Pattern, Special Ally KO Pattern,
etc.), all of which are relatively self-explanatory. The sections are -usually-
divided into: Question Posed, then a "Yes" course of action and a "No." For
example:

```
   Does Enemy X have Status Effect Y?
   Yes: Action A
   No: Does at least one character have Status Effect Z?
       Yes: Action B
       No: Action C
```

A few terms (some of which are used very rarely, others which are commonplace
in terms of AI) you should be aware of that I use are:
IPV = Internal Physical Variable (will be modified by certain attacks the enemy
     does, and dictates others)

```
IMV = Internal Magic Variable (will be modified by certain attacks the enemy
      does, and dictates others)
IAV = Internal Attack Variable (will be modified by certain attacks the enemy
      does, and dictates others)
Action Count = Generally the number of actions the enemy has taken, but should
               not be interpretted as such, as it can go up or down much more
               malleably than that
Attack Count = Number of attacks the enemy has done
BSV = Battle Specific Variable (a variable that is specific to battles with
      that enemy, and can usually be modified in battle)
IRV = Internal Random Variable
      This deserves slightly more mentioned than any of the above variables.
      This can be modified throughout battle through a variety of methods, but
      an enemy usually starts out with a set value for this. Then, usually, as
      its HP reaches certain fractions of its MaxHP, this number will usually
      decrease. The way IRV is implemented into attack patterns is usually:
      "Has 1 been chosen out of Rnd[1..IRV]." This is a more short hand way of
      saying that at that point the enemy has a 1/IRV chance to use that
      attack. It was listed as such to avoid having to list every possible
      fraction for each HP increment. For example, Behemoth's initial IRV is 8.
      However, when it has 75% of its MaxHP its IRV becomes 4, and when it
      crosses the 50% mark, its IRV is 3. This means that when determining if
      it will use an attack twice in a row, at higher than 75% MaxHP it has a
      1/8 chance of doing so, at 75% or less (but greater than 50%) it has a
      1/4 chance of doing so, and at 50% or less it has a 1/3 chance of using
      the same action twice in one turn.

While this section will not be made to be technical, sometimes these terms are
a necessity. Also note that I will usually try to go in order if certain things
occur before anything else in battle, but otherwise, just follow the question
and answer.


Now for the listing.


===============================================================================
-    1ST RAY                                                                  -
===============================================================================

-> Monster's Name: 1st Ray
-> Monster's Locations:
- Midgar #1 Mako Reactor - Entrance
- Midgar #1 Mako Reactor - Staircase
-> Monster's Level: 4
-> EXP for Defeating: 12
-> AP for Defeating: 1
-> Gil for Defeating: 5
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 18
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   10,  2,   0,   40,  0,   0,   0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Sleep, Poison, Sadness, Frog, Small, Paralysis, Darkness, Death-
Sentence, Fury


-> Attacks:
```

```
* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Laser Cannon              0   1    Phys  Sht   Phys  16      100  O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Laser Cannon on character with highest HP


===============================================================================
-   2-FACED                                                                   -
===============================================================================


-> Monster's Name: 2-Faced
-> Monster's Locations:
- Corel Prison - First Area
- Corel Prison - Second Area
- Corel Prison - Well
- Corel Desert - Corel Prison - Desert Outskirts
- Corel Desert - Corel Prison - Junkyard
-> Monster's Level: 18
-> EXP for Defeating: 100
-> AP for Defeating: 10
-> Gil for Defeating: 156
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Phoenix Down x1 (32)
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 330
-> Monster's MP: 80
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   40,  38,  1,   48,  25,  150, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Stop, Manipulate, Frog, Paralysis


-> Attacks:


* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Cure3                     64  A/1  MHPr  Res   Cure  2876    255  X  O  (1)
* Self-Destruct:            0   1    Mag   -     Prop  -       255  X  X  (2)(3)
  Berserk Text              0   -    -     -     -     -       -    X  X  (4)(5)
                                                                          (6)
(1) removes 2-Faced from battle with no reward
(2) Dmg = [character HP x 3/4]
(3) removes 2-Faced from battle with no reward
(4) only attack that will be used if under Berserk
(5) "2-Faced's skill power is used up." appears on screen
(6) 2-Faced will do nothing when under Berserk


--> Attack Pattern:


-> Counterattack Pattern:
2-Faced only (counter) attacks when attacked
1/8 - Self-Destruct on random character (battle ends)
1/8 - Cure3 on all characters (battle ends)
3/4 - do nothing (next character's turn)
```

```
===============================================================================
-   8 EYE                                                                     -
===============================================================================

-> Monster's Name: 8 Eye
-> Monster's Locations:
- Temple of the Ancients - Maze Area
-> Monster's Level: 30
-> EXP for Defeating: 1000
-> AP for Defeating: 100
-> Gil for Defeating: 720
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Magic Source x1
-> Monster's HP: 500
-> Monster's MP: 220
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    40, 200, 0,   25,  60,  400, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(instadeath), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Berserk, Frog, Manipulation

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Eyesight [1]            0   1    MgMP  -     Prop  -       255  X  X  (1)
^ Eyesight [2]            0   1    Mag   -     Prop  -       255  X  X  (2)
^ Eyesight [3]            0   1    Mag   -     Mag   48      255  X  X
^ Eyesight [4]            0   1    Mag   -     -     -       255  X  X  (3)(4)

(1) Dmg = [character MP x 3/4]
(2) Dmg = [character HP x 3/4]
(3) Darkness [100%]
(4) Slow [100%]

--> Attack Pattern:

-> Basic Pattern:
Does at least one character have Darkness and does at least one character have
Slow?
Yes: Eyesight [2] on random character with Slow
No: Eyesight [3] on character with highest HP

-> Counterattack Pattern:
Eyesight [4] on last character to attack 8 eye physically
Eyesight [1] on last character to attack 8 eye magically


===============================================================================
-   ACROPHIES                                                                 -
===============================================================================

-> Monster's Name: Acrophies
-> Monster's Locations:
- Corral Valley Cave
-> Monster's Level: 35
-> EXP for Defeating: 800
-> AP for Defeating: 90
-> Gil for Defeating: 1200
-> Item Dropped from Monster: None
```

```
-> Item Stolen from Monster: Water Ring x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 2400
-> Monster's MP: 220
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60,  70,  8,   54,  55,  160,  1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (absorb), Wind (normal), Holy (normal)
-> Immune: Confusion, Frog, Manipulation
- Back Attack = 8x dmg


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
------------------------------------------------------------------------------
* Huge Tidal Wave         20  E    Phys  Wat   Mag   20      95  X  X  (1)(2)
* Isogin Smog             10  1    Mag   -     Mag   16      95  X  X  (3)
^ Big Red Clipper         0   1    Phys  -     Phys  16      95  X  X  (4)


(1) characters receive regular damage
(2) Acrophies receives back damage (restorative)
(3) Darkness [100]
(4) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Big Red Clipper on random character
Is Acrophies' HP less than or equal to 1/4 of its MaxHP?
Yes: 3/8 - Big Red Clipper on random character
     3/8 - Huge Tidal Wave on all present
     1/4 - Do all characters have Darkness?
           Yes: Isogin Smog on random character
           No: Big Red Clipper on random character
No: Is Acrophies' HP less than or equal to 1/2 of its MaxHP?
    Yes: 1/2 - Big Red Clipper on random character
         1/4 - Huge Tidal Wave on all present
         1/4 - Do all characters have Darkness?
               Yes: Isogin Smog on random character
               No: Big Red Clipper on random character
    No: Is Acrophies' HP less than or equal to 3/4 of its MaxHP?
        Yes: 5/8 - Big Red Clipper on random character
             1/8 - Huge Tidal Wave on all present
             1/4 - Do all characters have Darkness?
                   Yes: Isogin Smog on random character
                   No: Big Red Clipper on random character
        No: 3/4 - Big Red Clipper on random character
            1/4 - Do all characters have Darkness?
                  Yes: Isogin Smog on random character
                  No: Big Red Clipper on random character


=============================================================================
-   AERO COMBATANT (AIR FORM)                                               -
=============================================================================


-> Monster's Name: Aero Combatant
-> Monster's Locations:
- Midgar - Sector 7 Plate Support Tower (low)
- Midgar - Sector 7 Plate Support Tower (high)
-> Monster's Level: 11
```

```
-> EXP for Defeating: 40
-> AP for Defeating: 4
-> Gil for Defeating: 110
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Potion x1 (32)
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 190
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   22,  24,  40,  72,  6,   24,  22
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (weak), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Confusion, Paralysis, Berserk, Frog, Small, Manipulation,
Death Sentence


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
  Propeller Slash        0   1   Phys  Cut   Phys  24      110  X  X
^ Kick                   0   1   Phys  Hit   Phys  16      120  X  X
  Transform              0   S   -     -     -     -       -    X  X (1)

(1) Aero Combatant (Air Form) turns into Aero Combatant (Ground Form)

--> Attack Pattern:

-> Basic Pattern:
2/3 - Propeller Slash on random character
1/3 - Kick on random character

-> Counterattack Pattern:
Random
1/2 - [Transform]


===============================================================================
-   AERO COMBATANT (GROUND FORM)                                              -
===============================================================================

-> Monster's Name: Aero Combatant
-> Monster's Locations:
- Midgar - Sector 7 Plate Support Tower (low) (Aero Combatant battle - only if
Transform was used)
- Midgar - Sector 7 Plate Support Tower (high) (Aero Combatant battle - only if
Transform was used)
-> Monster's Level: 11
-> EXP for Defeating: 40
-> AP for Defeating: 4
-> Gil for Defeating: 110
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Potion x1 (32)
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 190
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   22,  24,  1,   42,  33,  48,  1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (weak), Water (normal), Wind (normal), Holy (normal)
-> Immune: Stop, Confusion, Paralysis, Berserk, Frog, Small, Manipulation,
Death Sentence
```

```
-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Sword Rush             0   1    Phys  Hit   Phys  18      80   O  X
^ Propeller Sword        0   1    Phys  Cut   Phys  16      75   O  X  (1)

(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
3/4 - Propeller Slash on random character
1/4 - Sword Rush on random character


================================================================================
-   ADAMANTAIMAI                                                               -
================================================================================

-> Monster's Name: Adamantaimai
-> Monster's Locations:
- World Map - Wutai Area - Beach
-> Monster's Level: 30
-> EXP for Defeating: 720
-> AP for Defeating: 100
-> Gil for Defeating: 2000
-> Item Dropped from Monster: Dragon Scales x1 (8), Phoenix Down x1 (8)
-> Item Stolen from Monster: Adaman Bangle x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 1600
-> Monster's MP: 240
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   71, 60, 1,   62,  75,  280, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Frog, Small


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Death Force            3   S    Mag   -     -     -       255  O  X  (1)(2)
                                                                       (3)
* Barrier                16  S    Mag   -     -     -       I    X  O  (4)
* MBarrier               24  S    Mag   -     -     -       I    X  O  (5)
^ Light Shell            0   1    Phys  Shu   Phys  16      95   O  X  (6)

(1) Enemy Skill
(2) Death Force [100%]
(3) only will be used if Manipulated
(4) Barrier [100%]
(5) Magic Barrier [100%]
(6) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Does Adamantaimai not have Barrier?
Yes: Barrier on self
```

```
No: Does Adamantaimai not have Magic Barrier?
    Yes: MBarrier on self
    No: Has Adamantaimai been attacked?
        Yes: Light Shell on last character to attack Adamantaimai
        No: do nothing

-> Counterattack Pattern:
Does Adamantaimai have Barrier and Magic Barrier before its first turn?
Yes: Game freezes on Adamantaimai's first turn (must reset)
No: follow Basic Pattern


==============================================================================
-   BOSS: AIR BUSTER                                                         -
==============================================================================

-> Monster's Name: Air Buster
-> Monster's Locations:
- Midgar #5 Reactor - Catwalk (forced)
-> Monster's Level: 15
-> EXP for Defeating: 180
-> AP for Defeating: 16
-> Gil for Defeating: 150
-> Item Dropped from Monster: Titan Bangle x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1200
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   24,  80,  3,   75,  12,  320, 2
-> Fire (1/2), Ice (normal), Lightning (weak), Earth (immune), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Silence, Frog, Small, Slow-Numb,
Petrification, Manipulation, Paralysis, Berserk, Confusion, Fury, Sadness,
Death Sentence, Death
- Back Attack = 5x dmg

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Big Bomber               0   1   Phys  Sht   Phys  50      100  X  X
  Rear Gun                 0   1   Phys  Sht   Phys  20      115  X  X
* Energy Ball              0   1   Phys  Shu   Phys  30      100  X  X
  Bodyblow [1]             0   1   Phys  Hit   Phys  40      90   X  X
  Bodyblow [2]             0   1   Phys  Hit   Phys  40      95   X  X
  Program 1 Operation      0   -   -     -     -     -       -    X  X (1)(2)
  Program 2 Operation      0   -   -     -     -     -       -    X  X (3)(4)

(1) If facing a side, turn around to face the other side
(2) Miscellaneous/Animation
(3) If facing a side, turn around to face the other side
(4) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Is at least one character alive on Cloud's side?
Yes: Program 1 Operation available
Is at least one character alive on Barret's side?
Yes: Program 2 Operation available
```

```
Is Air Buster's ammo at least 1 (maximum of 4)?
Yes: Program 1 Operation, then Select a character
Is Air Buster facing not its Selected character?
Yes: If facing Cloud, Air Buster turns and faces Barret
     If facing Barret, Air Buster turns and faces Cloud
No: Big Bomber on Selected character on Cloud or Barret's side
Is Air Buster's ammo 0?
Yes: "Big Bomber's out of ammo." appears on screen and Air Buster cannot use
     Big Bomber
Next, Program 2 Operation
Air Buster Pre-Selects a random character
Is random Pre-Select character Barret, Tifa?
Yes: Is Air Buster facing Barret?
     Yes: Energy Ball on Pre-Select character
     No: Is Air Buster facing Cloud?
         Yes: Rear Gun on Pre-Selected character
No: Is random Pre-Select character Cloud?
    Yes: Is Air Buster facing Barret?
         Yes: Rear Gun on Pre-Select character (Cloud)
         No: Energy Ball on Pre-Select character (Cloud)


-> Counterattack Pattern:
Is Air Buster's HP less than or equal to 1/5 of its MaxHP?
Yes: "Turn Function non-operational." appears on screen
     Program 1 Operation and Program 1 Operation no longer available
Air Buster Pre-Selects the last character to attack it
Is Air Buster facing Barret?
Yes: Is Pre-Select character Cloud's side?
     Yes: CV is 1
     No: No CV gain
No: Is Air Buster facing Cloud's side?
    Yes: Is Pre-Select character on Barret's side?
         Yes: CV is 1
         No: No CV gain
Is CV 1?
"Counter Attack" appears on screen
2/3 - Is Air Buster facing Cloud and is Pre-Select character on Barret's side?
Yes: Bodyblow (95 Hit%) on Barret
No: Is Air Buster facing Cloud and is Pre-Select character Cloud?
    Yes: Body Blow (90 Hit%) on Barret
1/3 - Is Air Buster facing Cloud and is Pre-Select character on Barret's side?
Yes: Rear Gun on Pre-Select character
No: Is Air Buster facing Barret's side and is Pre-Select character Cloud?
    Yes: Rear Gun on Pre-Select character (Cloud)
```

- STRATEGY: You attack this enemy from both sides (Cloud to its immediate front,
and Barret and Tifa behind it). This may be a distraction, but nothing really
big. It has a good amount of HP, but it is nothing that we cannot handle,
especially at these levels. Airbuster boss is really susceptible to Lightning
(Bolt) magic, so use that frequently along with your physical attacks, and it
averages about 160 damage now when used, along with the about 100 damage that
Barret and Cloud can probably do, and the about 70 or 80 which Tifa can
dispense. This adds up eventually. Ok, time for how its attacks go in battle:
Big Bomber is its biggest threat, and it's used on occasional turns. I've found
that one character is usually put under Big Bomber's victimization, but it's
not always the case. It does within the 90-100+ range as stated to the above,
and can really put a hurtin' on your characters. "Behind Gun", as I like to
call it since it has no name, just does little damage to a character behind it,
and it's sort of like Counter Attack just for less damage, and, it does not
have to be hit by magic or regular attacks by a character behind it. Counter

Attack I just pretty much mentioned semi-intentionally in the last attack
explanation of "Behind Gun", but I left out the fact that its damage range is
usually from 30 to 40.

The two "operation" attacks are no immediate threat to you, but, evetually they
can mean some trouble for the character(s) Airbuster turns to face (at least
with Program 1 Operation, since non-operational means that it's not functioning
correctly [due to a lot of damage], and when it wants to use Program 1, it is
not able to). There is more to your strategy here than just attacking using
bolts. What I mainly mean by this is that whenever your Limit Break guages are
filled up, use them! Cloud's Braver is extremely useful (and you probably have
Cross Slash by now, too). Braver itself can do about 550 damage and Cross Slash
can dish out a good 650-700. Tifa's Beat Rush can probably do around 300, and
if she's gotten the Somersault, that'll let you reach about 500 damage. Big
Shot can do about 500-1100 damage. Do not bother with his Mindblow, since that
only restores your HP by implementing Drain in the attack (just another form of
it to make it look flashier, I suppose). Do not worry if you have not obtained
each character's second level 1 Limit Breaks, because the first ones will be
more than sufficient to bring this factory recall down. If you do the math,
550 + 300 + ~750 equates to 1550, which is more than enough to deplete every
last one of its 1200 Hit Points. Of course, you can always incorporate Bolt
into your repertoire of attacks to destroy it, as previously suggested earlier
in the strategy. Also note that Air Buster takes 5x damage from Back Attacks.

===
-    ALLEMAGNE   -
===

-> Monster's Name: Allemagne
-> Monster's Locations:
- North Crater - Left Split
- North Crater - Floating Platforms
- North Crater - Grass
- North Crater - Water Area
- North Crater - Core (final stages - after point of no return)
-> Monster's Level: 48
-> EXP for Defeating: 1300
-> AP for Defeating: 100
-> Gil for Defeating: 1360
-> Item Dropped from Monster: Eye Drop x1 (100%)
-> Item Stolen from Monster: Eye Drop x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 8000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   120, 90, 1,   85, 88, 96, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog

-> Attacks:

* Name	MP	Tar	Type	Elem	Form	PwrCst	%	M	R	+Added
* Big Breath	20	1/A	Mag	Sht	Mag	16	100	X	X	
* Teardrop	0	1	Phys	Sht	Phys	16	100	X	X	(1)
^ Claw	0	1	Phys	Hit	Phys	16	100	O	X	(2)
* L3 Flare	20	A/1	Mag	Fir	Prop	-	I	O	X	(3)
* L4 Death	20	A/1	Mag	-	-	-	I	X	X	(4)(5)

```
(1) Sadness [100%]
(2) only attack that will be used if under Berserk
(3) 100% miss if character's lvl is not a multiple of 3
(4) Death [100%]
(5) 100% miss if character's lvl is not a multiple of 4


--> Attack Pattern:

-> Basic Pattern:
Allemagne's initial IRV is 5
Action Count is 0, 1, 2 (chosen randomly)
Is Action Count 0, 1?
Yes: Claw on random character (if 1 has been chosen out of Rnd[1..IRV], Claw x2
     in one turn)
     [Action Count +1]
No: Has 1 been chosen out of Rnd[1..IRV]?
    Yes: Is Allemagne's MP greater than or equal to 20?
         Yes: Big Breath on random character
         No: Claw on random character
    No: Claw on random character


-> Counterattack Pattern:
Has Allemagne been attacked physically?
Yes: Has 1 been chosen out of Rnd[1..IRV]?
     Yes: Teardrop on last character to attack Allemagne physically
     No: do nothing
No: Has Allemagne been attacked magically?
    Yes: Is Allemagne's MP greater than or equal to 20 and has L3 Flare not
         been used and has 1 been chosen out of Rnd[1..IRV]?
         Yes: L3 Flare on all characters
         No: Is Allemagne's MP greater than or equal to 20 and has L4 Death not
             been used and has 1 been chosen out of Rnd[1..IRV]?
             Yes: L4 Death on all characters
             No: do nothing
    No: follow Basic Pattern
Is Allemagne's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Allemagne's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Allemagne's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
        No: IRV does not change


===============================================================================
-   ANCIENT DRAGON                                                            -
===============================================================================

-> Monster's Name: Ancient Dragon
-> Monster's Locations:
- Temple of the Ancients - Mural Room
-> Monster's Level: 34
-> EXP for Defeating: 800
-> AP for Defeating: 80
-> Gil for Defeating: 800
-> Item Dropped from Monster: Turbo Ether x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2400
-> Monster's MP: 450
-> Att, Def, Df%, Dex, MAt, MDf, Luck
```

```
     70,  90,  1,   70,  55,  280, 10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (weak), Water (immune), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog, Peerless, Seizure


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Southern Cross          0   1    Phys  Ice   Phys  32      95   O  X
^ Horn                    0   1    Phys  Pnch  Phys  18      100  O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0, 1?
Yes: Horn on random character (1/3 - Horn x2 in one turn)
     [Action Count +1]
No: Is Action Count 2?
    Yes: Horn on random character (1/3 - Horn x2 in one turn)
         [1/2 - Action Count +1]
         [1/2 - Action Count is 0, 1 (chosen randomly)]
    No: Southern Cross on random character
        [Action Count is 0, 1 (chosen randomly)]


================================================================================
-   BOSS: APS                                                                  -
================================================================================

-> Monster's Name: Aps
-> Monster's Locations:
- Midgar - Sewer Under Sector 6(forced)
-> Monster's Level: 10
-> EXP for Defeating: 30
-> AP for Defeating: 3
-> Gil for Defeating: 89
-> Item Dropped from Monster: Phoenix Down (100%)
-> Item Stolen from Monster: Hyper x1 (8)
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 150
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   23, 32, 2,   59, 8,   64, 12
-> Fire (weak), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence, Death
- Back Attack = 4x dmg


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Sewer Tsunami [1]       0   AT   Phys  Wat   Phys  18      100  X  X  (1)(2)
* Sewer Tsunami [2]       0   AT   Phys  Wat   Phys  18      100  X  X  (3)(4)
  Attack                  0   1    Phys  -     Phys  4       100  X  X  (5)
^ Tail Attack             0   1    Phys  Hit   Phys  18      90   X  X
```

```
(1) characters receive regular damage
(2) Aps receives back attack damage
(3) characters receive back attack damage
(4) Aps receives regular damage
(5) Sadness [100%]

--> Attack Pattern:

-> Basic Pattern:
Sewer Tsunami [1] on all characters
3/4 - Is at least on character in the back row?
      Yes: Tail Attack on random character in the back row
      No: Tail Attack on random character
1/4 - Is second character in party formation not under KO?
      Yes: Attack on second character in party formation
      No: Attack on random character
Is Action Count 0?
Yes: Action Count +1
Is Action Count 1?
Yes: Tsunami [1] on all targets
     [Action Count +1]
Is Action Count 2?
Yes: Action Count +1
Is Action Count 3?
Yes: Tsunami [2] on all targets
     [Action Count reset to 0]
```

- STRATEGY: First of all, when you've awoken everyone up, the match is right away automatically initiated. When the fight starts, you'll probably be scared out of your mind, 'cause man is Aps one ugly customer. It'll probably pull off a Sewer Tsunami before you even get to attack, depending on your Agl - but if not, try to get Cloud's Cross Slash on him for around 250 dmg. Now, for some information on Tifa: I suggest having her equipped with any weapon/armor you may've purchased for her at Wall Market, plus some Fire Materia if there's double (if not, substitution should take place for something like Bolt). If Tifa gets a chance for Limit Break, go on and use it, as it should be the Somersault by now, you can expect some big damage. Aeris' Limit Break, Healing Wind, comes in very useful to just about heal all of your party's HP, but should only be used when HPs are running low. Now, with Sewer Tsunami, you would assume that there'd be a status adulteration (such as Posion) involved, but it's quite the contrary. All it does is mediocre damage to you, and about twice as much on Aps. This boss has no real set attack pattern, either. Fire is its once major elemental vulnerability, so utilize it well with whomever it is equipped to. Here's how to differentiate both the Sewer Tsunami with the "Op-ed" Sewer Tsunami (besides damage - since names don't have "Op-ed"): it's the way the wave comes in at you. If it smashes you from behind, it's the "Op-ed" Tsunami and it does more damage at you than itself, but it's the exact opposite with the normal Sewer Tsunami. Aps' regular attack only does around 20 damage, so there's no need to worry over that.

```
================================================================================
-   ARK DRAGON                                                                 -
================================================================================
```

-> Monster's Name: Ark Dragon
-> Monster's Locations:
- Mythril Mines - East Peninsula
- Mythril Mines - North Peninsula
-> Monster's Level: 18

```
-> EXP for Defeating: 84
-> AP for Defeating: 10
-> Gil for Defeating: 180
-> Item Dropped from Monster: Phoenix Down x1 (8), Ether x1 (2)
-> Item Stolen from Monster: Ether x1 (32)
-> Item Morphed from Monster: Phoenix Down x1
-> Monster's HP: 280
-> Monster's MP: 124
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   56, 50,  5,   61, 18, 130, 7
-> Fire (absorb), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Flame Thrower            10  1    Mag   Fir   Mag   14      100  O  O  (1)
^ Claw                     0   1    Phys  Hit   Phys  16      100  O  X  (2)


(1) Enemy Skill
(2) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
3/4 - Is Ark Dragon's MP greater than or equal to 10?
      Yes: Flame Thrower on character with highest HP
      No: Claw on random character
1/4 - Claw on random character


===============================================================================
-    ARMORED GOLEM                                                            -
===============================================================================

-> Monster's Name: Armored Golem
-> Monster's Locations:
- North Crater - Left Split
- North Crater - Floating Platforms
- North Crater - Grass
-> Monster's Level: 41
-> EXP for Defeating: 2500
-> AP for Defeating: 100
-> Gil for Defeating: 2680
-> Item Dropped from Monster: Echo Screen x1 (8)
-> Item Stolen from Monster: Turbo Ether x1 (32)
-> Item Morphed from Monster: Guard Source x1
-> Monster's HP: 10000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   110, 100, 1    110, 98,  120, 0
    94*  132*          74*  160*
    98** 124**         80** 150*
   102***116***        86***140***
  106****108****       92****130****
        400*****            470*****
* - Armored Golem's Att, Def, MAt, MDf after its first turn
** - Armored Golem's Att, Def, MAt, MDf after moving forward once
*** - Armored Golem's Att, Def, MAt, MDf after moving forward twice
```

```
**** - Armored Golem's Att, Def, MAt, MDf after moving forward thrice
***** - Armored Golem's Def, MDf in second form
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Confusion, Paralysis, Berserk, Frog, Small,
Fury, Sadness, Manipulation, Death Sentence


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Golem Laser             20  A*   Mag   -     Mag   16      95   X  X
* Megaton Punch           0   1    Phys  Hit   Phys  30      110  X  X
* Golem Punch             0   1    Phys  Hit   Phys  16      95   X  X  (1)
* Snap                    0   A    Phys  Shu   Phys  40      95   X  X
  Move Forward            0   S    -     -     -     -       I    X  X  (2)(3)
  Move Backward           0   S    -     -     -     -       I    X  X  (4)(5)
  Transform [1]           0   S    -     -     -     -       I    X  X  (6)(7)
  Transform [2]           0   S    -     -     -     -       I    X  X  (8)(9)


(1) dummy attack
(2) moves forward
(3) Miscellaenous/Animation
(4) moves backward
(5) Miscellaenous/Animation
(6) transforms from first form to second form
(7) Miscellaneous/Animation
(8) transform from second form to first form
(9) Miscellaneous/Animation


--> Attack Pattern:


-> Basic Pattern:
Is Armored Golem's HP less than 1/2 of its MaxHP and is Armored Golem in first
form and has Armored Golem used Golem Laser?
Yes: Transform [1] on self
     Armored Golem is in second form
No: Has Armored Golem not used Golem Laser?
    Yes: Golem Laser on all characters
    No: Has Armored Golem used Move Forward thrice?
        Yes: Is Armored Golem in first form?
             Yes: Megaton Punch on random character
             No: Transform [2] on self
                 Armored Golem is in first form
        No: Is Armored Golem in first form?
            Yes: 1/2 - 2/3 - Snap on all characters
                       1/3 - Golem Laser on all characters
                 1/2 - Has Armored Golem used Move Forward less than thrice?
                       Yes: Move Forward on self
            No: Move Forward on self


-> Counterattack Pattern:
Has 1000 damage been done to Armored Golem?
Yes: Has Armored Golem used Move Forward at least once?
     Yes: Move Backward
     No: do nothing
No: follow Basic Pattern


================================================================================
-   ATTACK SQUAD                                                               -
```

```
===============================================================================

-> Monster's Name: Attack Squad
-> Monster's Locations:
- Wutai - Da-Chao Statue (after Materia is stolen by Yuffie)
- Rocket Town (disk 2) - Turks:Rude battle (forced)
-> Monster's Level: 34
-> EXP for Defeating: 300
-> AP for Defeating: 10
-> Gil for Defeating: 420
-> Item Dropped from Monster: S-Mine x1 (8)
-> Item Stolen from Monster: 8-inch Cannon x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 1300
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60, 66, 1,   55, 20, 60, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Grenade                 0   1    Phys  -     Phys  20      85   O  X
^ Smoke Bullet            0   1    Phys  Hid   -     -       75   O  X  (1)(2)
^ Machine Gun             0   1    Phys  Sht   Phys  16      100  O  X  (3)

(1) Darkness [100]
(2) Sleep [100]
(3) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
1/3 - Grenade on random character
1/3 - Smoke Bullet on random character
1/3 - Machine Gun on random character

-> Counterattack Pattern:
Is Attack Squad's HP less than or equal to [(MaxHP x 1/3) x 2]?
Yes: Smoke Bullet on last character to attack Attack Squad
No: follow Basic Pattern

-> Special Ally KO Pattern:
This pattern only applies for both Attack Squad's in the Turks:Rude battle in
Rocket Town (disk 2)
Is Rude's HP 0 and is Attack Squad not under KO?
Yes: Rude uses Remove on all Attack Squads not under KO
No: follow Basic Pattern


===============================================================================
-   BAD RAP                                                                   -
===============================================================================

-> Monster's Name: Bad Rap
-> Monster's Locations:
- Sunken Gelnika - Hallway
-> Monster's Level: 38
```

```
-> EXP for Defeating: 1100
-> AP for Defeating: 70
-> Gil for Defeating: 2500
-> Item Dropped from Monster: Dazers x1 (8)
-> Item Stolen from Monster: Ink x1 (8)
-> Item Morphed from Monster: Luck Source x1
-> Monster's HP: 9000
-> Monster's MP: 120
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70,  90,   2,   60,  100,  90,   3
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(absorb), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Big Fang                0   1    Phys  Hit   Phys  42      85   X  X
* Evil Poison             4   1    Phys  Psn   Phys  12      105  X  X  (1)
^ Whip                    0   1    Phys  Hit   Phys  16      110  X  X

(1) Darkness [100%]


--> Attack Pattern:

-> Basic Pattern:
Bad Rap's initial IRV is 4
Is Action Count 0, 1?
Yes: Whip on random character (if 1 has been chosen out of Rnd[1..IRV], Whip x2
     in one turn)
     [Action Count +1]
No: Is Action Count 2?
    Yes: Does at least one character not have Darkness and has 1 been chosen
         out of Rnd[1..IRV]?
         Yes: Evil Poison on random character without Darkness
         No: Whip on random character (if 1 has been chosen out of Rnd[1..IRV],
             Whip x2 in one turn [Action Count +1])
             [Action Count reset to 0]
    No: Big Fang on character with highest HP
        [Action Count reset to 1]

-> Counterattack Pattern:
Is Bad Rap's HP less than or equal to 1/2 of its MaxHP?
Yes: IRV is 2
No: Is Bad Rap's HP less than or equal to 3/4 of its MaxHP?
    Yes: IRV is 3
    No: IRV does not change


===============================================================================
-   SUB-BOSS: BAD RAP SAMPLE                                                  -
===============================================================================

-> Monster's Name: Bad Rap Sample
-> Monster's Locations:
- Midgar - Mako Cannon - Top of Sister Ray (Hojo battle) (forced)
-> Monster's Level: 34
-> EXP for Defeating: 2000 (only after defeating Lifeform-Hojo N)
-> AP for Defeating: 150 (only after defeating Lifeform-Hojo N)
```

```
-> Gil for Defeating: 2200 (only after defeating Lifeform-Hojo N)
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 11000
-> Monster's MP: 120
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   96,  120, 2,   89,  100, 160, 3
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Evil Poison             4   1    Phys  Psn   Phys  12      105  X  X  (1)
* Big Fang                0   1    Phys  Hit   Phys  42      85   X  X
^ Whip                    0   1    Phys  Hit   Phys  16      110  X  X

(1) Darkness [100%]


--> Attack Pattern:


-> Basic Pattern:
Bad Rap Sample's initial IRV is 4
Is Action Count 0, 1?
Yes: Whip on random character (if 1 has been chosen out of Rnd[1..IRV], Whip x2
     in one turn)
No: Is Action Count 2?
    Yes: Does at least one character not have Darkness and has 1 been chosen
         out of Rnd[1..IRV] and is Bad Rap Sample's MP greater than or equal to
         4?
         Yes: Evil Poison on random character without Darkness
         No: Whip on random character (if 1 has been chosen out of Rnd[1..IRV],
             Whip x2 in one turn [Action Count +1])
             [Action Count reset to 0]
    No: Big Fang on character with highest HP
        [Action Count reset to 1]

-> Counterattack Pattern:
Is Bad Rap Sample's HP less than or equal to 1/2 of its MaxHP?
Yes: IRV is 2
No: Is Bad Rap Sample's HP less than or equal to 3/4 of its MaxHP?
    Yes: IRV is 3
    No: IRV does not change


================================================================================
-   BAGNARADA                                                                  -
================================================================================

-> Monster's Name: Bagnarada
-> Monster's Locations:
- Mt. Corel - First Screen
- Mt. Corel - Second Screen
- Mt. Corel - Corel Mako Reactor
- Mt. Corel - Rollercoaster (water area)
- Mt. Corel - Bridge (at the end)
-> Monster's Level: 16
```

```
-> EXP for Defeating: 110
-> AP for Defeating: 11
-> Gil for Defeating: 120
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Diamond Pin x1 (8)
-> Item Morphed from Monster: Guard Source x1
-> Monster's HP: 450
-> Monster's MP: 60
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   40,  40,  1,   43,  23,  80,  0
-> Fire (immune), Ice (weak), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Petrification, Paralysis, Frog, Small, Peerless, Manipulation,
Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Poison Breath           10  1    Mag   Psn   Mag   12      90   X  X  (1)
  Horn                    0   1    Phys  Pnch  Phys  18      100  X  X
  Claw                    0   1    Phys  Hit   Phys  16      100  X  X
  Fang                    0   1    Phys  Hit   Phys  16      120  X  X  (2)


(1) Poison [84]
(2) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
1/4 - Is Bagnarada's MP greater than or equal to 10?
      Yes: Poison Breath on random character
      No: Fang on random character
1/4 - Horn on random character
1/4 - Claw on random character
1/4 - Fang on random character


===============================================================================
-   BAGRISK                                                                   -
===============================================================================

-> Monster's Name: Bagrisk
-> Monster's Locations:
- World Map - Cosmo Canyon Area - Dirt
-> Monster's Level: 19
-> EXP for Defeating: 240
-> AP for Defeating: 30
-> Gil for Defeating: 275
-> Item Dropped from Monster: Soft x1 (8)
-> Item Stolen from Monster: Soft x1 (32), Soft x1 (32), Vagyrisk Claw x1 (8)
-> Item Morphed from Monster: Remedy x1
-> Monster's HP: 400
-> Monster's MP: 50
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50,  44,  1,   45,  39,  100,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None

-> Attacks:
```

```
* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Stone Strike             10  1    Mag   Hid   -     -       255  O  X  (1)
* Quake2                   28  1/A  Mag   Eth   Mag   24      100  X  O
^ Tail                      0  1    Phys  Hit   Phys  16      100  O  X  (2)


(1) Petrification [100%]
(2) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
2/3 - Action Count is 0 at the beginning of battle
1/3 - Action Count is 1 at the beginning of battle
Is Action Count 0?
Yes: Does at least one character not have Petrification or has 1 been chosen
     out of Rnd[1..IRV]?
     Yes: Tail on random character without Petrification
     No: Action Count +1
         [Action Count +1]
No: Is Action Count 1?
    Yes: Does at least one character not have Petrification?
         Yes: Has 1 been chosen out of Rnd[1..IRV] and is Bagrisk's MP greater
              than or equal to 28?
              Yes: Quake2 on random character without Petrification
              No: Tail on random character without Petrification
                  [Action Count +1]
         No: Is Action Count 2?
             Yes: Does at least one character not have Petrification?
                  Yes: Has Stone Strike not been used and has 1 been chosen
                       out of Rnd[1..IRV]?
                       Yes: Stone Strike on random character without
                            Petrification (can only use once unless Manipulated)
                       No: Tail on random character without Petrification
                           [Action Count reset to 0]


-> Counterattack Pattern:
Is Bagrisk's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 3
No: Is Bagrisk's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 6
    No: Is Bagrisk's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 9
        No: IRV is 16


==============================================================================
-   BAHBA VELAMYU                                                            -
==============================================================================


-> Monster's Name: Bahba Velamyu
-> Monster's Locations:
- World Map - Nibel Area - Forest
-> Monster's Level: 23
-> EXP for Defeating: 285
-> AP for Defeating: 20
-> Gil for Defeating: 280
-> Item Dropped from Monster: Mute Mask x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Mute Mask x1
```

```
-> Monster's HP: 640
-> Monster's MP: 40
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   40,  38,  1,   55,  44,  176,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog, Small

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Bonecutter              0   1    Phys  Cut   Phys  16      100  O  X  (1)
* Jumping Cutter          0   1    Phys  Cut   Phys  16      255  O  X
* Magic Cutter            4   1    MMAb  -     Mag   2       255  O  X
* Slow                    20  1/A  Mag   -     -     -       I    X  O  (2)
* Silence                 24  1/A  Mag   -     -     -       255  X  O  (3)

(1) only attack that will be used if under Berserk
(2) Slow [100%]
(3) Silence [60]

--> Attack Pattern:

-> Basic Pattern:
Bahba Velamyu's initial IRV is 5
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Bahba Velamyu Pre-Selects a random character at the beginning of battle
Throughout battle, Pre-Select character is the last character to attack
Bahba Velamyu physically or magically
Has Bahba Velamyu been attacked physically?
Yes: Action Count is 3
No: Has Bahba Velamyu been attacked magically?
    Yes: Action Count is 4
    No: Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Is Action Count 0, 1?
Yes: Does at least one character have Slow?
     Yes: Bonecutter on random character with Slow
     No: Bonecutter on random character
         Has 1 been chosen out of Rnd[1..IRV]?
         Yes: Attack Count is 2
         No: Attack Count is 1
         [Action Count +1]
No: Is Action Count 2?
    Yes: Does at least one character have Slow?
         Yes: Jumping Cutter on random character with Slow
         No: Jumping Cutter on random character
         Has 1 been chosen out of Rnd[1..IRV]?
         Yes: Attack Count is 2
         No: Attack Count is 1
         [Action Count reset to 0]
    No: Is Action Count 3?
        Yes: Does Pre-Select character not have Slow and is not under KO?
             Yes: Is Bahba Velamyu's MP greater than or equal to 20?
                  Yes: Slow on Pre-Select character
                 No: Magic Cutter on Pre-Select character
                     [Action Count reset to 0]
             No: Action Count reset to 0
        No: Does Pre-Select character not have Silence and is not under KO?
            Yes: Is Bahba Velamyu's MP greater than or equal to 24?
```

```
              Yes: Silence on Pre-Select character
               No: Magic Cutter on Pre-Select character
                    [Action Count reset to 0]
          No: Action Count reset to 0


-> Counterattack Pattern:
Is Bahba Velamyu's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Bahba Velamyu's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Bahba Velamyu's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
        No: IRV does not change


===============================================================================
-   BANDERSNATCH                                                              -
===============================================================================


-> Monster's Name: Bandersnatch
-> Monster's Locations:
- World Map - Icicle Area - Snow
- Great Glacier - First Area
- Great Glacier - Snow (left/right)
- Great Glacier - Ice (left/right)
- Great Glacier - Forest (left/right)
- Great Glacier - South Cave
- Great Glacier - Central Caves
- Great Glacier - North Cave
-> Monster's Level: 30
-> EXP for Defeating: 510
-> AP for Defeating: 40
-> Gil for Defeating: 600
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Ice Crystal x1
-> Monster's HP: 860
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   68, 46,  1,   55,  25,  76,  0
-> Fire (weak), Ice (1/2), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Frog, Small, Manipulation


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Bite                  0   1    Phys  -     Phys  16      95   X  X  (1)
^ Bodyblow              0   1    Phys  Hit   Phys  16      100  X  X  (2)
* Howling               0   1A   MHPr  Res   Prop  -       255  X  X  (3)(4)


(1) Confusion [48]
(2) only attack that will be used if under Berserk
(3) reanimate an ally Nibel Wolf model under KO with MaxHP
(4) revive KO [100%]


--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0, 1, 2?
```

```
      Yes: Does at least one character not have Confusion?
           Yes: Bodyblow on random character without Confusion
         No: Bodyblow on random character
               [Action Count +1]
No: Is Action Count 3?
    Yes: 1/2 - Does at least one character not have Confusion?
                   Yes: Bodyblow on random character without Confusion
                 No: Bodyblow on random character
            1/2 - Does at least one character not have Confusion?
                   Yes: Bite on random character without Confusion
                 No: do nothing
                      [Action Count +1]
    No: Is at least one ally Bandersnatch under KO?
         Yes: 1/2 - Howling on self
              1/2 - Howling on random ally Bandersnatch under KO
         No: Does at least one character not have Confusion?
              Yes: Bodyblow on random character without Confusion
              No: Bodyblow on random character
                   [Action Count reset to 0]


===============================================================================
-   BANDIT                                                                    -
===============================================================================

-> Monster's Name: Bandit
-> Monster's Locations:
- Corel Prison - First Area
- Corel Prison - Second Area
- Corel Desert - Corel Prison - Desert Outskirts
- Corel Desert - Corel Prison - Junkyard
-> Monster's Level: 17
-> EXP for Defeating: 99
-> AP for Defeating: 10
-> Gil for Defeating: 220
-> Item Dropped from Monster: Tent x1 (8)
-> Item Stolen from Monster: X-Potion x1 (32)
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 360
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   38, 40, 1,  68, 5,  96, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog


-> Attacks:

* Name                    MP  Tar Type Elem Form PwrCst %   M  R  +Added
-------------------------------------------------------------------------------
* Mug                     0   1   Phys -    Phys 16     100 X  X  (1)(2)
* Hold-up                 0   1   Phys -    -    -      I   X  X  (3)(4)
^ Hit                     0   1   Phys Hit  Phys 16     100 O  X  (5)(6)
^ Escape                  0   S   -    -    -    -      I   X  X  (7)(8)
                                                                 (9)


(1) steals random item from your inventory
(2) if Bandit is KO'd item is returned to your inventory
(3) steals 340 Gil from your party
(4) if Bandit is KO'd Gil is returned to your party
(5) only attack that will be used if under Berserk
```

```
(6) only will be used if under Berserk
(7) escapes from battle - remove self with no reward
(8) if it has used Mug, your item cannot be returned to your inventory
(9) if it has used Hold-up, your Gil cannot be returned to your party


--> Attack Pattern:


-> Basic Pattern:
Bandit Pre-Selects a random character at the beginning of battle
Throughout battle, Pre-Select character is the last character to attack Bandit
Is Pre-Select character not under KO?
Yes: Is Action Count 0?
     Yes: 3/4 - Action Count +2
          1/4 - Action Count +1
     No: Is Action Count 1?
         Yes: Hold-up on Pre-Select character
              [1/2 - Action Count +3]
              [1/2 - Action Count +2]
         No: Is Action Count 2?
             Yes: Mug on Pre-Select character
                  [1/2 - Action Count +2]
                  [1/2 - Action Count +1]
             No: Is Action Count 3?
                 Yes: Action Count +1
                 No: Escape on self
No: Is Action Count 0?
    Yes: 3/4 - Action Count +2
         1/4 - Action Count +1
    No: Is Action Count 1?
        Yes: Hold-up on random character
             [1/2 - Action Count +3]
             [1/2 - Action Count +2]
        No: Is Action Count 2?
            Yes: Mug on random character
                 [1/2 - Action Count +2]
                 [1/2 - Action Count +1]
            No: Is Action Count 3?
                Yes: Action Count +1
                No: Escape on self


===============================================================================
-    BATTERY CAP                                                              -
===============================================================================

-> Monster's Name: Battery Cap
-> Monster's Locations:
- World Map - Nibel Area - Forest
-> Monster's Level: 24
-> EXP for Defeating: 270
-> AP for Defeating: 32
-> Gil for Defeating: 386
-> Item Dropped from Monster: Eye Drop x1 (8)
-> Item Stolen from Monster: Dazers x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 640
-> Monster's MP: 58
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   41,  38,  1,   40,  42,  150, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
```

```
 -> Immune: Confusion, Frog, Small, Manipulation


 -> Attacks:


 * Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
 -----------------------------------------------------------------------------
 * Four Laser              16  1    Mag   -     Mag   16      100  X  X
 * Seed Shot               0   1    Phys  Sht   -     -       100  X  X  (1)(2)


 (1) only attack that will be used if under Berserk
 (2) Darkness [100%]


 --> Attack Pattern:


 -> Basic Pattern:
 1/2 - Is Battery Cap's MP greater than or equal to 16?
       Yes: Four Laser on random character
       No: Seed Shot on random character
 1/2 - Does at least one character have Poison?
       Yes: Seed Shot on random character with Poison
       No: Seed Shot on random character


 ===============================================================================
 -   BEACHPLUG                                                                 -
 ===============================================================================


 -> Monster's Name: Beachplug
 -> Monster's Locations:
 - World Map - Mt. Corel Area - Beach
 - World Map - Golden Saucer Area - Beach
 - World Map - Gongaga Area - Beach
 -> Monster's Level: 16
 -> EXP for Defeating: 95
 -> AP for Defeating: 10
 -> Gil for Defeating: 155
 -> Item Dropped from Monster: Hi-Potion x1 (8)
 -> Item Stolen from Monster: None
 -> Item Morphed from Monster: Turbo Ether x1
 -> Monster's HP: 200
 -> Monster's MP: 100
 -> Att, Def, Df%, Dex, MAt, MDf, Luck
    22, 36, 1,   52, 8,   36, 0
 -> Fire (normal), Ice (1/2), Lightning (normal), Earth (normal), Poison
 (normal), Gravity (normal), Water (normal), Wind (weak), Holy (normal)
 -> Immune: None


 -> Attacks:


 * Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
 -----------------------------------------------------------------------------
 * Ice                     4   1    Mag   Ice   Mag   8       100  O  O
 * Big Guard               56  AA   Mag   -     -     -       255  O  X  (1)(2)
                                                                        (3)
 ^ Bite                    0   1    Phys  -     Phys  16      95   O  X  (4)


 (1) Enemy Skill
 (2) Haste [100%], Barrier [100%], Magic Barrier [100%]
 (3) only will be used if Manipulated
 (4) only attack that will be used if under Berserk
```

```
--> Attack Pattern:


-> Basic Pattern:
Action Count is 0, 1 (chosen randomly)
Is Action Count 0?
Yes: Action Count +1
No: Is Action Count 1?
    Yes: Bite on random character
         [Action Count reset to 0]
    No: Is Action Count 2?
        Yes: Is Beachplug's MP greater than or equal to 4?
             Yes: Ice on random character
             No: Bite on random character
                 [Action Count +1]
        No: Is Action Count 3?
            Yes: Action Count +1
            No: Is Action Count 4?
                Yes: Bite on random character
                No: Action Count reset to 0
                    [Action Count reset to 0]

-> Counterattack Pattern:
Has Beachplug been hit magically?
Yes: Action Count is 2
No: follow Basic pattern for Action Count


===============================================================================
-   BEHEMOTH                                                                  -
===============================================================================

-> Monster's Name: Behemoth
-> Monster's Locations:
- Midgar - Sector 8 Underground - Higher Area
- Midgar - Sector 8 Underground - Lower Area
-> Monster's Level: 45
-> EXP for Defeating: 1500
-> AP for Defeating: 100
-> Gil for Defeating: 2200
-> Item Dropped from Monster: Stardust x1 (8)
-> Item Stolen from Monster: Phoenix Down x1 (32), War Gong x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 7000
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   140, 120, 6,   120, 110, 200, 20
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Stop, Confusion, Paralysis, Petrification, Frog, Small, Peerless,
Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* ????                    3   1    Phys  -     Spec  -       100  X  X  (1)(2)
* Flare                   100 A    Mag   Fir   Mag   115     100  X  O
* Claw                    0   1    Phys  Pnch  Phys  16      130  X  X
^ Behemoth Horn           0   1    Phys  Pnch  Phys  18      100  X  X  (3)

(1) Enemy Skill
```

```
    (2) Dmg = [user's MaxHP - user's CurHP]
    (3) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Behemoth's initial IRV is 8
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Is Action Count 0, 1?
Yes: Claw on random character (if 1 has been chosen out of Rnd[1..IRV], Claw x2
     in one turn)
      [Has 1 been chosen out of Rnd[1..IRV]?
       Yes: Action Count is 4]
       No: Action Count +1]
No: Is Action Count 2, 3?
    Yes: Behemoth Horn on random character (if 1 has been chosen out of
         Rnd[1..IRV], Behemoth Horn x2 in one turn)
          [Has 1 been chosen out of Rnd[1..IRV]?
           Yes: Action Count is 4]
           No: Action Count +1]
    No: Is Behemoth's MP greater than or equal to 3 and has 1 been chosen out
        of Rnd[1..IRV]?
        Yes: ???? on random character
        No: Claw on random character (if 1 has been chosen out of Rnd[1..IRV],
            Claw as normal and then Behemoth Horn in one turn)
            [Action Count is 0, 1, 2 (chosen randomly)]

-> Counterattack Pattern:
Has Behemoth been attacked magically?
Yes: Is Behemoth's MP greater than or equal to 100?
     Yes: Flare on last character to attack Behemoth magically
     No: do nothing
No: follow Basic Pattern
Is Behemoth's HP less than or equal to 1/2 of its MaxHP?
Yes: IRV is 3
No: Is Behemoth's HP less than or equal to 3/4 of its MaxHP?
    Yes: IRV is 4
    No: IRV does not change


===============================================================================
-   BIZARRE BUG                                                               -
===============================================================================

-> Monster's Name: Bizarre Bug
-> Monster's Locations:
- World Map - Wutai Area - Dirt
- Wutai - Da-Chao Statue - Base
- Wutai - Da-Chao Statue - Left Hand
- Wutai - Da-Chao Statue - Path Split (low)
- Wutai - Da-Chao Statue - Path Split (high)
-> Monster's Level: 28
-> EXP for Defeating: 420
-> AP for Defeating: 40
-> Gil for Defeating: 340
-> Item Dropped from Monster: X-Potion x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 975
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
```

```
      75,  50,  1,   59,  24,  160, 0
              0*    51*
* when Bizarre bug is in the air
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Berserk, Frog, Small, Manipulation

-> Attacks:

* Name                    MP  Tar Type  Elem Form  PwrCst  %   M  R  +Added
--------------------------------------------------------------------------------
* Toxic Powder            0   A   Phys  Psn  Phys  25      95  X  X  (1)
^ Scorpion Attack         0   1   Phys  -    Phys  16      95  X  X
^ Bodyblow                0   1   Phys  Hit  Phys  16      95  X  X
  Fly                     0   S   -     -    -     -       I   X  X  (2)(3)
  Land                    0   S   -     -    -     -       I   X  X  (4)(5)

(1) Poison [100%]
(2) Bizarre Bug flies into the air - Df% is altered
(3) Miscellaenous/Animation
(4) Bizarre Bug lands on the ground - Df% is normalized
(5) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Is Bizarre Bug on the ground?
Yes: Has Bizarre Bug taken 3 turns on land?
     Yes: Fly on self
          Bizarre Bug is in the air
     No: Bodyblow on random character
No: Has Bizarre Bug taken 5 turns in the air?
    Yes: Land on self
         Bizarre Bug is on the ground
    No: 3/4 - Scorpion Attack on random character
        1/4 - Has Toxic Powder been used?
                Yes: Scorpion Attack on random character
                No: Toxic Powder on all characters


================================================================================
-   BOSS: BIZARRO-SEPHIROTH                                                    -
================================================================================


Bizarro-Sephiroth and all of its parts can be fought in either three parties,
two parties, or one party. This all depends on the levels of your characters as
well as certain events in the battle with Jenova-SYNTHESIS. Keep in mind that
all of Bizarro-Sephiroth's parts share the same information except for the
differences in HP given.


--------------------------------------------------------------------------------
-   BOSS: BIZARRO-SEPHIROTH (SINGLE PARTY BATTLE)                              -
--------------------------------------------------------------------------------

-> Monster's Name: Bizarro-Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (forced)
  - To fight the single party version of Bizarro-Sephiroth at least one of the
    following must be true:
    a) Your party's average level must be less than or equal to 53; Vincent
       and/or Yuffie will only be included if they've been obtained
```

```
      b) At least one character's level is less than or equal to 34
      c) Jenova-SYNTHESIS had more than 12 turns before the Countdown to Ultima
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 60000 / 40000*
* - 60000 is the base amount for Bizarro Sephiroth; 40000 is the actual amount
for the single party battle

- Main Body receives 5000 HP for every character in your party at lvl 99
- Main Body receives 60000 HP if you used Knights of the Round in the
Jenova-SYNTHESIS battle **
- The other parts of Bizarro-Sephiroth's HP are as such:
Head = 2000 (Head receives 250 HP for every character in your party at lvl 99)
Core = 10000 (Core receives 1250 HP for every character in your party at lvl 99)
Left Magic = 4000 (Left Magic receives 500 HP for every character in your party
             at lvl 99)
Right Magic = 4000 (Right Magic receives 500 HP for every character in your
                 party at lvl 99)

** - Main Body can also mean Bizarro-Sephiroth itself, as it is the main part
of the boss that acts

-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   210, 200, 1,   100, 144, 200, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death
- Core is immune to all damage whenever Left Magic and Right Magic are alive

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Aurora Fence            0   A*   MHPr  Res   Cure  38      100  X  X  (1)(2)
* Heartless Angel         0   A*   Phys  -     Spec  -       255  X  X  (3)
* Stigma                  0   A*   Mag   Shu   Mag   28      100  X  X  (4)(5)
* Bizarro Enegy           0   AA   MHPr  Res   Cure  5626    255  X  X
^ Sephiroth Shock         0   1    Phys  Cut   Phys  10      100  X  X
* Fire3                   52  1/A  Mag   Fir   Mag   64      100  X  O
* Bolt3                   52  1/A  Mag   Lit   Mag   64      100  X  O
* Ice3                    52  1/A  Mag   Ice   Mag   64      100  X  O
* Quake3                  68  1/A  Mag   Eth   Mag   70      100  X  O


(1) remove Darkness [100%], Poison [100%], Silence, [100%], Sleep [100%], Slow
    [100%], Stop [100%], Confusion [100%], Paralysis [100%], Petrification
    [100%], Berserk [100%], Frog [100%], Small [100%], Fury [100%], Sadness
    [100%], Slow-Numb [100%], Seizure [100%], Haste [100%], Shield [100%],
    Reflect [100%], Barrier [100%], Magic Barrier [100%], Regen [100%], Peerless
    [100%], Resist [100%], Death Force [100%], Death Sentence [100%], Death
    [100%] - only works on characters under KO
(3) Dmg [character HP - 1]
    (leaves characters with only 1 HP)
```

```
(4) Poison [100%]
(5) Slow [100%]


--> Attack Pattern:

-> Basic Pattern:


- Main Body Pattern:
Core's turns increase by 1 every turn
Action Count increases by 1 every turn Main Body takes
Is Action Count 1?
Yes: Is Core not under KO and has taken more than 8 turns and are Left Magic and
     Right Magic under KO
     Yes: Bizarro Enegy on Left Magic and Right Magic
     No: Is Head under KO?
         Yes: Aurora Fence on all characters
         No: do nothing
No: Is Action Count 2?
    Yes: Is Right Magic not under KO?
         Yes: Bolt3 on random character
         No: do nothing
    No: Is Action Count 3?
        Yes: Is Left Magic not under KO?
             Yes: Quake3 on random character
             No: do nothing
        No: Is Action Count 4?
            Yes: Is Head not under KO?
                Yes: Is Core not under KO?
                    Yes: Stigma on all characters
                    No: Heartless Angel on all characters
                No: do nothing
            No: Is Action Count 5, 6?
                Yes: do nothing
                No: Is Action Count 7?
                    Yes: Is Right Magic not under KO?
                        Yes: Ice3 on random character
                        No: do nothing
                    No: [Action Count reset to 0]
                        Is Left Magic not under KO?
                        Yes: Fire3 on random character
                        No: do nothing
Sephiroth Shock is only used when the use of another attack fails because of a
necessary part (of Bizarro-Sephiroth) being under KO


- Core Pattern:
Bizarro Enegy on Main Body


- STRATEGY: You will face the least amount of problems with this version of the
battle, I guarantee you. There are five parts to Bizarro, but the point of the
single party battle against him is to simply kill off the Main Body, which is
Bizarro-Sephiroth himself. If you are strong enough at this point, you can
pretty much completely use brute force in this battle to get past the Core's
incessant healing of the Main Body. The Head is also in this battle. If at any
point the Core is under KO and the head is not, there is the possibility of
Bizarro using Heartless Angel, which will leave your entire party with only 1
HP. The Core in this battle starts out with immunity to all attacks, physical
or magical. This is where the Left Magic and Right Magic come into play. Not
only do they control which of Bizarro's elemental spells he can use (which are
some of the most powerful in the game), but once they're destroyed for the
first time, the Core's immunity to all damage is deactivated. Out of all of
```

Bizarro's parts, the Core has the single highest amount of HP in this battle
(10000 + another 1250 for any character's that are on lvl 99). A boss within
a boss, somewhat. Killing off the Core might prove useful for those who can't
simply overpower Bizarro, as the Main Body won't see any Bizarro Enegy spells
from the Core. I recommend, however, carrying around some Megalixirs to regain
your composure after a use of Heartless Angel (or the Cure3 spell). You can
easily null the damage done by his elemental spells, so no real need to worry
about those. Stigma can be a pain, though, as it inflicts Poison and Slow.
Aurora Fence is only used when the Head is under KO, and Sephiroth Shock (his
physical attack) will only be used if an attack Bizarro was going to use fails
because one of the necessary parts for executing the attack (ie. Right Magic
must be alive for Ice3).

-   BOSS: BIZARRO-SEPHIROTH (DOUBLE PARTY VERSION)   -

~~~~~~
~   BOSS: BIZARRO-SEPHIROTH (RIGHT SIDE)   ~
~~~~~~

-> Monster's Name: Bizarro-Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (forced)
  - To fight the double party version of Bizarro-Sephiroth at least one of the
    following must be true:
    a) Your party's average level must be less than or equal to 67
    b) At least one character's level is less than or equal to 44
    c) Either or both Yuffie and Vincent must not be in your party
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 60000 / 40000*
* - 60000 is the base amount for Bizarro Sephiroth; 40000 is the actual amount
for the right side of the double party battle

- Main Body receives 5000 HP for every character in your party at lvl 99
- Main Body receives 60000 HP if you used Knights of the Round in the
Jenova-SYNTHESIS battle **
- The other parts of Bizarro-Sephiroth's HP are as such:
Head = 2000 (Head receives 250 HP for every character in your party at lvl 99)
Core = 14000 (Core receives 1750 HP for every character in your party at lvl 99)
Right Shoulder = 6000 (Right Shoulder receives 750 HP for every character in
                 your party at lvl 99)
Right Arm = 4000 (Right Arm receives 500 HP for every character in your party
           at lvl 99)

** - Main Body can also mean Bizarro-Sephiroth itself, as it is the main part
of the boss that acts

-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   210, 210, 1,   120, 144, 210, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
- Right Arm and Right Shoulder absorb Ice and Lightning

```
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death
- Core is immune to all damage whenever Right Arm and Right Shoulder are alive

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Aurora Fence           0   A*   MHPr  Res   Cure  38      100  X  X  (1)(2)
* Heartless Angel        0   A*   Phys  -     Spec  -       255  X  X  (3)
* Stigma                 0   A*   Mag   Shu   Mag   28      100  X  X  (4)(5)
* Bizarro Enegy          0   AA   MHPr  Res   Cure  5626    255  X  X
^ Sephiroth Shock        0   1    Phys  Cut   Phys  10      100  X  X
* Bolt3                  52  1/A  Mag   Lit   Mag   64      100  X  O
* Ice3                   52  1/A  Mag   Ice   Mag   64      100  X  O
* Sleepel                8   1/A  Mag   -     -     -       100  X  O  (6)
* Slow                   20  1/A  Mag   -     -     -       I    X  O  (7)

(1) remove Darkness [100%], Poison [100%], Silence, [100%], Sleep [100%], Slow
    [100%], Stop [100%], Confusion [100%], Paralysis [100%], Petrification
    [100%], Berserk [100%], Frog [100%], Small [100%], Fury [100%], Sadness
    [100%], Slow-Numb [100%], Seizure [100%], Haste [100%], Shield [100%],
    Reflect [100%], Barrier [100%], Magic Barrier [100%], Regen [100%], Peerless
    [100%], Resist [100%], Death Force [100%], Death Sentence [100%], Death
    [100%] - only works on characters under KO
(3) Dmg [character HP - 1]
    (leaves characters with only 1 HP)
(4) Poison [100%]
(5) Slow [100%]
(6) Sleep [72]
(7) Slow [100]

--> Attack Pattern:

-> Basic Pattern:

- Main Body Pattern:
Core's turns increase by 1 every turn
Action Count increases by 1 every turn Main Body takes
Is Action Count 1?
Yes: Is Core not under KO and has taken more than 8 turns and are Right Arm and
     Right Shoulder under KO?
     Yes: Bizarro Enegy on Right Arm and Right Shoulder
     No: Is Head under KO?
         Yes: Aurora Fence on all characters
         No: do nothing
No: Is Action Count 2?
    Yes: Is Right Shoulder not under KO?
         Yes: Bolt3 on random character
         No: do nothing
    No: Is Action Count 3?
        Yes: Is Right Arm not under KO?
             Yes: Slow on random character
             No: do nothing
        No: Is Action Count 4?
            Yes: Is Head not under KO?
                Yes: Is Core not under KO?
                    Yes: Stigma on all characters
                    No: Heartless Angel on all characters
```

```
                        No: do nothing
              No: Is Action Count 5, 6?
                   Yes: do nothing
                   No: Is Action Count 7?
                        Yes: Is Right Arm not under KO?
                             Yes: Sleepel on random character
                             No: do nothing
                        No: [Action Count reset to 0]
                             Is Right Shoulder not under KO?
                             Yes: Ice3 on random character
                             No: do nothing
```
Sephiroth Shock is only used when the use of another attack fails because of a
necessary part (of Bizarro-Sephiroth) being under KO

- Core Pattern:
Bizarro Enegy on Main Body

- STRATEGY: This battle occurs with the left side battle (which is covered
below). There is a lot you should know about the mechanics of this battle, and
how things work. It's a lot different than the more straightforward single
party battle. The right side is in fact the main battle of the two, and is the
one you face with Cloud's party. There is still a Main Body, however, and only
one of it. It's only accessible from the right side (ie. you cannot target it
from the left side). Like the other battle, it is being healed by the Core (the
Right Core). The Right Core has the same immunity to all damage that the Cores
have, but destroying Right Magic (consists of Right Arm/Right Shoulder) alone
will not be enough to be able to deactivate the innate immunity to all damage
possessed by Right Core. After you defeat the Right Magic, you must switch to
the left party, and destroy the entire Left Magic arm, and then the Left Core.
The reason the Left Magic arm must be disposed of is because Left Core also has
an immunity to all damage. However, it does not heal the Main Body because the
Main Body is untargettable from the left side. After you have the Left Core and
Right Magic arm defeated, you can then do away with the Right Core, thus
disabling the use of Bizarro Enegy on the Main Body. From there you can pummel
away at the Main Body without much interference (at least in terms of HP
revival). There are a few other things you should note about the way the battle
works (particularly pertaining to switching sides).

If Bizarro-Sephiroth's Head is under KO on either party's side of the battle,
it will be dead on the other side. This cannot be guaranteed for all other
parts unless Right Arm and Right Shoulder are destroyed. As such, the KO status
of any other parts on the right side of battle will be in effect on the left
side. Otherwise, it's like a clean slate (of course, though, not for the Head).
I recommend simply bombarding this boss battle with the most powerful of
anything you have. That is, however, you should not use Lightning or Ice when
fighting on the right side of the battle, nor Fire or Gravity when fighting on
the left side. Doing so would ultimately heal the magic arms because of their
inherent immunity. You might need to heal a lot, though. You will see Sephiroth
Shock (Bizarro-Sephiroth's physical attack) a lot in this battle, or at least
until the Right Core is dead. It will be used a lot more than in the other
battles (ie. not only when an attack fails). It is not too much of a
detriment, as it is weaker than the average attack, but Bizarro's Att might
make up for it. It does around 1600-1800 damage to a single party member. Demi3
will be used a lot, as well. While it cannot kill you, it will leave you
desperate HP in a lot of instances, and should you fail to heal accordingly,
a subsequent use of Sephiroth Shock could easily kill one of your characters.
Unlike with the single party system, you'll only see two at a time (on each
side of the fight). Bolt3 and Ice3 when fighting the right (main) side, and
Fire3 and Quake3 on the left side. Protection against these is recommended, as
they're capable to doing well in the realm to 4000+ damage. You won't see these
```

spells much until the Core is defeated, however, as the left side of the boss
tends not to follow its set attack pattern. Again, Heartless Angel will be
annoying, but there is no way to reduce the amount of damage it does, so have
your Megalixirs or other curing agents ready.


~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~   BOSS: BIZARRO-SEPHIROTH (LEFT SIDE)                                        ~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~

-> Monster's Name: Bizarro-Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (forced)
  - To fight the double party version of Bizarro-Sephiroth at least one of the
    following must be true:
    a) Your party's average level must be less than or equal to 67
    b) At least one character's level is less than or equal to 44
    c) Either or both Yuffie and Vincent must not be in your party
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 60000 / 35000*
* - 60000 is the base amount for Bizarro Sephiroth; 35000 is the actual amount
for the left side of the double party battle

- Main Body receives 5000 HP for every character in your party at lvl 99 **
- The other parts of Bizarro-Sephiroth's HP are as such:
Head = 2000 (Head receives 250 HP for every character in your party at lvl 99)
Core = 12000 (Core receives 1500 HP for every character in your party at lvl 99)
Left Shoulder = 6000 (Right Shoulder receives 750 HP for every character in
                your party at lvl 99)
Left Arm = 4000 (Left Arm receives 500 HP for every character in your party
           at lvl 99)

** - Main Body can also mean Bizarro-Sephiroth itself, as it is the main part
of the boss that acts

-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   190, 200, 1,   110, 128, 190, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
- Left Arm and Left Shoulder absorb Fire and Gravity
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death
- Core is immune to all damage whenever Left Arm and Left Shoulder are alive

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Aurora Fence             0   A*   MHPr  Res   Cure  38      100  X  X  (1)(2)
* Heartless Angel          0   A*   Phys  -     Spec  -       255  X  X  (3)
* Stigma                   0   A*   Mag   Shu   Mag   28      100  X  X  (4)(5)
* Bizarro Enegy            0   AA   MHPr  Res   Cure  5626    255  X  X
^ Sephiroth Shock          0   1    Phys  Cut   Phys  10      100  X  X

```
* Fire3                      52  1/A  Mag  Fir   Mag  64      100  X  O
* Quake3                     68  1/A  Mag  Eth   Mag  70      100  X  O
* Demi3                      48  1/A* Mag  Grav  Prop -        75  X  X  (6)
* Stop                       34  1/A  Mag  -     -    -         I  X  O  (7)
```

(1) remove Darkness [100%], Poison [100%], Silence, [100%], Sleep [100%], Slow
    [100%], Stop [100%], Confusion [100%], Paralysis [100%], Petrification
    [100%], Berserk [100%], Frog [100%], Small [100%], Fury [100%], Sadness
    [100%], Slow-Numb [100%], Seizure [100%], Haste [100%], Shield [100%],
    Reflect [100%], Barrier [100%], Magic Barrier [100%], Regen [100%], Peerless
    [100%], Resist [100%], Death Force [100%], Death Sentence [100%], Death
    [100%] - only works on characters under KO
(3) Dmg [character HP - 1]
    (leaves characters with only 1 HP)
(4) Poison [100%]
(5) Slow [100%]
(6) Dmg = [character HP x 3/4]
(7) Stop [60]

--> Attack Pattern:

-> Basic Pattern:
Core's turns increase by 1 every turn
Action Count increases by 1 every turn Main Body takes
Is Action Count 1?
Yes: Is Core not under KO and has taken more than 8 turns and are Left Arm and
     Left Shoulder under KO?
     Yes: Bizarro Enegy on Left Arm and Left Shoulder
     No: Is Head not under KO?
        Yes: Aurora Fence on all characters
        No: do nothing
No: Is Action Count 2?
    Yes: Is Left Shoulder not under KO?
         Yes: Fire3 on random character
         No: do nothing
    No: Is Action Count 3?
        Yes: Is Left Arm not under KO?
             Yes: Stop on random character
             No: do nothing
        No: Is Action Count 4?
            Yes: Is Head not under KO?
                Yes: Is Core not under KO?
                     Yes: Stigma on all characters
                     No: Heartless Angel on all characters
                No: do nothing
            No: Is Action Count 5, 6?
                Yes: do nothing
                No: Is Action Count 7?
                    Yes: Is Left Shoulder not under KO?
                         Yes: Quake3 on random character
                         No: do nothing
                    No: [Action Count reset to 0]
                         Is Left Arm not under KO?
                         Yes: Demi3 on random character
                         No: do nothing
Sephiroth Shock is only used when the use of another attack fails because of a
necessary part (of Bizarro-Sephiroth) being under KO

- STRATEGY: This battle occurs with the right side battle (which is covered
above). There is a lot you should know about the mechanics of this battle, and

how things work. It's a lot different than the more straightforward single
party battle. The right side is in fact the main battle of the two, and is the
one you face with Cloud's party. There is still a Main Body, however, and only
one of it. It's only accessible from the right side (ie. you cannot target it
from the left side). Like the other battle, it is being healed by the Core (the
Right Core). The Right Core has the same immunity to all damage that the Cores
have, but destroying Right Magic (consists of Right Arm/Right Shoulder) alone
will not be enough to be able to deactivate the innate immunity to all damage
possessed by Right Core. After you defeat the Right Magic, you must switch to
the left party, and destroy the entire Left Magic arm, and then the Left Core.
The reason the Left Magic arm must be disposed of is because Left Core also has
an immunity to all damage. However, it does not heal the Main Body because the
Main Body is untargettable from the left side. After you have the Left Core and
Right Magic arm defeated, you can then do away with the Right Core, thus
disabling the use of Bizarro Enegy on the Main Body. From there you can pummel
away at the Main Body without much interference (at least in terms of HP
revival). There are a few other things you should note about the way the battle
works (particularly pertaining to switching sides).

If Bizarro-Sephiroth's Head is under KO on either party's side of the battle,
it will be dead on the other side. This cannot be guaranteed for all other
parts unless Right Arm and Right Shoulder are destroyed. As such, the KO status
of any other parts on the right side of battle will be in effect on the left
side. Otherwise, it's like a clean slate (of course, though, not for the Head).
I recommend simply bombarding this boss battle with the most powerful of
anything you have. That is, however, you should not use Lightning or Ice when
fighting on the right side of the battle, nor Fire or Gravity when fighting on
the left side. Doing so would ultimately heal the magic arms because of their
inherent immunity. You might need to heal a lot, though. You will see Sephiroth
Shock (Bizarro-Sephiroth's physical attack) a lot in this battle, or at least
until the Right Core is dead. It will be used a lot more than in the other
battles (ie. not only when an attack fails). It is not too much of a
detriment, as it is weaker than the average attack, but Bizarro's Att might
make up for it. It does around 1600-1800 damage to a single party member. Demi3
will be used a lot, as well. While it cannot kill you, it will leave you
desperate HP in a lot of instances, and should you fail to heal accordingly,
a subsequent use of Sephiroth Shock could easily kill one of your characters.
Unlike with the single party system, you'll only see two at a time (on each
side of the fight). Bolt3 and Ice3 when fighting the right (main) side, and
Fire3 and Quake3 on the left side. Protection against these is recommended, as
they're capable to doing well in the realm to 4000+ damage. You won't see these
spells much until the Core is defeated, however, as the left side of the boss
tends not to follow its set attack pattern. Again, Heartless Angel will be
annoying, but there is no way to reduce the amount of damage it does, so have
your Megalixirs or other curing agents ready.

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-------------------------------------------------------------------------------
-   BOSS: BIZARRO-SEPHIROTH (TRIPLE PARTY BATTLE)                             -
-------------------------------------------------------------------------------


~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~   BOSS: BIZARRO-SEPHIROTH (CENTER)                                           ~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

-> Monster's Name: Bizarro-Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (forced)
  - To fight the triple party version of Bizarro-Sephiroth all of the following
    must be true:
    a) Your party's average level must be greater than or equal to 68

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       b) At least one character's level is greater than or equal to 45
       c) Both Yuffie and Vincent are in your party
       d) Jenova-SYNTHESIS had less than or equal to 12 turns before Countdown to
          Ultima
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 60000 / 40000*
* - 60000 is the base amount for Bizarro Sephiroth; 40000 is the actual amount
for the center of the triple party battle

- Main Body receives 5000 HP for every character in your party at lvl 99
- Main Body receives 60000 HP if you used Knights of the Round in the
Jenova-SYNTHESIS battle **
- The other parts of Bizarro-Sephiroth's HP are as such:
Head = 2000 (Head receives 250 HP for every character in your party at lvl 99)
Core = 16000 (Core receives 2000 HP for every character in your party at lvl 99)
Left Magic = 6000 (Left Magic receives 750 HP for every character in your party
              at lvl 99)
Right Magic = 4000 (Right Magic receives 500 HP for every character in your
party
                at lvl 99)

** - Main Body can also mean Bizarro-Sephiroth itself, as it is the main part
of the boss that acts

-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   210, 220, 1,   140, 144, 210, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
- Left Magic and Right Magic absorb Ice and Lightning
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death
- Core is immune to all damage whenever Left Magic and Right Magic are alive

-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Aurora Fence              0   A*   MHPr  Res   Cure  38      100  X  X  (1)(2)
* Heartless Angel           0   A*   Phys  -     Spec  -       255  X  X  (3)
* Stigma                    0   A*   Mag   Shu   Mag   28      100  X  X  (4)(5)
* Bizarro Enegy             0   AA   MHPr  Res   Cure  5626    255  X  X
^ Sephiroth Shock           0   1    Phys  Cut   Phys  10      100  X  X
* Fire3                     52  1/A  Mag   Fir   Mag   64      100  X  O
* Bolt3                     52  1/A  Mag   Lit   Mag   64      100  X  O
* Ice3                      52  1/A  Mag   Ice   Mag   64      100  X  O
* Quake3                    68  1/A  Mag   Eth   Mag   70      100  X  O
* Demi3                     48  1/A* Mag   Grav  Prop  -       75   X  X  (6)

(1) remove Darkness [100%], Poison [100%], Silence, [100%], Sleep [100%], Slow
    [100%], Stop [100%], Confusion [100%], Paralysis [100%], Petrification
    [100%], Berserk [100%], Frog [100%], Small [100%], Fury [100%], Sadness
    [100%], Slow-Numb [100%], Seizure [100%], Haste [100%], Shield [100%],
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       Reflect [100%], Barrier [100%], Magic Barrier [100%], Regen [100%], Peerless
       [100%], Resist [100%], Death Force [100%], Death Sentence [100%], Death
       [100%] - only works on characters under KO
(3) Dmg [character HP - 1]
    (leaves characters with only 1 HP)
(4) Poison [100%]
(5) Slow [100%]
(6) Dmg = [character HP x 3/4]


--> Attack Pattern:


-> Basic Pattern:
Core's turns increase by 1 every turn
Action Count increases by 1 every turn Main Body takes
Is Action Count 1?
Yes: Is Core not under KO and has taken more than 8 turns and are Left Magic and
     Right Magic under KO?
     Yes: Bizarro Enegy on Left Magic and Right Magic
     No: Is Head not under KO?
          Yes: Aurora Fence on all characters
          No: do nothing
No: Is Action Count 2?
    Yes: Is Right Magic not under KO?
          Yes: Bolt3 on random character
          No: do nothing
    No: Is Action Count 3?
        Yes: Is Left Magic not under KO?
             Yes: Quake3 on random character
             No: do nothing
        No: Is Action Count 4?
            Yes: Is Head not under KO?
                 Yes: Is Core not under KO?
                      Yes: Stigma on all characters
                      No: Heartless Angel on all characters
                 No: Demi3 on last character to attack Head
            No: Is Action Count 5, 6?
                Yes: do nothing
                No: Is Action Count 7?
                    Yes: Is Right Magic not under KO?
                         Yes: Ice3 on random character
                         No: do nothing
                    No: [Action Count reset to 0]
                         Is Left Magic not under KO?
                         Yes: Fire3 on random character
                         No: do nothing
Sephiroth Shock is only used when the use of another attack fails because of a
necessary part (of Bizarro-Sephiroth) being under KO


- Core Pattern:
Bizarro Enegy on Main Body


- STRATEGY: The triple party battle is the last possible way you can fight
Bizarro-Sephiroth, and quite frankly, the one I've known to occur most often
(simply through circumstance). You get this battle if you do not meet the
prerequisites for the other two battles. I can't tell you whether it is the
most difficult or not, however. Cloud's party faces off against the center of
Bizarro-Sephiroth (also where the Main Body and Core are located), while the
other parties you've set up go off and do battle with the right side and the
left side of Bizarro-Sephiroth. Like always, the way to win the battle is to do
away with the Main Body (again, which will be done by Cloud's team). Not
```

atypical of the other battles is that the Main Core continues to heal the Main
Body with Bizarro Enegy.. that is, until you kill it. As you might expect,
though, it's going to be easier said than done. You must go both sides of the
battle (left and right), do away with the Shoulders and Arms, and then the
Cores of each respective side. This way you can come back, take out the Right
and Left Magic in the center battle, and then you can have your way with Main
Core, and consequently, the Main Body. Once the subsidiary Cores are under KO,
the Main Core is vulnerable forever, unlike what we would've experienced in all
the other battles. If Right Magic dies, so does Right Shoulder. If Left Magic
dies, so does Left Shoulder. You might want to consider taking them out before
moving on and dealing with the individual sides of the battle. Simply avoid
using Ice and Lightning magic on either of them, seeing as how they both will
absorb them and restore HP. If Left Magic or Right Magic at any point are
brought back to life, the corresponding Cores (left/right) on either side of
the battle will become invulnerable to all damage again. The Head is universal
in all three parties' sides of the battles. Meaning, if the Head dies in the
left battle, it dies in the right side and the center. The same holds true for
all the other sides. However, this only holds true if you kill it. If you simply
do damage to it but leave it alive, the HP removed from the Head will be reset
and it will have the same maximum HP. Keep that in mind when you're switching
out the battles. The only thing that is constant throughout all the battles
is the HP you reduce to any part of Bizarro-Sephiroth. If you return to that
side of battle later on, the HP is still the same as you left it, but
everything else resets to normal.

As per convention, each descending subsidary battle of Bizarro-Sephiroth
(ie. center, then right side, then left side) has 5000 HP less than the one
above it. The Main Body is only reachable from the center; so if you're
planning on doing nothing but wailing away on the Main Body, don't switch sides
too often. If you're strong enough, you'll obviously be able to do more damage
to the Main Body than the Core can heal with Bizarro Enegy. Otherwise, you may
have to consider going from side to side, and removing all other obstacles.
However, with their being two battles -other- than the center one, this can all
prove to be an enormous amount of HP to reduce. Another key to this battle is
protection to Sephiroth's attacks: status inflicting, elemental, or otherwise.
One attack you can't protect against is Heartless Angel; you'll be reduced to a
mere 1 HP for every character every time - no reduction. The left side and
right side of Bizarro will use this either when the Head is alive and Core of
the respective side is under KO, or simply when the Main Core is alive, even if
the concomitant Core is alive. As such, you'll see the attack a lot more if you
decide to switch from side to side, and therefore will call for more healing
measures. All in all, you can refer to the universal strategy to the below for
more tips on this battle (and, as the name implies, the other two ways of
battling Bizarro-Sephiroth).

~~~~~~
~   BOSS: BIZARRO-SEPHIROTH (RIGHT SIDE)   ~
~~~~~~

-> Monster's Name: Bizarro-Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (forced)
  - To fight the triple party version of Bizarro-Sephiroth all of the following
    must be true:
    a) Your party's average level must be greater than or equal to 68
    b) At least one character's level is greater than or equal to 45
    c) Both Yuffie and Vincent are in your party
    d) Jenova-SYNTHESIS had less than or equal to 12 turns before Countdown to
       Ultima
-> Monster's Level: 61

```
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 60000 / 35000*
* - 60000 is the base amount for Bizarro Sephiroth; 35000 is the actual amount
for the right side of the triple party battle


- Main Body receives 4000 HP for every character in your party at lvl 99
Jenova-SYNTHESIS battle **
- The other parts of Bizarro-Sephiroth's HP are as such:
Head = 2000 (Head receives 250 HP for every character in your party at lvl 99)
Core = 12000 (Core receives 1500 HP for every character in your party at lvl 99)
Right Shoulder = 8000 (Right Shoulder receives 1000 HP for every character in
                 your party at lvl 99)
Right Arm = 6000 (Right Arm receives 750 HP for every character in your party
           at lvl 99)


** - Main Body can also mean Bizarro-Sephiroth itself, as it is the main part
of the boss that acts


-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   200, 210, 1,   120, 136, 200, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
- Right Arm and Right Shoulder absorb Ice and Lightning
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death
- Core is immune to all damage whenever Right Arm and Right Shoulder are alive


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Aurora Fence           0   A*   MHPr  Res   Cure  38      100  X  X  (1)(2)
* Heartless Angel        0   A*   Phys  -     Spec  -       255  X  X  (3)
* Stigma                 0   A*   Mag   Shu   Mag   28      100  X  X  (4)(5)
* Bizarro Enegy          0   AA   MHPr  Res   Cure  5626    255  X  X
^ Sephiroth Shock        0   1    Phys  Cut   Phys  10      100  X  X
* Bolt3                  52  1/A  Mag   Lit   Mag   64      100  X  O
* Ice3                   52  1/A  Mag   Ice   Mag   64      100  X  O
* Sleepel                8   1/A  Mag   -     -     -       100  X  O  (6)
* Slow                   20  1/A  Mag   -     -     -       I    X  O  (7)


(1) remove Darkness [100%], Poison [100%], Silence, [100%], Sleep [100%], Slow
    [100%], Stop [100%], Confusion [100%], Paralysis [100%], Petrification
    [100%], Berserk [100%], Frog [100%], Small [100%], Fury [100%], Sadness
    [100%], Slow-Numb [100%], Seizure [100%], Haste [100%], Shield [100%],
    Reflect [100%], Barrier [100%], Magic Barrier [100%], Regen [100%], Peerless
    [100%], Resist [100%], Death Force [100%], Death Sentence [100%], Death
    [100%] - only works on characters under KO
(3) Dmg [character HP - 1]
    (leaves characters with only 1 HP)
(4) Poison [100%]
(5) Slow [100%]
(6) Sleep [72]
```

```
     (7) Slow [100]

--> Attack Pattern:

-> Basic Pattern:
Core's turns increase by 1 every turn
Action Count increases by 1 every turn Main Body takes
Is Action Count 1?
Yes: Is Core not under KO and has taken more than 8 turns and are Right Arm and
     Right Shoulder under KO?
     Yes: Bizarro Enegy on Right Arm and Right Shoulder
     No: Is Head not under KO?
          Yes: Aurora Fence on all characters
          No: do nothing
No: Is Action Count 2?
    Yes: Is Right Shoulder not under KO?
         Yes: Bolt3 on random character
         No: do nothing
    No: Is Action Count 3?
        Yes: Is Right Arm not under KO?
             Yes: Slow on random character
             No: do nothing
        No: Is Action Count 4?
            Yes: Is Head not under KO?
                Yes: Is Core not under KO?
                    Yes: Is Main Core not under KO?
                        Yes: Heartless Angel on all characters
                        No: Stigma on all characters
                    No: Heartless Angel on all characters
                No: do nothing
            No: Is Action Count 5, 6?
                Yes: do nothing
                No: Is Action Count 7?
                    Yes: Is Right Arm not under KO?
                         Yes: Sleepel on random character
                         No: do nothing
                    No: [Action Count reset to 0]
                         Is Right Shoulder not under KO?
                         Yes: Ice3 on random character
                         No: do nothing
Sephiroth Shock is only used when the use of another attack fails because of a
necessary part (of Bizarro-Sephiroth) being under KO
```

- STRATEGY: The triple party battle is the last possible way you can fight
Bizarro-Sephiroth, and quite frankly, the one I've known to occur most often
(simply through circumstance). You get this battle if you do not meet the
prerequisites for the other two battles. I can't tell you whether it is the
most difficult or not, however. Cloud's party faces off against the center of
Bizarro-Sephiroth (also where the Main Body and Core are located), while the
other parties you've set up go off and do battle with the right side and the
left side of Bizarro-Sephiroth. Like always, the way to win the battle is to do
away with the Main Body (again, which will be done by Cloud's team). Not
atypical of the other battles is that the Main Core continues to heal the Main
Body with Bizarro Enegy.. that is, until you kill it. As you might expect,
though, it's going to be easier said than done. You must go both sides of the
battle (left and right), do away with the Shoulders and Arms, and then the
Cores of each respective side. This way you can come back, take out the Right
and Left Magic in the center battle, and then you can have your way with Main
Core, and consequently, the Main Body. Once the subsidiary Cores are under KO,
the Main Core is vulnerable forever, unlike what we would've experienced in all

the other battles. If Right Magic dies, so does Right Shoulder. If Left Magic
dies, so does Left Shoulder. You might want to consider taking them out before
moving on and dealing with the individual sides of the battle. Simply avoid
using Ice and Lightning magic on either of them, seeing as how they both will
absorb them and restore HP. If Left Magic or Right Magic at any point are
brought back to life, the corresponding Cores (left/right) on either side of
the battle will become invulnerable to all damage again. The Head is universal
in all three parties' sides of the battles. Meaning, if the Head dies in the
left battle, it dies in the right side and the center. The same holds true for
all the other sides. However, this only holds true if you kill it. If you simply
do damage to it but leave it alive, the HP removed from the Head will be reset
and it will have the same maximum HP. Keep that in mind when you're switching
out the battles. The only thing that is constant throughout all the battles
is the HP you reduce to any part of Bizarro-Sephiroth. If you return to that
side of battle later on, the HP is still the same as you left it, but
everything else resets to normal.

As per convention, each descending subsidary battle of Bizarro-Sephiroth
(ie. center, then right side, then left side) has 5000 HP less than the one
above it. The Main Body is only reachable from the center; so if you're
planning on doing nothing but wailing away on the Main Body, don't switch sides
too often. If you're strong enough, you'll obviously be able to do more damage
to the Main Body than the Core can heal with Bizarro Enegy. Otherwise, you may
have to consider going from side to side, and removing all other obstacles.
However, with their being two battles -other- than the center one, this can all
prove to be an enormous amount of HP to reduce. Another key to this battle is
protection to Sephiroth's attacks: status inflicting, elemental, or otherwise.
One attack you can't protect against is Heartless Angel; you'll be reduced to a
mere 1 HP for every character every time - no reduction. The left side and
right side of Bizarro will use this either when the Head is alive and Core of
the respective side is under KO, or simply when the Main Core is alive, even if
the concomitant Core is alive. As such, you'll see the attack a lot more if you
decide to switch from side to side, and therefore will call for more healing
measures. All in all, you can refer to the universal strategy to the below for
more tips on this battle (and, as the name implies, the other two ways of
battling Bizarro-Sephiroth).

~~~~~~
~   BOSS: BIZARRO-SEPHIROTH (LEFT SIDE)   ~
~~~~~~

-> Monster's Name: Bizarro-Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (forced)
  - To fight the triple party version of Bizarro-Sephiroth all of the following
    must be true:
    a) Your party's average level must be greater than or equal to 68
    b) At least one character's level is greater than or equal to 45
    c) Both Yuffie and Vincent are in your party
    d) Jenova-SYNTHESIS had less than or equal to 12 turns before Countdown to
       Ultima
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 60000 / 30000*
* - 60000 is the base amount for Bizarro Sephiroth; 30000 is the actual amount

for the right side of the triple party battle

- Main Body receives 3000 HP for every character in your party at lvl 99
Jenova-SYNTHESIS battle **
- The other parts of Bizarro-Sephiroth's HP are as such:
Head = 2000 (Head receives 250 HP for every character in your party at lvl 99)
Core = 12000 (Core receives 1500 HP for every character in your party at lvl 99)
Left Shoulder = 8000 (Left Shoulder receives 1000 HP for every character in
                your party at lvl 99)
Left Arm = 6000 (Left Arm receives 750 HP for every character in your party
          at lvl 99)

** - Main Body can also mean Bizarro-Sephiroth itself, as it is the main part
of the boss that acts

-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   190, 200, 1,   100, 128, 190, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
- Left Arm and Left Shoulder absorb Fire and Earth
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death
- Core is immune to all damage whenever Left Arm and Left Shoulder are alive

-> Attacks:

```
* Name                   MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
--------------------------------------------------------------------------------
* Aurora Fence           0   A*   MHPr  Res   Cure  38      100   X  X  (1)(2)
* Heartless Angel        0   A*   Phys  -     Spec  -       255   X  X  (3)
* Stigma                 0   A*   Mag   Shu   Mag   28      100   X  X  (4)(5)
* Bizarro Enegy          0   AA   MHPr  Res   Cure  5626    255   X  X
^ Sephiroth Shock        0   1    Phys  Cut   Phys  10      100   X  X
* Fire3                  52  1/A  Mag   Fir   Mag   64      100   X  O
* Quake3                 68  1/A  Mag   Eth   Mag   70      100   X  O
* Demi3                  48  1/A* Mag   Grav  Prop  -       75    X  X  (6)
* Stop                   34  1/A  Mag   -     -     -       I     X  O  (7)
```

(1) remove Darkness [100%], Poison [100%], Silence, [100%], Sleep [100%], Slow
    [100%], Stop [100%], Confusion [100%], Paralysis [100%], Petrification
    [100%], Berserk [100%], Frog [100%], Small [100%], Fury [100%], Sadness
    [100%], Slow-Numb [100%], Seizure [100%], Haste [100%], Shield [100%],
    Reflect [100%], Barrier [100%], Magic Barrier [100%], Regen [100%], Peerless
    [100%], Resist [100%], Death Force [100%], Death Sentence [100%], Death
    [100%] - only works on characters under KO
(3) Dmg [character HP - 1]
    (leaves characters with only 1 HP)
(4) Poison [100%]
(5) Slow [100%]
(6) Dmg = [character HP x 3/4]
(7) Stop [60]

--> Attack Pattern:

-> Basic Pattern:
Core's turns increase by 1 every turn
Action Count increases by 1 every turn Main Body takes
Is Action Count 1?

```
Yes: Is Core not under KO and has taken more than 8 turns and are Left Arm and
     Left Shoulder under KO?
     Yes: Bizarro Enegy on Left Arm and Left Shoulder
   No: Is Head not under KO?
        Yes: Aurora Fence on all characters
      No: do nothing
No: Is Action Count 2?
    Yes: Is Left Shoulder not under KO?
         Yes: Fire3 on random character
        No: do nothing
   No: Is Action Count 3?
       Yes: Is Left Arm not under KO?
            Yes: Stop on random character
           No: do nothing
      No: Is Action Count 4?
          Yes: Is Head not under KO?
              Yes: Is Core not under KO?
                  Yes: Is Main Core not under KO?
                       Yes: Heartless Angel on all characters
                      No: Stigma on all characters
                 No: Heartless Angel on all characters
             No: do nothing
         No: Is Action Count 5, 6?
             Yes: do nothing
            No: Is Action Count 7?
                Yes: Is Left Shoulder not under KO?
                     Yes: Quake3 on random character
                    No: do nothing
               No: [Action Count reset to 0]
                   Is Left Arm not under KO?
                   Yes: Demi3 on random character
                   No: do nothing
Sephiroth Shock is only used when the use of another attack fails because of a
necessary part (of Bizarro-Sephiroth) being under KO
```

- STRATEGY: The triple party battle is the last possible way you can fight
Bizarro-Sephiroth, and quite frankly, the one I've known to occur most often
(simply through circumstance). You get this battle if you do not meet the
prerequisites for the other two battles. I can't tell you whether it is the
most difficult or not, however. Cloud's party faces off against the center of
Bizarro-Sephiroth (also where the Main Body and Core are located), while the
other parties you've set up go off and do battle with the right side and the
left side of Bizarro-Sephiroth. Like always, the way to win the battle is to do
away with the Main Body (again, which will be done by Cloud's team). Not
atypical of the other battles is that the Main Core continues to heal the Main
Body with Bizarro Enegy.. that is, until you kill it. As you might expect,
though, it's going to be easier said than done. You must go both sides of the
battle (left and right), do away with the Shoulders and Arms, and then the
Cores of each respective side. This way you can come back, take out the Right
and Left Magic in the center battle, and then you can have your way with Main
Core, and consequently, the Main Body. Once the subsidiary Cores are under KO,
the Main Core is vulnerable forever, unlike what we would've experienced in all
the other battles. If Right Magic dies, so does Right Shoulder. If Left Magic
dies, so does Left Shoulder. You might want to consider taking them out before
moving on and dealing with the individual sides of the battle. Simply avoid
using Ice and Lightning magic on either of them, seeing as how they both will
absorb them and restore HP. If Left Magic or Right Magic at any point are
brought back to life, the corresponding Cores (left/right) on either side of
the battle will become invulnerable to all damage again. The Head is universal
in all three parties' sides of the battles. Meaning, if the Head dies in the

left battle, it dies in the right side and the center. The same holds true for all the other sides. However, this only holds true if you kill it. If you simply do damage to it but leave it alive, the HP removed from the Head will be reset and it will have the same maximum HP. Keep that in mind when you're switching out the battles. The only thing that is constant throughout all the battles is the HP you reduce to any part of Bizarro-Sephiroth. If you return to that side of battle later on, the HP is still the same as you left it, but everything else resets to normal.

As per convention, each descending subsidary battle of Bizarro-Sephiroth (ie. center, then right side, then left side) has 5000 HP less than the one above it. The Main Body is only reachable from the center; so if you're planning on doing nothing but wailing away on the Main Body, don't switch sides too often. If you're strong enough, you'll obviously be able to do more damage to the Main Body than the Core can heal with Bizarro Enegy. Otherwise, you may have to consider going from side to side, and removing all other obstacles. However, with their being two battles -other- than the center one, this can all prove to be an enormous amount of HP to reduce. Another key to this battle is protection to Sephiroth's attacks: status inflicting, elemental, or otherwise. One attack you can't protect against is Heartless Angel; you'll be reduced to a mere 1 HP for every character every time - no reduction. The left side and right side of Bizarro will use this either when the Head is alive and Core of the respective side is under KO, or simply when the Main Core is alive, even if the concomitant Core is alive. As such, you'll see the attack a lot more if you decide to switch from side to side, and therefore will call for more healing measures. All in all, you can refer to the universal strategy to the below for more tips on this battle (and, as the name implies, the other two ways of battling Bizarro-Sephiroth).

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~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
~    UNIVERSAL STRATEGY FOR BIZARRO-SEPHIROTH                                    ~
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
```

- STRATEGY: Think about the sequencing of the targets, and beat them! Heh, you would expect a more epic or cryptic opening phrase than that for the first part of the final encounter, don't you think? Anyway, as stated above, this boss consists of five parts, the torso, core, head, right magic, and left magic. Depending on how many parties you have formed, it shall complicated things by multiplying the core into a total three parts (each party shall be designated a set portion, and once it's beaten, you alternate between the next parties). Otherwise, you only have one to deal with, and not have to worry about preparing too much for the battle that ensues imminently. You must first destroy the torso to be able to attack at the core, which is what you need to lay waste to in order to proceed. The left magic and right magic control a lot of the boss' attacks, and destroying them disables them for the time being, as they inevitably revive, as does the head, which definitely should not be more main point of attention. All right, let's cover a few seemingly-mandatory preparations for succeeding in this handy "Bizarro-Sephiroth Survival Manual". First, you'll definitely want some high-end spells at your disposal, some of which were touted in the Jenova-SYNTHESIS boss encounter preceeding the current boss in question. You know what they are. But, along with that, there are a few details that you could neglect mindlessly and suffer for it in the last battle, but if you don't in this battle, you'll pay dearly for it, and, borrowing this famous quote, "your heart will shed tears of blood"; mainly talking about status protection. Stigma is an annoying attack which can induce status augmentations such as Poison and others. You'll want to prepared appropriately. Also, if you have been able to accrue some Tetra Elementals you might want to equip them now, as he attacks with tons of elements. That's more recommend if you have someone with Esuna-All.

Bizarro Enegy is used to heal quite large amounts of HP back to himself (6000 or more at a time), which can get really obnoxious after you're dealt several thousand damage to him, thereby nulling your efforts. Arguably his very most annoying attack, is Heartless Angel. He summons forth a cute, adorable little angel (more fitting is "angel of death"), to attack, and it leaves every member of your party severly wounded at one HP. You'll have to bust out a Megalixir or Cure3 on everyone...and fast, as if he gets a multiple attack like Stigma in, you're all done in. Or, he can at least take out a character, leaving you to spend a precious turn reviving them. He also has Demi3, which will leave you with only 25% of your HP, ie. say your HP was 8000, your HP following Demi3 would be 2000. Each one of his elemental attacks does around 1000 damage to each character, which if he does them a lot (rarely does he execute them routinely, or on any consistent basis), it hurts, so say the very least. I suppose, theoretically, it'd be ok to cast upon you some protective spells, but note that there's always the possibility that he'll remove them with Aurora Fence, but, if you have Slow on you at that same time, it's also alleviated. And, if a character's dead, you can say hello to them, and give them the bad news that you're still combating the bastard. Anyways, let loose this time around with your stronger attacks, and let him have it. He's nowhere near as much of a challenge as what lies ahead for you.

===
-    BLACK BAT   -
===

-> Monster's Name: Black Bat
-> Monster's Locations:
- Nibelheim - Shinra Mansion - Spiraling Stairwell
- Nibelheim - Shinra Mansion - Underground Caves
-> Monster's Level: 25
-> EXP for Defeating: 270
-> AP for Defeating: 24
-> Gil for Defeating: 80
-> Item Dropped from Monster: Vampire Fang x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Vampire Fang x1
-> Monster's HP: 550
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   30, 36, 1,   52, 44, 180, 0
             255*
* - everytime Black Bat is attack there is 1/8 chance of this increase
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (weak), Holy (weak)
- Absorb Restorative magic
-> Immune: Stop, Paralysis, Frog

-> Attacks:

* Name   MP Tar Type Elem Form PwrCst %   M R +Added
----
* Blood Suck   0   1   PhAb Hit   Phys 16   255   O X (1)

(1) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Blood Suck on random character

```
===============================================================================
-   BLOATFLOAT                                                                -
===============================================================================

-> Monster's Name: Bloatfloat
-> Monster's Locations:
- Mt. Corel - Corel Mako Reactor
- Mt. Corel - Bridge (beginning)
-> Monster's Level: 18
-> EXP for Defeating: 90
-> AP for Defeating: 9
-> Gil for Defeating: 125
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Soft x1 (8)
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 240
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   20,  36,  1,   52,  24,  40,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Vacuum                 0   1    Phys  -     Phys  25      100  O  X
* Spiky Hell             0   1    Mag   Pnch  Fix   200     100  O  X
^ Bodyblow               0   1    Phys  Hit   Phys  16      95   O  X  (1)


(1) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
1/2 - Vacuum on random character
1/2 - Bodyblow on random character

-> Counterattack Pattern:
Has Bloatfloat been attacked magically?
Yes: Spiky Hell character with highest HP
No: follow Basic Pattern


===============================================================================
-   BLOOD TASTE                                                               -
===============================================================================

-> Monster's Name: Blood Taste
-> Monster's Locations:
- Midgar #5 Mako Reactor - Reactor Valve
- Midgar #5 Mako Reactor - Entrance
-> Monster's Level: 8
-> EXP for Defeating: 24
-> AP for Defeating: 2
-> Gil for Defeating: 32
-> Item Dropped from Monster: Antidote x1 (8)
-> Item Stolen from Monster: Eye Drop x1 (32)
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 72
```

```
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   12,  22,   8,   65,  14,  24,   6
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Tentacle Drain           0   1   PhAb  -     Phys  10      110  O  X  (1)
^ Bite                     0   1   Phys  Pnch  Phys  16      100  O  X  (2)


(1) Damage done to character is restored to Blood Taste's HP
(2) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Blood Taste's initial IRV is 8 and it chooses a random Pre-Select character to
attack at the beginning of battle
Has 1 been chosen out of Rnd[1..IRV]?
Yes: Is Blood Taste's Current HP is at least 1 less than MaxHP?
     Yes: Tentacle Drain on Pre-Select character (if Pre-Select character is
          under KO, Tentacle Drain on character with highest HP)
     No: Bite on on Pre-Select character (if Pre-Select character is under KO,
         Bite on random character)
No: Bite on Pre-Select character (if Pre-Select character is under KO, Bite on
    random character)
    Has 1 been chosen out of Rnd[1..IRV]?
    Yes: Bite on Pre-Select character (if Pre-Select character is under KO,
         Bite on random character)


-> Counterattack Pattern:
Blood Taste Pre-Selects the last character to attack it
Is Blood Taste's Current HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 1
No: Is Blood Taste's Current HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 2
    No: Is Blood Taste's Current HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 3
        No: IRV does not change


===============================================================================
-   BLUE DRAGON                                                               -
===============================================================================

-> Monster's Name: Blue Dragon
-> Monster's Locations:
- Gaea's Cliff - Final Area
-> Monster's Level: 41
-> EXP for Defeating: 1200
-> AP for Defeating: 200
-> Gil for Defeating: 1000
-> Item Dropped from Monster: Dragon Armlet x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 8800
-> Monster's MP: 500
```

```
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   121, 86,  2,   80,  90,  240, 10
         129*                360*
         172**               480**
* - after one use of Dragon Force
* - after two uses of Dragon Force
-> Fire (normal), Ice (absorb), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Paralysis, Petrification, Berserk, Frog,
Small, Slow-Numb, Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Great Gale              0   A    Phys  Wnd   Phys  30      100  X  X  (1)
* Blue Dragon Breath      20  A*   Mag   Ice   Mag   14      100  X  X
* Dragon Force            19  S    -     -     -     -       255  X  X  (2)(3)
  Tail                    0   1    Phys  Hit   Phys  20      90   X  X
^ Dragon Fang             0   1    Phys  Hit   Phys  40      100  X  X

(1) Darkness [40]
(2) Add 50% to Def (max = 100%, even if it's used more than twice)
(3) Add 50% to MDf (max = 100%, even if it's used more than twice)

--> Attack Pattern:

-> Basic Pattern:
Blue Dragon's initial IRV is 5
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Is Action Count 0?
Yes: Has 1 been chosen out of Rnd[1..IRV] and is Blue Dragon's MP greater than
     or equal to 19?
     Yes: Dragon Force on self
          [1/2 - Action Count +4]
          [1/2 - Action Count +3]
     No: 1/2 - Dragon Fang on random character
               [Action Count +1]
         1/2 - Tail on random character
               [Action Count +2]
No: Is Action Count 1?
    Yes: Dragon Fang on random character (if 1 has been chosen out of
         Rnd[1..IRV], Dragon Fang x2 in one turn)
         [Action Count +1]
    No: Is Action Count 2?
        Yes: Tail on random character (if 1 has been chosen out of Rnd[1..IRV],
             Tail x2 in one turn)
             [Action Count +1]
        No: Is Action Count 3?
            Yes: Is Blue Dragon's MP greater than or equal to 20?
                 Yes: Blue Dragon Breath on character with highest HP
                 No: Tail on random character
                     [Has 1 been chosen out of Rnd[1..IRV]?
                      Yes: Action Count -2]
                      No: Action Count reset to 0]
            No: Great Gale on all characters
                [Action Count is 0, 1 (chosen randomly)]

-> Counterattack Pattern:
Is Blue Dragon's HP less than or equal to 1/4 of its MaxHP?
```

```
Yes: IRV is 2
     Action Count is 4
No: Is Blue Dragon's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
         Action Count is 4
    No: Is Blue Dragon's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
             Action Count is 3
        No: IRV does not change


===============================================================================
-   BLUGU                                                                     -
===============================================================================

-> Monster's Name: Blugu
-> Monster's Locations:
- Midgar - Lower Sector 4 - Lattice
-> Monster's Level: 4
-> EXP for Defeating: 18
-> AP for Defeating: 2
-> Gil for Defeating: 35
-> Item Dropped from Monster: Potion x1(8)
-> Item Stolen from Monster: Eye Drop x1 (32)
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 120
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   8,   180, 1,   52,  24,  128, 2
-> Fire (normal), Ice (normal), Lightning (weak), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Hell Bubbles           0   1    Mag   -     -     -       I    O  X  (1)
^ Bodyblow               0   1    Phys  Hit   Phys  16      95   O  X  (2)

(1) Sleep [80]
(2) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0, 1, 2?
Yes: Does at least one character have Paralysis?
    Yes: Bodyblow on random character with Paralysis (if no character has
         Paralysis, Bodyblow on random character)
         Is current Action Count 0, 1?
         Yes: [Action Count +1]
        No: 2/3 - [Action Count is 1]
            1/3 - [Action Count is 3]
    No: Does at least one character not have Paralysis?
        Yes: Hell Bubbles on random character without Paralysis
        No: Does at least one character have Paralysis?
            Bodyblow on random character with Paralysis (if no character has
            Paralysis, Bodyblow on random character)
            [Action Count reset to 0]
```

```
================================================================================
-    BOMB                                                                      -
================================================================================


-> Monster's Name: Bomb
-> Monster's Locations:
- Mt. Corel - Bridge (beginning)
- Mt. Corel - Bridge (at the end)
-> Monster's Level: 18
-> EXP for Defeating: 150
-> AP for Defeating: 20
-> Gil for Defeating: 192
-> Item Dropped from Monster: Shrapnel x1 (8)
-> Item Stolen from Monster: Right Arm x1 (8)
-> Item Morphed from Monster: Shrapnel x1
-> Monster's HP: 600
-> Monster's MP: 30
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   24,  60,  1,   65,  22,  60,  0
-> Fire (immune), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Stop, Confusion, Paralysis, Berserk, Frog, Small


-> Attacks:


* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Bomb Blast              0   1    Phys  -     Phys  254     100  X  X  (1)
* Fireball                3   1    Mag   Fir   Mag   16      100  X  X
^ Bodyblow [1]            0   1    Phys  Hit   Phys  16      95   X  X
^ Bodyblow [2]            0   1    Phys  Hit   Phys  16      100  X  X
^ Bodyblow [3]            0   1    Phys  Hit   Phys  40      90   X  X


(1) removes Bomb from battle with no reward


--> Attack Pattern:


-> Basic Pattern:
Is Bomb's HP greater than 3/4 of its MaxHP?
Yes: Bomb is in first form
     1/2 - Bodyblow [1] on random character
     1/2 - do nothing
No: Is Bomb's HP less than or equal to 3/4 of its MaxHP and greater than 1/2 of
    its MaxHP?
    Yes: Bomb is in second form
         1/2 - Bodyblow [2] on random character
         1/4 - Is Bomb's MP greater than or equal to 3?
               Yes: Fireball on random character
               No: do nothing
         1/4 - do nothing
    No: Is Bomb's HP less than or equal to 1/2 of its MaxHP and greater than
        1/4 of its MaxHP?
        Yes: 1/2 - Is Bomb's MP greater than or equal to 3?
                   Yes: Fireball on random character
                   No: do nothing
             1/2 - Bodyblow [3] on random character
        No: Bomb Blast on random character (battle ends)


================================================================================
-    BOSS: BOTTOMSWELL                                                         -
```

```
===============================================================================

-> Monster's Name: Bottomswell
-> Monster's Locations:
- Junon - Mr. Dolphin Area (disk 1) (forced)
-> Monster's Level: 23
-> EXP for Defeating: 550
-> AP for Defeating: 52
-> Gil for Defeating: 1000
-> Item Dropped from Monster: Power Wrist x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2500
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   42,  36,  1,   69,  30,  96,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (1/2), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Confusion, Petrification, Paralysis, Berserk, Frog, Small,
Slow-Numb, Manipulation, Death Sentence, Death

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Big Wave               0   A    Phys  Wat   Phys  30      100  X  X
* Moonstrike             0   1    Phys  Hit   Phys  20      90   X  X
* Tail Attack            0   1    Phys  Hit   Phys  20      90   X  X
^ Bodyblow [1]           0   1    Phys  Hit   Phys  40      90   X  X
^ Bodyblow [2]           0   1    Phys  Hit   Phys  40      95   X  X
^ Waterball              0   1    Mag   -     -     -       I    X  X  (1)(2)
                                                                      (3)
  Transform [1]          0   S    -     -     -     -       I    X  X  (4)(5)
  Transform [2]          0   S    -     -     -     -       I    X  X  (6)(7)

(1) Imprison [100%]
(2) Dual [100%]
(3) animate Waterpolo around character
(4) transform from first form to second form or second form into third
(5) Miscellaenous/Animation
(6) transform back into first form
(7) Miscellaenous/Animation

--> Attack Pattern:

-> Basic Pattern:
Bottomswell's range is far
Is Bottomswell in first form?
Yes: Is Action Count 0, 1, 2?
     Yes: Tail Attack on random character
          [Action Count +1]
     No: 2/3 - Bodyblow [1] on character with highest HP
         1/3 - Pre-Select is Tail Attack
(if Bottomswell takes more than 6 turns in first form, Transform [1] on self -
 Bottomswell is in second form)
(if Bottomswell's HP is less than or equal to 1/2 of its MaxHP, Transform [1]
 on self - Bottomswell is in third form)
No: Is Bottomswell in second form?
    Yes: Is Action Count 0?
         Yes: Is second character in party formation not under KO?
```

```
                    Yes: Moonstrike on second character in party formation
               No: Is first character in party formation not under KO?
                    Yes: Moonstrike on first character in party formation
                    No: Is third character in party formation not under KO?
                         Yes: Moonstrike on third character in party formation
                         No: Action Count +1
                             [Action Count +1]
          No: Is Action Count 1?
               Yes: Bodyblow [2] on character with highest HP
               No: Is Action Count 2?
                    Yes: Moonstrike on random character
                         [Action Count +1]
                    No: Is Bottomswell's HP greater than 3/4 of its MaxHP?
                         Yes: Transform [1] on self
                              Bottomswell is in second form
                         No: Moonstrike on random character
                             [1/2 - Action Count is 1]
                             [1/2 - Action Count is 0]
     (if Bottomswell takes more than 6 turns in second form, Transform [1] on
      self - Bottomswell is in third form)
     No: Is Action Count 0?
          Is there at least 2 characters without Imprison and not under KO?
          Yes: Waterpolo on random character without Imprison and not under KO
               [Action Count +1]
          No: Is Action Count 1, 2?
               Yes: Action Count +1
               No: Is Action Count 3?
                    Yes: Is Bottomswell's HP greater than 1/2 of its MaxHP?
                         Yes: Transform [2] on self
                              Bottomswell is in first form
                         No: Big Wave on all characters
                             [Action Count +1]
                    No: Does at least one character have Waterpolo?
                         Yes: Action Count is 1
                         No: Action Count is 0


-> Special KO Pattern:
Is Bottomswell's HP 0?
Yes: Big Wave on all characters as final attack
     Does at least one character have Waterpolo?
     Yes: remove Waterpolo from all characters with Waterpolo
     No: do nothing
No: follow Basic Pattern
```

- STRATEGY: Well, after Priscilla chases it and then falls down in the water in clear and present danger, the party then decides to go to her rescue (I do suggest that the party be Cloud, Barret, and Red XIII, for reasons stated to the above). All right, first of all, this enemy, Bottomswell, has four attacks, and all of them compliment each other quite nicely, also. It also has somewhat of a predictable attack pattern from beginning to end. It starts out the whole battle doing Tail Attacks, which damage can really start to gather up from, until HP is taken to a certain point. At this point, Bottomswell starts moving faster and more aggressively. This signals that on its next turn, it shall enclose you in a bubble. This attack places a character inside a not-so-protective enclosement and prevents said character from attacking, and disables all actions from them. If character in question has an attack in progress, it's rainchecked until the bubble is removed. While the character is inside of the bubble, trapped, it slowly eats away at your HP, and you'll slowly die a very prolonged agonizing death. There is only one possible way to remove this bubble once it's been set into action, and that is to use any magic attack on it. Even

its an element linked on your weapon to the Elemental Materia carried out in a
physical attack, that'll work. Be careful, though, and be sure that you're
arrow is pointing to the bubble when the attack/magic is executed, as, unlike
with Pyramid, you can actually do damage to your contained character if you are
not careful and mindful of this fact. Once they're free, the horrible boss
changes his attack pattern to strictly using Moonstrikes, and that damage can
also accumulate badly over time if you do not watch your HP constantly and heal
it up when it's down.

All right, as for attacking, I pretty much stated it all before the strategy in
semi-depth, so now I cover every little facet of it. First of all, this battle
is completely fought in the Long Range perspective, so, make sure Cloud (I
truly recommend it on him other than any other character, as his Str is more
than like the biggest). Along with that, on his weapon, link Elemental-Choco/
Mog so that you can exploit his weakness to Wind. So, when you attack, it feels
Wind's ultimate wrath, and, if you decide to flat-out summon it, it even adds
in an extra 25 damage most of the time. But, that can only be used once in the
battle, that is, unless you're a freak with no life and has trained your summon
and characters for 50+ hours outside of Junon, in which case you can summon it
twice. This is a good way to bust characters out of bubble move, as well, as
it has Wind *magic* on it, so, it works wonders. I recommend putting most of
your lvl2 magics with Red XIII, so that he can do substancial and actually
respectable damage on more occasions than when he gets to use Sled Fang (note:
if you desire more, faster-coming turns, use Lunatic High to Haste the entire
party). Barret's weapon should do some good, 110+ damage on its own as long as
it's a long range one, and Big Gun can do impressive amounts of damage, too.
Any lvl2 magic besides Earth (which I doubt you even have lvl2 of yet, anyways)
can do great damage, as they're Long Range moves, hence, their damage is nice.
This in conjunction with Cloud's Long Range on his weapon + Elemental-Choco/Mog
summon amounts in some serious hurtin' of Bottomswell. Limit Breaks are always
a nice addition here and there. Also, watch your HP, as when Bottomswell's HP
goes under 1000 he starts using Big Wave, which can annihilate an unwatchful
party, and does around 100 damage to all.

===
-    BOUNDFAT   -
===

-> Monster's Name: Boundfat
-> Monster's Locations:
- Corral Valley - Entrance
- Corral Valley - Conch Shell
- Corral Valley Cave
-> Monster's Level: 27
-> EXP for Defeating: 420
-> AP for Defeating: 40
-> Gil for Defeating: 350
-> Item Dropped from Monster: Dazers x1 (8)
-> Item Stolen from Monster: Dazers x1 (32)
-> Item Morphed from Monster: Dazers x1
-> Monster's HP: 500
-> Monster's MP: 80
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   55, 60, 1, 60, 50, 100, 0
-> Fire (normal), Ice (absorb), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None

-> Attacks:

```
* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Ice2                     22  1/A  Mag   Ice   Mag   20      100  O  O  (1)
* Dark Needle              0   1    Phys  -     Phys  16      95   O  X  (2)
* Death Sentence           10  1    Mag   -     -     -       100  O  X  (3)(4)
^ Bodyblow                 0   1    Phys  Hit   Phys  16      95   X  X
```

(1) only attack that will be used if under Berserk
(2) Darkness [100%]
(3) Enemy Skill
(4) Death Sentence [100%]

--> Attack Pattern:

-> Basic Pattern:
Is Boundfat's MP greater than or equal to 22?
Yes: Ice2 on character with lowest MDf
No: Dark Needle on character with lowest Def

-> Counterattack Pattern:
Has Boundfat been attacked physically?
Yes: Has Bodyblow been used less than 5 times?
     Yes: Bodyblow on character with lowest HP
     No: Dark Needle on character with lowest Def
No: follow Basic Pattern

-> Special KO Pattern:
Is Boundfat's HP 0?
Yes: Was attack that KO'd Boundfat Summon or magic?
     Yes: Death Sentence on character that KO'd Boundfat
     No: KO immediately
No: follow Basic Pattern or Counterattack Pattern

===
-    BRAIN POD   -
===

-> Monster's Name: Brain Pod
-> Monster's Locations:
- Midgar - Shinra Headquarters - 67th Floor (after escape from holding cell)
- Midgar - Shinra Headquarters - 68th Floor (after escape from holding cell)
- Midgar - Shinra Headquarters - 69th Floor
-> Monster's Level: 15
-> EXP for Defeating: 52
-> AP for Defeating: 6
-> Gil for Defeating: 95
-> Item Dropped from Monster: Deadly Waste x1 (8)
-> Item Stolen from Monster: Antidote x1 (32)
-> Item Morphed from Monster: Deadly Waste x1
-> Monster's HP: 240
-> Monster's MP: 46
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   23, 26, 3, 48, 6, 32, 6
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(absorb), Gravity (normal), Water (normal), Wind (normal), Holy (weak)
- Absorb Restorative magic
-> Immune: Death

-> Attacks:
```

```
* Name                        MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Refuse [1]                   4   1    Mag   Psn   Mag   6       95    O  X  (1)
* Refuse [2]                   4   1    Mag   Psn   Mag   6       95    O  X  (2)
^ Bodyblow                     0   1    Phys  Hit   Phys  16      100   O  X  (3)


(1) Poison (40%)
(2) Sleep (40%)
(3) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Is IPV 0?
Yes: Does at least one character have Poison?
     Yes: Does at least one character have Sleep?
          Yes: IPV is 1
          No: Is Brain Pod's MP greater than or equal to 4?
              Yes: Refuse [2] on random character with Poison without Sleep
               No: IPV is 1
     No: Is Brain Pod's MP greater than or equal to 4?
         Yes: Refuse [1] on random character
         No: IPV is 1
No: Is IPV 1?
    Yes: Does at least one character not have Poison or Sleep?
         Yes: Bodyblow on random character with Poison and Sleep
         No: Bodyblow on random character
    No: then IPV is 0


===============================================================================
-   BULLMOTOR                                                                  -
===============================================================================

-> Monster's Name: Bullmotor
-> Monster's Locations:
- Corel Desert - Corel Prison - Desert Outskirts
- Corel Desert - Corel Prison - Junkyard
-> Monster's Level: 19
-> EXP for Defeating: 92
-> AP for Defeating: 9
-> Gil for Defeating: 140
-> Item Dropped from Monster: Ether x1 (8)
-> Item Stolen from Monster: X-Potion x1 (32)
-> Item Morphed from Monster: Turbo Ether x1
-> Monster's HP: 420
-> Monster's MP: 96
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   36,  40,  1,   61,  8,   120, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                        MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Matra Magic                 8   A*   Mag   -     Mag   11      100   O  O  (1)
^ Bodyblow                    0   1    Phys  Hit   Phys  16      100   O  X  (2)

(1) Enemy Skill
```

```
(2) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
1/2 - Is Bullmotor's MP greater than or equal to 8?
      Yes: Matra Magic on all characters
      No: Bodyblow on random character
1/2 - Is at least one character in the front row?
      Yes: Bodyblow on random character in the front row
      No: Bodyblow on random character


===============================================================================
-   CACTUAR                                                                   -
===============================================================================

-> Monster's Name: Cactuar
-> Monster's Locations:
- Corel Prison - Corel Desert
-> Monster's Level: 20
-> EXP for Defeating: 1
-> AP for Defeating: 1
-> Gil for Defeating: 10000
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 200
-> Monster's MP: 20
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   30,  40,  20,  40,  20,  0,   40
              255*
* - 7/8 chance for every attack against Cactuar
-> Fire (immune), Ice (immune), Lightning (immune), Earth (immune), Poison
(normal), Gravity (immune), Water (immune), Wind (normal), Holy (immune)
- Immune to Hidden
-> Immune: Darkness, Poison, Silence, Sleep, Slow, Stop, Confusion,
Petrification, Paralysis, Berserk, Frog, Small, Fury, Sadness, Slow-Numb,
Haste, Regen, Peerless, Death Sentence, Death

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* 1000 Needles             0   1    Mag   Sht   Fix   1000    100  X  X  (1)
^ Mystery Kick             0   1    Phys  Hit   Phys  48      90   X  X
  Escape                   0   S    -     -     -     -       I    X  X  (3)

(1) dummy attack
(2) escapes from battle - remove self with no reward


--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0, 1?
Yes: 1/2 - do nothing
     1/2 - Mystery Kick on random character
No: Is Action Count 2, 3, 4?
    Yes: Mystery Kick on random character
         1/2 - do nothing
         1/2 - Escape on self
```

```
          No: Mystery Kick on random character
              Escape on self


===============================================================================
-   CACTUER                                                                   -
===============================================================================

-> Monster's Name: Cactuer
-> Monster's Locations:
- World Map - Cactus Island - Desert
-> Monster's Level: 40
-> EXP for Defeating: 1000
-> AP for Defeating: 100
-> Gil for Defeating: 1000
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Tetra Elemental x1
-> Monster's HP: 6000
-> Monster's MP: 120
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   63,  90,  1,   75,  85,  100, 0
               255*
* - 7/8 chance for every attack against Cactuer
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog, Small


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* 1000 Needles            0   1    Mag   Sht   Fix   -       100  O  X  (1)(2)
^ Mystery Kick            0   1    Phys  Hit   Phys  48      90   O  X

(1) Dmg = 1000
(2) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Is Action Count 0, 1, 2, 3?
Yes: Mystery Kick on random character (1/3 - Mystery Kick x2 in one turn
     [Action Count is 4])
     [Action Count +1]
No: 1000 Needles on random character
    [Action Count reset to 0]


===============================================================================
-   CAPPARWIRE                                                                 -
===============================================================================

-> Monster's Name: Capparwire
-> Monster's Locations:
- World Map - Junon Area - Forest
- World Map - Junon Area - Beach
-> Monster's Level: 15
-> EXP for Defeating: 60
-> AP for Defeating: 6
-> Gil for Defeating: 103
```

```
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Ether x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 210
-> Monster's MP: 20
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   16,  38,  1,   42,  0,   10,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Grand Spark              0   1    Mag   Hit   Mag   24      100  O  X
^ Wire Attack              0   1    Mag   Hit   Mag   16      95   O  X  (1)

(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
1/2 - Grandspark on random character
1/2 - Wire Attack on random character


===============================================================================
-   CAPTAIN                                                                   -
===============================================================================

-> Monster's Name: Captain
-> Monster's Locations:
- Underwater Mako Reactor - Catwalk (above submarine area)
- Underwater Mako Reactor - Hallway (with save point)
- Underwater Mako Reactor - Reactor Chamber
-> Monster's Level: 34
-> EXP for Defeating: 850
-> AP for Defeating: 84
-> Gil for Defeating: 1050
-> Item Dropped from Monster: S-Mine x1 (8)
-> Item Stolen from Monster: Shinra Alpha x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 2000
-> Monster's MP: 90
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   84,  66,  1,   63,  34,  80,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Normal

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Hand Grenade             0   1    Phys  Sht   Phys  35      70   O  X  (1)
^ Machine Gun              0   1    Phys  Sht   Phys  16      100  O  X  (2)

(1) only will be used if Manipulated
(2) only attack that will be used if under Berserk
```

```
--> Attack Pattern:

-> Basic Pattern:
Is Captain's HP greater than 3/4 of its MaxHP?
Yes: Has Captain had three turns?
     Yes: Machine Gun x2 in one turn on random characters
     No: Machine Gun on character with lowest HP
No: Machine Gun on all targettable characters


===============================================================================
-    BOSS: CARRY ARMOR                                                        -
===============================================================================

-> Monster's Name: Carry Armor
-> Monster's Locations:
- Underwater Mako Reactor (forced)
-> Monster's Level: 45
-> EXP for Defeating: 2800
-> AP for Defeating: 240
-> Gil for Defeating: 4000
-> Item Dropped from Monster: God's Hand x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 24000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   90,  200, 1,   80,  55,  300, 0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(immune), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Seizure, Haste,
Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Lapis Laser           10  A*   Mag   -     Mag   50      255  X  X
^ Damage Attack         0   1    Mag   -     Mag   16      255  X  X
  Release [1]           0   1    -     -     -     -       I    X  X  (1)(2)
  Release [2]           0   1    -     -     -     -       I    X  X  (3)(4)
  Remove                0   AA   -     -     -     -       I    X  X  (5)(6)

(1) release character from Imprison from Right Arm's Arm Grab
(2) Miscellaneous/Animation
(1) release character from Imprison from Left Arm's Arm Grab
(2) Miscellaneous/Animation
(5) removes Left Arm and Right Arm from battle
(6) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Carry Armor's initial IRV is 4
2/3 - Carry Armor moves on to first attack decision
1/3 - Lapis Laser on all characters at the beginning of battle
Is Action Count 0?
Yes: Does at least one character not have Imprison and has 1 been chosen out of
     Rnd[1..IRV]?
     Yes: Lapis Laser on all characters without Imprison
```

```
            [Action Count +1]
      No: Action Count is 0
No: Has Right Arm used Arm Grab and character is in its grasp?
    Yes: Damage Attack on character in Right Arm's grasp
    No: Has Left Arm used Arm Grab and character is in its grasp?
        Yes: Damage Attack on character in Left Arm's grasp
        No: follow "Action Count is 0" pattern


-> Counterattack Pattern:
Is Carry Armor's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 1
No: Is Carry Armor's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 2
    No: Is Carry Armor's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 3
        No: IRV does not change


-> Special KO Pattern:
Is Carry Armor's HP 0?
Yes: Is a character in either Right Arm's or Left Arm's grasp?
    Yes: Release [1] on any character in Right Arm's grasp and/or Release [2]
          on any character in Left Arm's grasp
    No: Are Left Arm or Right Arm not under KO?
        Yes: Remove on Left Arm and/or Right Arm
        No: KO immediately
No: follow Basic Pattern or Counterattack Pattern
```

- STRATEGY: This boss is a real pain in the [insert TOS violation here] ass. But, we're going to give the bastard an ultimatum: delete all of its polygons and data from the game, or be terminated! Huh, what's this!? It's not complying!? Oh, well, looks like it's time for it to learn the true meaning of ignominy. First of all, you'll definitely want a decent supply of MP with whoever has the Enemy Skill (and for you laymen, that means put Enemy Skill on someone, as well!), so that they can utilize Big Guard frequently, to cut the damage done by Lapis Laser down to a minimal 700 damage or so. In accordance, you might also consider equipping a character with the Restore-All combo, as to expedite the healing process after sustaining the unmerciful effects Lapis Laser, even if it is dramatically reduced. You might need to redeem yourself sometimes by reinstating Big Guard, to reinforce Def. Also, as an added bonus to having Enemy Skill placed, you can use Trine a lot, too. The enemy is weak to Lightning magic, being the mechanical foe that it is, so, Bolt? will work quite nicely. Bolt3-MP Turbo Materia combination can cause 3000+ damage to it in one strike, but does start to drastically reflect from an MP standpoint. Also, as a perk of being a boss, it automatically immunizes itself to the effects of Gravity so refrain from using it, however mouth-wateringly tempting. One Demi3 spell could take out 9999 HP if applicable, and so could Demi2. A useful summon here is Ramuh, and it is a good idea to do the Ramuh-Elemental combination on your strongest attacker's weapon, as to be able to hit for around ~1250 or more with each connecting blow. Remember that without proper protection, Lapis Laser can really put a damper on your life. Anyway, any of the usual attacks for bosses will do quite nicely, and suit you to killing this boss with rapidity. Note: it's three bosses in one, the two arms, and the body. If the body dies, everything dies.

```
================================================================================
-    CASTANETS                                                                 -
================================================================================
```

-> Monster's Name: Castanets
-> Monster's Locations:

```
- Mythril Mines - First Half
- Mythril Mines - Second Half
- Mythril Mines - East Peninsula
- Mythril Mines - North Peninsula
-> Monster's Level: 15
-> EXP for Defeating: 65
-> AP for Defeating: 7
-> Gil for Defeating: 113
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 190
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   26,  76,  3,   49,  2,   4,   2
-> Fire (weak), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Scissor Spark            0   1    Phys  Lit   Phys  22      75    O  X
* 2-stage Attack           0   1    Phys  Hit   Phys  16      100   O  X  (1)

(1) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
1/2 - Scissor Spark on random character
1/2 - 2-stage Attack on random character


===============================================================================
-    CEASAR                                                                   -
===============================================================================

-> Monster's Name: Ceasar
-> Monster's Locations:
- Midgar - Sewer Under Sector 6
-> Monster's Level: 11
-> EXP for Defeating: 23
-> AP for Defeating: 2
-> Gil for Defeating: 55
-> Item Dropped from Monster: Potion x1 (8), Tranquilizer x1 (2)
-> Item Stolen from Monster: Tranquilizer x1 (8)
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 120
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   22,  32,  5,   47,  33,  18,  10
-> Fire (normal), Ice (weak), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
- Cannot evade Punch
-> Immune: None

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
```

```
--------------------------------------------------------------------------------
* Bubble                      0   1    Phys  Wat    Phys  12      75    O  X
^ Bodyblow                    0   1    Phys  Hit    Phys  16      95    O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Is Sahagin in Set 0?
Yes: 3/4 - do nothing
     1/4 - Bodyblow on random character
No: Is Sahagin in Set 1?
    Yes: 1/3 - do nothing
         1/6 - Bodyblow on random character
         1/6 - Bubble on random character
    No: Is Sahagin in Set 2?
        Yes: 1/2 - do nothing
             1/4 - Bodyblow on random character
             1/4 - Bubblue on random character
        No: Is Sahagin in Set 3?
            Yes: 1/2 - Bodyblow on random character
                 1/2 - Bubble on random character
            No: Otherwise randomly Bodyblow on random character or randomly
                Bubble on random character


-> Counterattack Pattern:
Is Ceasar's HP less than or equal to 1/4 of its MaxHP?
Yes: Sahagin is in Set 4 - pattern will be randomly Bodyblow and Bubble on
     random character
No: Is Ceasar's HP less than or equal to 1/2 of its MaxHP?
    Yes: Sahagin is in Set 3 - pattern will be 1/2 - Bodyblow on random
         character, 1/2 - Bubble on random character
    No: Is Ceasar's HP less than or equal to 3/4 of its MaxHP?
        Yes: Sahagin is in Set 2 - pattern will be 1/2 - do nothing, 1/4 -
             Bodyblow on random character, 1/4 - Bubble on random character
        No: Otherwise (unless in Set 0 at beginning of battle only), Sahagin is
            in Set 1 - pattern will be 1/3 - do nothing, 1/6 - Bodyblow on
            random character, 1/6 - Bubble on random character


================================================================================
-    CHAIN                                                                      -
================================================================================


-> Monster's Name: Chain (battle object - Ghirofelgo's chain)
-> Monster's Locations:
- Nibelheim - Shinra Mansion - First Floor (Ghirofelgo battle)
- Nibelheim - Shinra Mansion - Second Floor (Ghirofelgo battle)
- Nibelheim - Shinra Mansion - Spiraling Stairwell (Ghirofelgo battle)
-> Monster's Level: 1
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   0,   0,   0,   0,   0,   0,   0
```

```
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Berserk, Manipulation

-> Attacks:

* Name                       MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
none


--> Attack Pattern:

-> Basic Pattern:
none
Chain is untargettable


================================================================================
-    BOSS: CHEKHOV                                                             -
================================================================================

-> Monster's Name: Chekhov
-> Monster's Locations:
- Wutai - Goda's Pagoda - Third Floor
-> Monster's Level: 35
-> EXP for Defeating: 2900
-> AP for Defeating: 50
-> Gil for Defeating: 0
-> Item Dropped from Monster: Ice Ring x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 5000
-> Monster's MP: 210
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   71,  60,  1,   70,  75,  280, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name                       MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Stare Down                 5   1    Mag   -     -     -       255  X  X  (1)
* Absorb                     0   1    PhAb  -     Phys  20      255  X  X

(1) Paralysis [100%]


--> Attack Pattern:

-> Basic Pattern:
On Chekhov's first turn,
1/2 - Does at least one character not have Paralysis?
     Yes: Stare Down on random character without Paralysis
     No: Stare Down on random character
1/2 - do nothing

-> Counterattack Pattern:
Stare Down on last character to attack Chekhov magically (if MP is greater than
or equal to 5)
```

```
Is Chekhov's HP less than or equal to 1/2 of its MaxHP?
Yes: Does at least one character have Paralysis?
     Yes: Absorb on random character with Paralysis
     No: Absorb on character with highest HP
No: follow Basic Pattern

- STRATEGY: My best bit of advice is to have the Jem Ring equipped to Yuffie.
This way, you'll never be faced with the Paralysis effect of Chekhov's
inevitable Stare Down. Two spells of choice in this battle: Barrier and Slow -
both give you an incredible advantage in this battle. With Barrier, the amount
of HP Chekhov can replenish with Absorb is decreased respectably, and with
Slow you won't see as much as often. Absorb will only start to be used once
Chekhov's HP is or is below 2500, so that's when you really need to be
cautious, and make sure to have Barrier status. Stare Down shouldn't be a
concern if the preparation I suggested was heeded.

Also, if you really want this fight over with in a hurry (and I recommend it
because his HP is 1000 higher than even the last fight you faced here in the
Pagoda), you could cast Haste status upon Yuffie. This paired with Slow will
make for an easy victory, in my opinion, as you won't be seeing much damage
done to you with everything I've suggested (and consequently Chekhov will not
regain as much HP for every Absorb he will use).


================================================================================
-   CHOCOBO                                                                    -
================================================================================

Chocobos can vary between 8 different levels in the game, depending on where
they're found, etc. They are always encountered with other enemies. In order to
capture the Chocobos, they must be left alone in battle (meaning all other
enemies are KO'd) without them running away prior. Note that in order to
encounter Chocobos on the Chocobo Footprints, you must have one character
equipped with Chocobo Lure Materia.


--------------------------------------------------------------------------------
-   CHOCOBO (LEVEL 13)                                                         -
--------------------------------------------------------------------------------

-> Monster's Name: Chocobo
-> Monster's Locations:
- World Map - Kalm Area - Chocobo Footprints
-> Monster's Level: 13
-> EXP for Defeating: 10
-> AP for Defeating: 1
-> Gil for Defeating: 1
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 130
-> Monster's MP: 13
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   13, 40, 1,   101, 52,  26,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
```

```
----------------------------------------------------------------------
* Chocobuckle              3  1    Phys  -     Spec  -     100  X  X  (1)(2)
^ Chocobo, Goes Nuts       0  1    Phys  Pnch  Phys  16    95   X  X
^ Chocobo, Goes Nuts       0  A    Phys  -     Phys  16    95   X  X  (3)
  Escape                   0  S    -     -     -     -     I    X  X  (4)(5)
  Eating Greens            0  S    -     -     -     -     I    X  X  (6)(7)
                                                                      (8)


(1) Enemy Skill
(2) Dmg = [number of times your party has escaped from battle]
(3) dummy attack
(4) escapes from battle - removes self with no reward
(5) Miscellaneous/Animation
(6) Chocobo bends over and begins to devour any Greens thrown at it
(7) Chocobo cannot randomly escape during the time it is Eating
(8) Miscellaneous/Animation


--> Attack Pattern:


-> Basic Pattern:
Chocobo's initial escape BSV is 2
Has a Greens not been used on Chocobo?
Yes: Has 1 been chosen out of Rnd[1..BSV]?
     Yes: Chocobo: "Wark! Wark!" appears on screen *
          Escape on self (battle ends)
     No: do nothing


* - this quote is not to be mistaken with the "Wark...kkk!" that appears on
screen right as a Chocobo begins Eating Greens


No: Have Gysahl Greens been used on Chocobo?
    Yes: Eating Greens on self
         Turns Chocobo is Eating Greens is 2
    No: Have Krakka Greens been used on Chocobo?
        Yes: Eating Greens on self
             escape BSV is 3
        No: Have Tantal Greens been used on Chocobo?
            Yes: Eating Greens on self
                 Turns Chocobo is Eating Greens is 3
            No: Have Pahsana Greens been used on Chocobo?
                Yes: Eating Greens on self
                     escape BSV is 5
                No: Have Curiel Greens been used on Chocobo?
                    Yes: Eating Greens on self
                         Turns Chocobo is Eating Greens is 5
                    No: Have Mimett Greens been used on Chocobo?
                        Yes: Is Chocobo's current HP less than or equal to
                             [(MaxHP / 32) + 1]?
                             Yes: Chocobuckle on last character to use Mimett
                                  Greens on Chocobo
                             No: Eating Greens on self
                        No: Have Reagan Greens been used on Chocobo?
                            Yes: Eating Greens on self
                                 Turns Chocobo is Eating Greens is 8
                                 escape BSV is 8
                            No: Have Sylkis Greens been used on Chocobo?
                                Yes: Is Chocobo's current HP less than or equal
                                     to [(MaxHP / 32) + 1]?
                                     Yes: Chocobuckle on last character to use
                                          Sylkis Greens on Chocobo
```

```
-> Special KO Pattern:
Is Chocobo's HP 0?
Yes: Has Chocobo attacked less than eight times?
     Yes: Chocobo: "Warrrrk!" appears on screen
          Chocobo, Goes Nuts on random character that it has never attacked or
          attacked more than once
     No: Chocobo: "Wark! Wark!" appears on screen
         Escape on self (battle ends)
No: follow Basic Pattern or Special Ally KO Pattern

-> Special Ally KO Pattern:
Are all allies under KO and only Chocobo remains?
Yes: "Caught a Chocobo." appears on screen (battle ends)
No: follow Basic Pattern


After you capture a Chocobo, you appear on the World Map mounted on it. You can
run around the World Map impervious to random battles, let it free, or you can
begin the Chocobo breeding process should you so choose.


-------------------------------------------------------------------------------
-   CHOCOBO (LEVEL 16)                                                         -
-------------------------------------------------------------------------------

-> Monster's Name: Chocobo
-> Monster's Locations:
- World Map - Kalm Area - Chocobo Footprints
-> Monster's Level: 16
-> EXP for Defeating: 10
-> AP for Defeating: 1
-> Gil for Defeating: 1
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 160
-> Monster's MP: 16
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   13, 40, 1,   101, 52,  26,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Chocobuckle            3   1    Phys  -     Spec  -       100  X  X  (1)(2)
^ Chocobo, Goes Nuts     0   1    Phys  Pnch  Phys  16      95   X  X
^ Chocobo, Goes Nuts     0   A    Phys  -     Phys  16      95   X  X  (3)
  Escape                 0   S    -     -     -     -       I    X  X  (4)(5)
  Eating Greens          0   S    -     -     -     -       I    X  X  (6)(7)
                                                                       (8)


(1) Enemy Skill
(2) Dmg = [number of times your party has escaped from battle]
(3) dummy attack
(4) escapes from battle - removes self with no reward
(5) Miscellaneous/Animation
```

```
(6) Chocobo bends over and begins to devour any Greens thrown at it
(7) Chocobo cannot randomly escape during the time it is Eating
(8) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Chocobo's initial escape BSV is 2
Has a Greens not been used on Chocobo?
Yes: Has 1 been chosen out of Rnd[1..BSV]?
     Yes: Chocobo: "Wark! Wark!" appears on screen *
          Escape on self (battle ends)
     No: do nothing


* - this quote is not to be mistaken with the "Wark...kkk!" that appears on
screen right as a Chocobo begins Eating Greens

No: Have Gysahl Greens been used on Chocobo?
    Yes: Eating Greens on self
         Turns Chocobo is Eating Greens is 2
    No: Have Krakka Greens been used on Chocobo?
        Yes: Eating Greens on self
             escape BSV is 3
        No: Have Tantal Greens been used on Chocobo?
            Yes: Eating Greens on self
                 Turns Chocobo is Eating Greens is 3
            No: Have Pahsana Greens been used on Chocobo?
                Yes: Eating Greens on self
                     escape BSV is 5
                No: Have Curiel Greens been used on Chocobo?
                    Yes: Eating Greens on self
                         Turns Chocobo is Eating Greens is 5
                    No: Have Mimett Greens been used on Chocobo?
                        Yes: Is Chocobo's current HP less than or equal to
                             [(MaxHP / 32) + 1]?
                             Yes: Chocobuckle on last character to use Mimett
                                  Greens on Chocobo
                             No: Eating Greens on self
                        No: Have Reagan Greens been used on Chocobo?
                            Yes: Eating Greens on self
                                 Turns Chocobo is Eating Greens is 8
                                 escape BSV is 8
                            No: Have Sylkis Greens been used on Chocobo?
                                Yes: Is Chocobo's current HP less than or equal
                                     to [(MaxHP / 32) + 1]?
                                     Yes: Chocobuckle on last character to use
                                          Sylkis Greens on Chocobo
                                     No: Eating Greens on self

-> Special KO Pattern:
Is Chocobo's HP 0?
Yes: Has Chocobo attacked less than eight times?
     Yes: Chocobo: "Warrrrk!" appears on screen
          Chocobo, Goes Nuts on random character that it has never attacked or
          attacked more than once
     No: Chocobo: "Wark! Wark!" appears on screen
         Escape on self (battle ends)
No: follow Basic Pattern or Special Ally KO Pattern

-> Special Ally KO Pattern:
```

```
Are all allies under KO and only Chocobo remains?
Yes: "Caught a Chocobo." appears on screen (battle ends)
No: follow Basic Pattern

After you capture a Chocobo, you appear on the World Map mounted on it. You can
run around the World Map impervious to random battles, let it free, or you can
begin the Chocobo breeding process should you so choose.

--------------------------------------------------------------------------------
-   CHOCOBO (LEVEL 19)                                                         -
--------------------------------------------------------------------------------

-> Monster's Name: Chocobo
-> Monster's Locations:
- World Map - Junon Area - Chocobo Footprints
-> Monster's Level: 19
-> EXP for Defeating: 10
-> AP for Defeating: 1
-> Gil for Defeating: 1
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 190
-> Monster's MP: 30
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   13,  40,  1,   101, 52,  26,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Chocobuckle               3   1    Phys  -     Spec  -       100  X  X  (1)(2)
^ Chocobo, Goes Nuts        0   1    Phys  Pnch  Phys  16      95   X  X
^ Chocobo, Goes Nuts        0   A    Phys  -     Phys  16      95   X  X  (3)
  Escape                    0   S    -     -     -     -       I    X  X  (4)(5)
  Eating Greens             0   S    -     -     -     -       I    X  X  (6)(7)
                                                                           (8)


(1) Enemy Skill
(2) Dmg = [number of times your party has escaped from battle]
(3) dummy attack
(4) escapes from battle - removes self with no reward
(5) Miscellaneous/Animation
(6) Chocobo bends over and begins to devour any Greens thrown at it
(7) Chocobo cannot randomly escape during the time it is Eating
(8) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Chocobo's initial escape BSV is 2
Has a Greens not been used on Chocobo?
Yes: Has 1 been chosen out of Rnd[1..BSV]?
     Yes: Chocobo: "Wark! Wark!" appears on screen *
          Escape on self (battle ends)
     No: do nothing
```

```
* - this quote is not to be mistaken with the "Wark...kkk!" that appears on
screen right as a Chocobo begins Eating Greens

No: Have Gysahl Greens been used on Chocobo?
    Yes: Eating Greens on self
         Turns Chocobo is Eating Greens is 2
    No: Have Krakka Greens been used on Chocobo?
        Yes: Eating Greens on self
             escape BSV is 3
        No: Have Tantal Greens been used on Chocobo?
            Yes: Eating Greens on self
                 Turns Chocobo is Eating Greens is 3
            No: Have Pahsana Greens been used on Chocobo?
                Yes: Eating Greens on self
                     escape BSV is 5
                No: Have Curiel Greens been used on Chocobo?
                    Yes: Eating Greens on self
                         Turns Chocobo is Eating Greens is 5
                    No: Have Mimett Greens been used on Chocobo?
                        Yes: Is Chocobo's current HP less than or equal to
                             [(MaxHP / 32) + 1]?
                             Yes: Chocobuckle on last character to use Mimett
                                  Greens on Chocobo
                             No: Eating Greens on self
                        No: Have Reagan Greens been used on Chocobo?
                            Yes: Eating Greens on self
                                 Turns Chocobo is Eating Greens is 8
                                 escape BSV is 8
                            No: Have Sylkis Greens been used on Chocobo?
                                Yes: Is Chocobo's current HP less than or equal
                                     to [(MaxHP / 32) + 1]?
                                     Yes: Chocobuckle on last character to use
                                          Sylkis Greens on Chocobo
                                     No: Eating Greens on self

-> Special KO Pattern:
Is Chocobo's HP 0?
Yes: Has Chocobo attacked less than eight times?
     Yes: Chocobo: "Warrrrk!" appears on screen
          Chocobo, Goes Nuts on random character that it has never attacked or
          attacked more than once
     No: Chocobo: "Wark! Wark!" appears on screen
         Escape on self (battle ends)
No: follow Basic Pattern or Special Ally KO Pattern

-> Special Ally KO Pattern:
Are all allies under KO and only Chocobo remains?
Yes: "Caught a Chocobo." appears on screen (battle ends)
No: follow Basic Pattern

After you capture a Chocobo, you appear on the World Map mounted on it. You can
run around the World Map impervious to random battles, let it free, or you can
begin the Chocobo breeding process should you so choose.

-------------------------------------------------------------------------------
-   CHOCOBO (LEVEL 22)                                                         -
-------------------------------------------------------------------------------

-> Monster's Name: Chocobo
```

```
-> Monster's Locations:
- World Map - Golden Saucer Area - Chocobo Footprints
- World Map - Rocket Town Area - Chocobo Footprints
-> Monster's Level: 22
-> EXP for Defeating: 10
-> AP for Defeating: 1
-> Gil for Defeating: 1
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 220
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   13,  40,  1,   101, 52,  26,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                 MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-----------------------------------------------------------------------------
* Chocobuckle          3   1    Phys  -     Spec  -       100   X  X  (1)(2)
^ Chocobo, Goes Nuts   0   1    Phys  Pnch  Phys  16      95    X  X
^ Chocobo, Goes Nuts   0   A    Phys  -     Phys  16      95    X  X  (3)
  Escape               0   S    -     -     -     -       I     X  X  (4)(5)
  Eating Greens        0   S    -     -     -     -       I     X  X  (6)(7)
                                                                      (8)


(1) Enemy Skill
(2) Dmg = [number of times your party has escaped from battle]
(3) dummy attack
(4) escapes from battle - removes self with no reward
(5) Miscellaneous/Animation
(6) Chocobo bends over and begins to devour any Greens thrown at it
(7) Chocobo cannot randomly escape during the time it is Eating
(8) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Chocobo's initial escape BSV is 2
Has a Greens not been used on Chocobo?
Yes: Has 1 been chosen out of Rnd[1..BSV]?
     Yes: Chocobo: "Wark! Wark!" appears on screen *
          Escape on self (battle ends)
     No: do nothing

* - this quote is not to be mistaken with the "Wark...kkk!" that appears on
screen right as a Chocobo begins Eating Greens

No: Have Gysahl Greens been used on Chocobo?
    Yes: Eating Greens on self
         Turns Chocobo is Eating Greens is 2
    No: Have Krakka Greens been used on Chocobo?
        Yes: Eating Greens on self
             escape BSV is 3
        No: Have Tantal Greens been used on Chocobo?
            Yes: Eating Greens on self
```

```
                         Turns Chocobo is Eating Greens is 3
              No: Have Pahsana Greens been used on Chocobo?
                   Yes: Eating Greens on self
                        escape BSV is 5
                   No: Have Curiel Greens been used on Chocobo?
                        Yes: Eating Greens on self
                             Turns Chocobo is Eating Greens is 5
                        No: Have Mimett Greens been used on Chocobo?
                             Yes: Is Chocobo's current HP less than or equal to
                                  [(MaxHP / 32) + 1]?
                                  Yes: Chocobuckle on last character to use Mimett
                                       Greens on Chocobo
                                  No: Eating Greens on self
                             No: Have Reagan Greens been used on Chocobo?
                                  Yes: Eating Greens on self
                                       Turns Chocobo is Eating Greens is 8
                                       escape BSV is 8
                                  No: Have Sylkis Greens been used on Chocobo?
                                       Yes: Is Chocobo's current HP less than or equal
                                            to [(MaxHP / 32) + 1]?
                                            Yes: Chocobuckle on last character to use
                                                 Sylkis Greens on Chocobo
                                            No: Eating Greens on self


-> Special KO Pattern:
Is Chocobo's HP 0?
Yes: Has Chocobo attacked less than eight times?
     Yes: Chocobo: "Warrrrk!" appears on screen
          Chocobo, Goes Nuts on random character that it has never attacked or
          attacked more than once
     No: Chocobo: "Wark! Wark!" appears on screen
         Escape on self (battle ends)
No: follow Basic Pattern or Special Ally KO Pattern

-> Special Ally KO Pattern:
Are all allies under KO and only Chocobo remains?
Yes: "Caught a Chocobo." appears on screen (battle ends)
No: follow Basic Pattern


After you capture a Chocobo, you appear on the World Map mounted on it. You can
run around the World Map impervious to random battles, let it free, or you can
begin the Chocobo breeding process should you so choose.


-------------------------------------------------------------------------------
-   CHOCOBO (LEVEL 29)                                                         -
-------------------------------------------------------------------------------


-> Monster's Name: Chocobo
-> Monster's Locations:
- World Map - Golden Saucer Area - Chocobo Footprints
-> Monster's Level: 29
-> EXP for Defeating: 10
-> AP for Defeating: 1
-> Gil for Defeating: 1
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 290
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
```

```
     13,   40,   1,   101, 52,  26,   0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                      MP  Tar Type Elem Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Chocobuckle               3   1   Phys -    Spec  -       100  X  X  (1)(2)
^ Chocobo, Goes Nuts        0   1   Phys Pnch Phys  16      95   X  X
^ Chocobo, Goes Nuts        0   A   Phys -    Phys  16      95   X  X  (3)
  Escape                    0   S   -    -    -     -       I    X  X  (4)(5)
  Eating Greens             0   S   -    -    -     -       I    X  X  (6)(7)
                                                                          (8)


(1) Enemy Skill
(2) Dmg = [number of times your party has escaped from battle]
(3) dummy attack
(4) escapes from battle - removes self with no reward
(5) Miscellaneous/Animation
(6) Chocobo bends over and begins to devour any Greens thrown at it
(7) Chocobo cannot randomly escape during the time it is Eating
(8) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Chocobo's initial escape BSV is 2
Has a Greens not been used on Chocobo?
Yes: Has 1 been chosen out of Rnd[1..BSV]?
     Yes: Chocobo: "Wark! Wark!" appears on screen *
          Escape on self (battle ends)
     No: do nothing

* - this quote is not to be mistaken with the "Wark...kkk!" that appears on
screen right as a Chocobo begins Eating Greens

No: Have Gysahl Greens been used on Chocobo?
    Yes: Eating Greens on self
         Turns Chocobo is Eating Greens is 2
    No: Have Krakka Greens been used on Chocobo?
        Yes: Eating Greens on self
             escape BSV is 3
        No: Have Tantal Greens been used on Chocobo?
            Yes: Eating Greens on self
                 Turns Chocobo is Eating Greens is 3
            No: Have Pahsana Greens been used on Chocobo?
                Yes: Eating Greens on self
                     escape BSV is 5
                No: Have Curiel Greens been used on Chocobo?
                    Yes: Eating Greens on self
                         Turns Chocobo is Eating Greens is 5
                    No: Have Mimett Greens been used on Chocobo?
                        Yes: Is Chocobo's current HP less than or equal to
                             [(MaxHP / 32) + 1]?
                             Yes: Chocobuckle on last character to use Mimett
                                  Greens on Chocobo
                             No: Eating Greens on self
```

```
                      No: Have Reagan Greens been used on Chocobo?
                         Yes: Eating Greens on self
                              Turns Chocobo is Eating Greens is 8
                              escape BSV is 8
                         No: Have Sylkis Greens been used on Chocobo?
                             Yes: Is Chocobo's current HP less than or equal
                                  to [(MaxHP / 32) + 1]?
                                  Yes: Chocobuckle on last character to use
                                       Sylkis Greens on Chocobo
                                  No: Eating Greens on self


-> Special KO Pattern:
Is Chocobo's HP 0?
Yes: Has Chocobo attacked less than eight times?
     Yes: Chocobo: "Warrrrk!" appears on screen
          Chocobo, Goes Nuts on random character that it has never attacked or
          attacked more than once
     No: Chocobo: "Wark! Wark!" appears on screen
         Escape on self (battle ends)
No: follow Basic Pattern or Special Ally KO Pattern

-> Special Ally KO Pattern:
Are all allies under KO and only Chocobo remains?
Yes: "Caught a Chocobo." appears on screen (battle ends)
No: follow Basic Pattern


After you capture a Chocobo, you appear on the World Map mounted on it. You can
run around the World Map impervious to random battles, let it free, or you can
begin the Chocobo breeding process should you so choose.


-------------------------------------------------------------------------------
-    CHOCOBO (LEVEL 30)                                                        -
-------------------------------------------------------------------------------

-> Monster's Name: Chocobo
-> Monster's Locations:
- World Map - Wutai Area - Chocobo Footprints
-> Monster's Level: 30
-> EXP for Defeating: 10
-> AP for Defeating: 1
-> Gil for Defeating: 1
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 300
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   13,  40,  1,   101, 52,  26,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:
```

Name	MP	Tar	Type	Elem	Form	PwrCst	%	M	R	+Added
* Chocobuckle	3	1	Phys	-	Spec	-	100	X	X	(1)(2)
^ Chocobo, Goes Nuts	0	1	Phys	Pnch	Phys	16	95	X	X	
^ Chocobo, Goes Nuts	0	A	Phys	-	Phys	16	95	X	X	(3)

```
  Escape                        0  S  -  -  -  -     I  X  X  (4)(5)
  Eating Greens                 0  S  -  -  -  -     I  X  X  (6)(7)
                                                              (8)


(1) Enemy Skill
(2) Dmg = [number of times your party has escaped from battle]
(3) dummy attack
(4) escapes from battle - removes self with no reward
(5) Miscellaneous/Animation
(6) Chocobo bends over and begins to devour any Greens thrown at it
(7) Chocobo cannot randomly escape during the time it is Eating
(8) Miscellaneous/Animation


--> Attack Pattern:


-> Basic Pattern:
Chocobo's initial escape BSV is 2
Has a Greens not been used on Chocobo?
Yes: Has 1 been chosen out of Rnd[1..BSV]?
     Yes: Chocobo: "Wark! Wark!" appears on screen *
          Escape on self (battle ends)
     No: do nothing


* - this quote is not to be mistaken with the "Wark...kkk!" that appears on
screen right as a Chocobo begins Eating Greens


No: Have Gysahl Greens been used on Chocobo?
    Yes: Eating Greens on self
         Turns Chocobo is Eating Greens is 2
    No: Have Krakka Greens been used on Chocobo?
        Yes: Eating Greens on self
             escape BSV is 3
        No: Have Tantal Greens been used on Chocobo?
            Yes: Eating Greens on self
                 Turns Chocobo is Eating Greens is 3
            No: Have Pahsana Greens been used on Chocobo?
                Yes: Eating Greens on self
                     escape BSV is 5
                No: Have Curiel Greens been used on Chocobo?
                    Yes: Eating Greens on self
                         Turns Chocobo is Eating Greens is 5
                    No: Have Mimett Greens been used on Chocobo?
                        Yes: Is Chocobo's current HP less than or equal to
                             [(MaxHP / 32) + 1]?
                             Yes: Chocobuckle on last character to use Mimett
                                  Greens on Chocobo
                             No: Eating Greens on self
                        No: Have Reagan Greens been used on Chocobo?
                            Yes: Eating Greens on self
                                 Turns Chocobo is Eating Greens is 8
                                 escape BSV is 8
                            No: Have Sylkis Greens been used on Chocobo?
                                Yes: Is Chocobo's current HP less than or equal
                                     to [(MaxHP / 32) + 1]?
                                     Yes: Chocobuckle on last character to use
                                          Sylkis Greens on Chocobo
                                     No: Eating Greens on self


-> Special KO Pattern:
Is Chocobo's HP 0?
```

```
Yes: Has Chocobo attacked less than eight times?
     Yes: Chocobo: "Warrrrk!" appears on screen
          Chocobo, Goes Nuts on random character that it has never attacked or
          attacked more than once
     No: Chocobo: "Wark! Wark!" appears on screen
         Escape on self (battle ends)
No: follow Basic Pattern or Special Ally KO Pattern

-> Special Ally KO Pattern:
Are all allies under KO and only Chocobo remains?
Yes: "Caught a Chocobo." appears on screen (battle ends)
No: follow Basic Pattern
```

After you capture a Chocobo, you appear on the World Map mounted on it. You can
run around the World Map impervious to random battles, let it free, or you can
begin the Chocobo breeding process should you so choose.

```
--------------------------------------------------------------------------------
-   CHOCOBO (LEVEL 33)                                                          -
--------------------------------------------------------------------------------
```

-> Monster's Name: Chocobo
-> Monster's Locations:
- World Map - Icicle Area - Chocobo Footprints
-> Monster's Level: 33
-> EXP for Defeating: 10
-> AP for Defeating: 1
-> Gil for Defeating: 1
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 330
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   13, 40, 1,   101, 52, 26, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                 MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Chocobuckle          3   1    Phys  -     Spec  -       100  X  X  (1)(2)
^ Chocobo, Goes Nuts   0   1    Phys  Pnch  Phys  16      95   X  X
^ Chocobo, Goes Nuts   0   A    Phys  -     Phys  16      95   X  X  (3)
  Escape               0   S    -     -     -     -       I    X  X  (4)(5)
  Eating Greens        0   S    -     -     -     -       I    X  X  (6)(7)
                                                                     (8)
```

(1) Enemy Skill
(2) Dmg = [number of times your party has escaped from battle]
(3) dummy attack
(4) escapes from battle - removes self with no reward
(5) Miscellaneous/Animation
(6) Chocobo bends over and begins to devour any Greens thrown at it
(7) Chocobo cannot randomly escape during the time it is Eating
(8) Miscellaneous/Animation

```
--> Attack Pattern:

-> Basic Pattern:
Chocobo's initial escape BSV is 2
Has a Greens not been used on Chocobo?
Yes: Has 1 been chosen out of Rnd[1..BSV]?
     Yes: Chocobo: "Wark! Wark!" appears on screen *
          Escape on self (battle ends)
     No: do nothing

* - this quote is not to be mistaken with the "Wark...kkk!" that appears on
screen right as a Chocobo begins Eating Greens

No: Have Gysahl Greens been used on Chocobo?
    Yes: Eating Greens on self
         Turns Chocobo is Eating Greens is 2
    No: Have Krakka Greens been used on Chocobo?
        Yes: Eating Greens on self
             escape BSV is 3
        No: Have Tantal Greens been used on Chocobo?
            Yes: Eating Greens on self
                 Turns Chocobo is Eating Greens is 3
            No: Have Pahsana Greens been used on Chocobo?
                Yes: Eating Greens on self
                     escape BSV is 5
                No: Have Curiel Greens been used on Chocobo?
                    Yes: Eating Greens on self
                         Turns Chocobo is Eating Greens is 5
                    No: Have Mimett Greens been used on Chocobo?
                        Yes: Is Chocobo's current HP less than or equal to
                             [(MaxHP / 32) + 1]?
                             Yes: Chocobuckle on last character to use Mimett
                                  Greens on Chocobo
                             No: Eating Greens on self
                        No: Have Reagan Greens been used on Chocobo?
                            Yes: Eating Greens on self
                                 Turns Chocobo is Eating Greens is 8
                                 escape BSV is 8
                            No: Have Sylkis Greens been used on Chocobo?
                                Yes: Is Chocobo's current HP less than or equal
                                     to [(MaxHP / 32) + 1]?
                                     Yes: Chocobuckle on last character to use
                                          Sylkis Greens on Chocobo
                                     No: Eating Greens on self

-> Special KO Pattern:
Is Chocobo's HP 0?
Yes: Has Chocobo attacked less than eight times?
     Yes: Chocobo: "Warrrrk!" appears on screen
          Chocobo, Goes Nuts on random character that it has never attacked or
          attacked more than once
     No: Chocobo: "Wark! Wark!" appears on screen
         Escape on self (battle ends)
No: follow Basic Pattern or Special Ally KO Pattern

-> Special Ally KO Pattern:
Are all allies under KO and only Chocobo remains?
Yes: "Caught a Chocobo." appears on screen (battle ends)
No: follow Basic Pattern
```

After you capture a Chocobo, you appear on the World Map mounted on it. You can
run around the World Map impervious to random battles, let it free, or you can
begin the Chocobo breeding process should you so choose.

```
-------------------------------------------------------------------------------
-    CHOCOBO (LEVEL 36)                                                        -
-------------------------------------------------------------------------------
```

-> Monster's Name: Chocobo
-> Monster's Locations:
- World Map - Mideel Area - Chocobo Footprints
-> Monster's Level: 36
-> EXP for Defeating: 10
-> AP for Defeating: 1
-> Gil for Defeating: 1
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 360
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    13, 40, 1,   101, 52, 26, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                     MP  Tar Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Chocobuckle              3   1   Phys  -     Spec  -       100  X  X  (1)(2)
^ Chocobo, Goes Nuts       0   1   Phys  Pnch  Phys  16      95   X  X
^ Chocobo, Goes Nuts       0   A   Phys  -     Phys  16      95   X  X  (3)
  Escape                   0   S   -     -     -     -       I    X  X  (4)(5)
  Eating Greens            0   S   -     -     -     -       I    X  X  (6)(7)
                                                                          (8)
```

(1) Enemy Skill
(2) Dmg = [number of times your party has escaped from battle]
(3) dummy attack
(4) escapes from battle - removes self with no reward
(5) Miscellaneous/Animation
(6) Chocobo bends over and begins to devour any Greens thrown at it
(7) Chocobo cannot randomly escape during the time it is Eating
(8) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Chocobo's initial escape BSV is 2
Has a Greens not been used on Chocobo?
Yes: Has 1 been chosen out of Rnd[1..BSV]?
     Yes: Chocobo: "Wark! Wark!" appears on screen *
          Escape on self (battle ends)
     No: do nothing

* - this quote is not to be mistaken with the "Wark...kkk!" that appears on
screen right as a Chocobo begins Eating Greens

```
No: Have Gysahl Greens been used on Chocobo?
    Yes: Eating Greens on self
         Turns Chocobo is Eating Greens is 2
    No: Have Krakka Greens been used on Chocobo?
        Yes: Eating Greens on self
             escape BSV is 3
        No: Have Tantal Greens been used on Chocobo?
            Yes: Eating Greens on self
                 Turns Chocobo is Eating Greens is 3
            No: Have Pahsana Greens been used on Chocobo?
                Yes: Eating Greens on self
                     escape BSV is 5
                No: Have Curiel Greens been used on Chocobo?
                    Yes: Eating Greens on self
                         Turns Chocobo is Eating Greens is 5
                    No: Have Mimett Greens been used on Chocobo?
                        Yes: Is Chocobo's current HP less than or equal to
                             [(MaxHP / 32) + 1]?
                             Yes: Chocobuckle on last character to use Mimett
                                  Greens on Chocobo
                             No: Eating Greens on self
                        No: Have Reagan Greens been used on Chocobo?
                            Yes: Eating Greens on self
                                 Turns Chocobo is Eating Greens is 8
                                 escape BSV is 8
                            No: Have Sylkis Greens been used on Chocobo?
                                Yes: Is Chocobo's current HP less than or equal
                                     to [(MaxHP / 32) + 1]?
                                     Yes: Chocobuckle on last character to use
                                          Sylkis Greens on Chocobo
                                     No: Eating Greens on self

-> Special KO Pattern:
Is Chocobo's HP 0?
Yes: Has Chocobo attacked less than eight times?
     Yes: Chocobo: "Warrrrk!" appears on screen
          Chocobo, Goes Nuts on random character that it has never attacked or
          attacked more than once
     No: Chocobo: "Wark! Wark!" appears on screen
         Escape on self (battle ends)
No: follow Basic Pattern or Special Ally KO Pattern

-> Special Ally KO Pattern:
Are all allies under KO and only Chocobo remains?
Yes: "Caught a Chocobo." appears on screen (battle ends)
No: follow Basic Pattern
```

After you capture a Chocobo, you appear on the World Map mounted on it. You can
run around the World Map impervious to random battles, let it free, or you can
begin the Chocobo breeding process should you so choose.

```
===============================================================================
-   CHRISTOPHER                                                               -
===============================================================================
```

-> Monster's Name: Christopher
-> Monster's Locations:
- North Crater - Near Water
-> Monster's Level: 34
-> EXP for Defeating: 1300

```
-> AP for Defeating: 80
-> Gil for Defeating: 800
-> Item Dropped from Monster: Phoenix Down x1 (8)
-> Item Stolen from Monster: Earth Drum x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 6000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70,  66,  5,   90,  64,  150, 5
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Berserk, Frog, Small, Manipulation


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* High/Low Suit [1]        10  1    Mag   Sht   -     -       100  X  X  (1)
* High/Low Suit [2]        10  1    Mag   Sht   -     -       100  X  X  (2)(3)
* Stardust March           0   1    Phys  Sht   Phys  16      100  X  X
* Suffocation Song         0   1    Phys  Sht   -     -       100  X  X  (4)
* Frog Song                5   1    Mag   -     -     -       100  X  O  (5)(6)
* Cure2                    24  1A/A Mag   Res   Cure  786     255  X  O
* Aspil                    1   1/A  MMAb  -     Mag   2       255  X  X
* Bolt3                    52  1/A  Mag   Lit   Mag   64      100  X  O
^ Flutilizer               0   1    Phys  Hit   Phys  20      100  X  X

(1) Sadness [100%]
(2) Fury [100%]
(3) dummy attack
(4) Death [100%]
(5) Enemy Skill
(6) Frog [100%] (if character does not have Frog), Sleep [100%] (if character
    does not have Sleep), remove Frog [100%] (if character has Frog), remove
    Sleep [100%] (if character has Sleep)

--> Attack Pattern:

-> Basic Pattern:
Christopher's initial IRV is 5
Action Count 0, 1, 2, 3, 4, 5, 6 (chosen randomly)
Is Action Count 0?
Yes: Does at least one character have Frog?
     Yes: Flutilizer on random character with Frog (if 1 has been chosen out of
          Rnd[1..IRV], Flutilizer x2 in one turn)
     No: Flutilizer on random character (if 1 has been chosen out of
         Rnd[1..IRV], Flutilizer x2 in one turn)
         [Action Count +1]
No: Is Action Count 1?
    Yes: Does at least one character have Frog?
Yes: Flutilizer on random character with Frog (if 1 has been chosen
out of
              Rnd[1..IRV], Flutilizer x2 in one turn)
         No: Flutilizer on random character (if 1 has been chosen out of
             Rnd[1..IRV], Flutilizer x2 in one turn)
             [Action Count is 2, 3 (chosen randomly)
    No: Is Action Count 2?
        Yes: Does at least one character not have Frog and has 1 been chosen
             out of Rnd[1..IRV]?
             Yes: Is Christopher's MP greater than or equal to 5?
```

```
                  Yes: Frog Song on random character without Frog
                   No: Aspil on character with highest MP
            No: Does at least one character have Frog?
                 Yes: Flutilizer on random character with Frog (if 1 has been
                      chosen out of Rnd[1..IRV], Flutilizer x2 in one turn)
                  No: Flutilizer on random character (if 1 has been chosen out
                      of Rnd[1..IRV], Flutilizer x2 in one turn)
                      [Action Count +2]
         No: Is Action Count 3?
              Yes: Is Christopher's HP less than or equal to 1/2 of its MaxHP?
                   Yes: Is Christopher's MP greater than or equal to 24?
                        Yes: Cure2 on ally with less than or equal to 2/3 of
                             their MaxHP
                         No: Aspil on character with highest MP
                    No: Does at least one character have Frog?
                        Yes: Flutilizer on random character with Frog (if 1 has
                             been chosen out of Rnd[1..IRV], Flutilizer x2 in one
                             turn)
                         No: Flutilizer on random character (if 1 has been chosen
                             out of Rnd[1..IRV], Flutilizer x2 in one turn)
                             [Action Count +1]
               No: Is Action Count 4?
                   Yes: Is ally Gighee not under KO?
                        Yes: Does at least one character have Fury?
                             Yes: Is Christopher's MP greater than or equal to 10?
                                  Yes: High/Low Suit [1] x2 in one turn on random
                                       character with Fury
                                   No: Aspil on character with highest MP
                              No: Does at least one character have Frog?
                                  Yes: Flutilizer on random character with Frog (if
                                       1 has been chosen out of Rnd[1..IRV],
                                       Flutilizer x2 in one turn)
                                   No: Flutilizer on random character (if 1 has been
                                       chosen out of Rnd[1..IRV], Flutilizer x2 in
                                       one turn)
                                       [Action Count +1]
                    No: Is Action Count 5?
                        Yes: Does at least one character have Sadness?
                             Yes: Has 1 been chosen out of Rnd[1..IRV]?
                                  Yes: Suffocation Song on random character with
                                       Sadness
                                   No: Is Christopher's MP greater than or equal to
                                       10?
                                       Yes: Suffocation on random character with
                                            Sadness
                                        No: Aspil on character with highest MP
                              No: Is Christopher's MP greater than or equal to 52?
                                   Yes: Bolt3 on random character
                                    No: Aspil on character with highest MP
                                        [Action Count +1]
                         No: Stardust March on random character
                             [Action Count is 0, 1 (chosen randomly)]

-> Counterattack Pattern:
Is Christopher's MP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Christopher's MP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Christopher's MP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
```

```
          No: IRV does not change


===============================================================================
-   CHUSE TANK                                                                -
===============================================================================


-> Monster's Name: Chuse Tank
-> Monster's Locations:
- Midgar - Lower Sector 4 - Corridors
- Midgar - Lower Sector 4 - Lattice
-> Monster's Level: 6
-> EXP for Defeating: 23
-> AP for Defeating: 2
-> Gil for Defeating: 30
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Potion x1 (32)
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 36
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   10,  6,   3,   57,  0,   66,  5
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Rolling Claw            0   1    Mag   Hit   Prop  -       75    O  X  (1)
^ Claw                    0   1    Phys  Hit   Phys  16      110   O  X  (2)


(1) Dmg = [character HP / 8]
(2) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
1/2 - Is at least one character in the front row?
      Yes: Claw on random character in the front row
      No: Claw on random character
1/2 - Rolling Claw on character with highest HP


===============================================================================
-   CMD. GRAND HORN                                                           -
===============================================================================


-> Monster's Name: CMD. Grand Horn
-> Monster's Locations:
- Fort Condor (early disk 1) (lose tactical battles)
-> Monster's Level: 19
-> EXP for Defeating: 200
-> AP for Defeating: 20
-> Gil for Defeating: 2400
-> Item Dropped from Monster: Vagyrisk Claw x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
```

```
    40,  30,   5,   57,  20,  32,  10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Grand Attack             0   A/1  Phys  Sht   Phys  16      100  X  X
^ Punch                    0   1    Phys  Hit   Phys  16      95   X  X
* Poison Breath            10  1    Mag   Psn   Mag   12      90   X  X  (1)


(1) Poison [84]


--> Attack Pattern:


-> Basic Pattern:
Is Action Count 0, 1, 2?
Yes: Punch on random character
     [Action Count +1]
No: Is Action Count 3?
    Yes: Does at least one character not have Poison?
         Yes: Yes: Poison Breath on random character without Poison
         No: Punch on random character
              [Action Count reset to 0]
    No: Is CMD. Grand Horn's HP less than or equal to 1/2 of its MaxHP?
        Yes: 1/2 - Grand Attack on all characters
                   [Action Count reset to 0]
             1/2 - follow rest of Basic Pattern


===============================================================================
-   CMD. GRAND HORN                                                           -
===============================================================================


-> Monster's Name: CMD. Grand Horn
-> Monster's Locations:
- Fort Condor (mid-disk 1) (lose tactical battles)
-> Monster's Level: 25
-> EXP for Defeating: 400
-> AP for Defeating: 40
-> Gil for Defeating: 4800
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 4000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    60,  50,   5,   67,  50,  62,  20
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Grand Attack             0   A/1  Phys  Sht   Phys  16      100  X  X
```

```
^ Punch                        0   1    Phys  Hit  Phys  16      95   X  X
* Poison Breath               10   1    Mag   Psn  Mag   12      90   X  X  (1)


(1) Poison [84]


--> Attack Pattern:


-> Basic Pattern:
Does at least one character not have Poison?
Yes: Poison Breath on random character without Poison
No: Is Action Count 0, 1, 2?
    Yes: Punch on random character with Poison
         [Action Count +1]
    No: Grand Attack on all characters
        [Action Count reset to 0]


===============================================================================
-   CMD. GRAND HORN                                                           -
===============================================================================


-> Monster's Name: CMD. Grand Horn
-> Monster's Locations:
- Fort Condor (forced) (lose tactics battles)
-> Monster's Level: 37
-> EXP for Defeating: 800
-> AP for Defeating: 80
-> Gil for Defeating: 9600
-> Item Dropped from Monster: Imperial Guard x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 8000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 70,  5,   79,  95,  80,  30
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:


* Name                        MP  Tar  Type  Elem Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Grand Attack                 0  A/1  Phys  Sht  Phys  16      100  X  X
^ Punch                        0   1   Phys  Hit  Phys  16      95   X  X
* Poison Breath               10   1   Mag   Psn  Mag   12      90   X  X  (1)


(1) Poison [84]


--> Attack Pattern:


-> Basic Pattern:
Does at least one character not have Poison?
Yes: Poison Breath then Punch on random character without Poison (1/2 - Punch
     x2 in one turn after Poison Breath)
No: Poison Breath the Punch on random character (1/2 - Punch x2 in one turn
    after Poison Breath)


-> Special KO Pattern:
Is CMD. Grand Horn's HP 0?
```

```
Yes: Grand Attack on all characters
No: follow Basic Pattern


===============================================================================
-    COKATOLIS                                                                -
===============================================================================

-> Monster's Name: Cokatolis
-> Monster's Locations:
- World Map - Mt. Corel Area - Mountain Path
- Mt. Corel - Bridge (beginning)
- Mt. Corel - Rollercoaster
- Mt. Corel - Bridge (at the end)
-> Monster's Level: 17
-> EXP for Defeating: 97
-> AP for Defeating: 10
-> Gil for Defeating: 168
-> Item Dropped from Monster: Soft x1 (8)
-> Item Stolen from Monster: Soft x1 (32)
-> Item Morphed from Monster: Soft x1
-> Monster's HP: 420
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   30,  36,  1,   55,  24,  60,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Petrification, Slow-Numb


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Petrify Smog            0   1    Mag   Hid   -     -       100  O  X  (1)
* Bird Kick               0   1    Phys  Hit   Phys  16      108  O  X
^ Beak                    0   1    Phys  Pnch  Phys  16      100  O  X  (2)


(1) Slow-Numb [72]
(2) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0?
Yes: 3/4 - Action Count +1
     1/4 - Does at least one character not have Petrification and Slow-Numb?
           Yes: Petrify Smog on random character without Petrification and
                Slow-Numb
                [Action Count +1]
           No: Action Count +1
No: Is Action Count 1?
    Yes: Does at least one character not have Petrification and Slow-Numb?
         Yes: 1/2 - Bird Kick on random character without Petrification and
                    Slow-Numb
              1/2 - Beak on random character without Petrification and Slow-
                    Numb
                    [Action Count +1]
         No: Action Count does not change
    No: Has Petrify Smog been used less than twice?
        Yes: 1/3 - Does at least one character not have Petrification and Slow-
                   Numb?
```

```
                   Yes: Petrify Smog on random character without Petrification
                        and Slow Numb
        No: Does at least one character not have Petrification and Slow-Numb?
            Yes: 1/2 - Bird Kick on random character without Petrification and
                       Slow-Numb
                 1/2 - Beak on random character without Petrification and Slow-
                       Numb
                    [Action Count is 1]


================================================================================
-    CORNEO'S LACKEY                                                            -
================================================================================

-> Monster's Name: Corneo's Lackey
-> Monster's Locations:
- Midgar - Wall Market - Don Corneo's Mansion
-> Monster's Level: 8
-> EXP for Defeating: 8
-> AP for Defeating: 0
-> Gil for Defeating: 10
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 42
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   14, 12,  2,   48,  10,   6,    8
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
^ Machine Gun            0   1    Phys  Sht   Phys  16      100  X  X
^ Hit                    0   1    Phys  Hit   Phys  16      100  O  X  (1)

(1) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Is at least one of Corneo's Lackey's allies under KO?, and/or has Scotch been
attacked and/or is Corneo's Lackey's HP less than or equal to 1/2 of its
MaxHP?
Yes: Machine Gun on random character
No: Hit on random character


================================================================================
-    CORVETTE                                                                   -
================================================================================

-> Monster's Name: Corvette
-> Monster's Locations:
- Underwater Tunnel
-> Monster's Level: 36
-> EXP for Defeating: 1050
-> AP for Defeating: 60
-> Gil for Defeating: 2200
```

```
-> Item Dropped from Monster: Loco Weed x1 (8)
-> Item Stolen from Monster: Hyper x1 (8)
-> Item Morphed from Monster: Light Curtain x1
-> Monster's HP: 3200
-> Monster's MP: 260
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   78, 68, 5,   69, 68, 74, 15
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (1/2), Wind (normal), Holy (normal)
-> Immune: Stop, Paralysis
- Weak to Confusion


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Sawback                 0   A    Phys  Cut   Phys  16      100  X  X  (1)
* Spinning Cut            0   1    Phys  Cut   Phys  30      100  O  X
* Gash                    0   1    Phys  Cut   Phys  20      100  O  X
* Slap                    0   1    Phys  Hit   Phys  20      95   X  X  (2)
^ Bodyblow                0   1    Phys  Hit   Phys  16      100  O  X  (3)(4)

(1) dummy attack
(2) Fury [48]
(3) only attack that will be used if under Berserk
(4) only will be used if Manipulated or under Berserk


--> Attack Pattern:

-> Basic Pattern:
Corvette's IRV is 5
Action Count is 0, 1, 2, 3 (chosen randomly)
Corvette Pre-Selects a random character at the beginning of battle
Throughout battle, Pre-Select character becomes last character to attack
Corvette
Is Action Count 0, 1?
Yes: Gash on random character (if 1 has been chosen out of Rnd[1..IRV], Gash x2
     in one turn)
     [Action Count +1]
No: Is Action Count 2?
    Yes: Spinning Cut on random character (if 1 has been chosen out of
         Rnd[1..IRV], use Spinning Cut as normal and then Gash in one turn)
         [Action Count reset to 0]
    No: Is Pre-Select character not under KO?
        Yes: Slap on Pre-Select character
        No: do nothing
             [Action Count reset to 1]


-> Counterattack Pattern:
Is Corvette's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
     Action Count is 3
No: Is Corvette's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
         Action Count is 3
    No: Is Corvette's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
             Action Count is 3
        No: IRV does not change
```

```
===============================================================================
-    CRAWLER                                                                  -
===============================================================================

-> Monster's Name: Crawler
-> Monster's Locations:
- Mythril Mines - First Half
- Mythril Mines - Second Half
- Mythril Mines - East Peninsula
- Mythril Mines - North Peninsula
-> Monster's Level: 15
-> EXP for Defeating: 56
-> AP for Defeating: 6
-> Gil for Defeating: 65
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 140
-> Monster's MP: 48
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   28,  10,   5,   36,  38,  32,   2
-> Fire (normal), Ice (1/2), Lightning (normal), Earth (weak), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Cold Breath             2   1    Mag   Ice   Mag   1       100  O  X
* Bite                    0   1    Phys  Hit   Phys  16      100  O  X  (1)

(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
1/2 - Bite on random character
1/2 - Is Crawler's MP greater than or equal to 2?
      Yes: Cold Breath on random character
      No: Do nothing


===============================================================================
-    CRAZY SAW                                                                -
===============================================================================

-> Monster's Name: Crazy Saw
-> Monster's Locations:
- Midgar - Sector 8 Underground - Higher Area
- Midgar - Sector 8 Underground - Lower Area
- Midgar - Sector 8 Underground - Train Tunnel
- Midgar - Sector 8 Underground - Train Tunnel Divisions
-> Monster's Level: 44
-> EXP for Defeating: 800
-> AP for Defeating: 80
-> Gil for Defeating: 1300
-> Item Dropped from Monster: Phoenix Down x1 (8), Ether x1 (8)
-> Item Stolen from Monster: Mute Mask x1 (32)
-> Item Morphed from Monster: Turbo Ether x1
-> Monster's HP: 3900
```

```
-> Monster's MP: 340
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   116, 100, 10,  80,  96,  120, 2
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Paralysis, Frog, Small, Fury, Sadness,
Death-Sentence

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Rifle                    0   1    Phys  Sht   Phys  16      100  O  X
^ Uppercut                 0   1    Phys  Sht   Phys  16      100  O  X  (1)(2)

(1) Confusion [100%]
(2) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0?
Yes: Does at least one character not have Confusion?
     Yes: Uppercut on random character without Confusion
     No: do nothing
         [Action Count +1]
No: Is Action Count 1, 2?
    Yes: Does at least one character not have Confusion?
         Yes: Rifle on random character without Confusion
         No: Rifle on random character
             [Action Count +1]
    No: Does at least one character not have Confusion?
        Yes: Rifle on random character without Confusion
        No: Rifle on random character
            [Action Count is 0, 1 (chosen randomly)]


===============================================================================
-   CRIPSHAY                                                                  -
===============================================================================

-> Monster's Name: Cripshay
-> Monster's Locations:
- Midgar - Train Graveyard - South (after Aps)
-> Monster's Level: 8
-> EXP for Defeating: 26
-> AP for Defeating: 3
-> Gil for Defeating: 53
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Potion x1 (32)
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 100
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   11, 18, 3,   46,  0,   26,  2
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None

-> Attacks:
```

```
* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Fire                     0   1/A  Mag   Fir   Mag   8       100  O  O
* Dual Spike               0   1    Phys  Hit   Phys  20      100  O  X
^ Scissors                 0   1    Phys  Cut   Phys  16      100  O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Has Cripshay been attacked?
Yes: Is the last character that attacked Cripshay not under KO?
     Yes: Dual Spike on the last character that attacked Cripshay
     No: Dual Spike on random character
No: Scissors on random character or Fire on random character


===============================================================================
-   CROMWELL                                                                   -
===============================================================================


-> Monster's Name: Cromwell
-> Monster's Locations:
- Midgar - Sector 8 Underground - Higher Area
- Midgar - Sector 8 Underground - Lower Area
-> Monster's Level: 42
-> EXP for Defeating: 800
-> AP for Defeating: 80
-> Gil for Defeating: 1500
-> Item Dropped from Monster: 8-inch Cannon x1 (2)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 3500
-> Monster's MP: 120
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 110, 1,   70,  75,  104, 6
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Paralysis, Frog, Small, Fury, Sadness,
Death-Sentence


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Normal Shell             0   1    Phys  Sht   Phys  16      100  O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Normal Shell on random character (1/2 - Normal Shell x2 in one turn)


===============================================================================
-   CROWN LANCE                                                                -
===============================================================================


-> Monster's Name: Crown Lance
-> Monster's Locations:
```

```
- World Map - Cosmo Canyon Area - Beach
- World Map - Nibelheim Area - Beach
- World Map - Rocket Town Area - Beach
-> Monster's Level: 20
-> EXP for Defeating: 225
-> AP for Defeating: 23
-> Gil for Defeating: 400
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Dream Powder x1
-> Monster's HP: 440
-> Monster's MP: 70
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   34,  30,  1,   60,  31,  140, 0
-> Fire (weak), Ice (normal), Lightning (absorb), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Stop, Confusion, Paralysis, Berserk, Manipulation


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Deadly Needles          0   1    Mag   Pnch  Mag   1       124  X  X
* Bolt                    4   1/A  Mag   Lit   Mag   8       100  X  O
* Sleepel                 8   1/A  Mag   -     -     -       100  X  O  (1)
^ Claw                    0   1    Phys  Pnch  Phys  16      130  X  X
  Move Forward            0   S    -     -     -     -       I    X  X  (2)(3)
  Move Backward           0   S    -     -     -     -       I    X  X  (4)(5)

(1) Sleep [72]
(2) moves forward
(3) Miscellaenous/Animation
(4) moves backward
(5) Miscellaenous/Animation

--> Attack Pattern:

-> Basic Pattern:
Action Count increases by 1 every turn Crown Lance takes
Is Crown Lance in the front row?
Yes: Is Action Count greater than 3?
     Yes: Move Backward on self
          Crown Lance is in the back row
          [Action Count reset to 0]
     No: Claw on random character
No: Is Action Count greater than 2?
    Yes: Move Forward on self
         Crown Lance is in the front row
         [Action Count reset to 0]
    No: 3/4 - Does any character not have Sleep?
               Yes: Sleepel on random character without Sleep
               No: Bolt on random character
        1/4 - do nothing

-> Counter Attack Pattern:
Is Crown Lance in the front row?
Yes: Is Crown Lance's HP less than 1/2 of its MaxHP?
     Yes: Deadly Needles on the last character to attack Crown Lance
     No: follow Basic Pattern
No: follow "back row" Basic Pattern
```

```
==============================================================================
-   CRYSALES                                                                 -
==============================================================================

-> Monster's Name: Crysales
-> Monster's Locations:
- World Map - Mideel Area - Jungle
-> Monster's Level: 37
-> EXP for Defeating: 800
-> AP for Defeating: 80
-> Gil for Defeating: 600
-> Item Dropped from Monster: Ether x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Dream Powder x1
-> Monster's HP: 1500
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   98,  46,  5,   59,  45,  84,  8
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Sleep Scales            10  1    Mag   -     -     -       95   O  X  (1)
^ Bite                    0   1    Phys  Hit   Phys  16      100  O  X  (2)


(1) Sleep [100%]
(2) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Do no characters have Sleep?
Yes: 3/4 - Sleep Scales on random character
     1/4 - Bite on random character
No: Do only one or two characters Sleep?
    Yes: 1/2 - Sleep Scales on random character without Sleep
         1/2 - Bite on random character with Sleep
    No: Bite on random character


==============================================================================
-   CUAHL                                                                    -
==============================================================================

-> Monster's Name: Cuahl
-> Monster's Locations:
- Gaea's Cliff - Final Area
-> Monster's Level: 33
-> EXP for Defeating: 720
-> AP for Defeating: 70
-> Gil for Defeating: 800
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Tranquilizer x1 (32)
-> Item Morphed from Monster: Tranquilizer x1
-> Monster's HP: 1300
-> Monster's MP: 60
```

```
  -> Att, Def, Df%, Dex, MAt, MDf, Luck
     65, 42, 1,   60,  45,  70,  0
  -> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
  (normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
  -> Immune: None


  -> Attacks:

  * Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
  --------------------------------------------------------------------------------
  * Blaster                   20  1    Mag   -     Mag   20      255  O  X
  ^ Light Shell               0   1    Phys  Shu   Phys  16      95   O  X  (1)


  (1) only attack that will be used if under Berserk


  --> Attack Pattern:


  -> Counterattack Pattern:
  Cuahl only (counter) attacks when attacked
  Has Cuahl been attacked magically?
  Yes: Is Cuahl's MP greater than or equal to 20?
       Yes: Blaster on last character to attack Cuahl magically
       No: do nothing
  No: Has Cuahl been attacked physically?
       Yes: Light Shell on last character to attack Cuahl physically
       No: do nothing


  ================================================================================
  -   CUSTOM SWEEPER                                                             -
  ================================================================================


  -> Monster's Name: Custom Sweeper
  -> Monster's Locations:
  - World Map - Outside Midgar - Dirt
  -> Monster's Level: 15
  -> EXP for Defeating: 63
  -> AP for Defeating: 7
  -> Gil for Defeating: 120
  -> Item Dropped from Monster: Potion x1 (8)
  -> Item Stolen from Monster: Atomic Scissors x1 (8)
  -> Item Morphed from Monster: Hi-Potion
  -> Monster's HP: 300
  -> Monster's MP: 100
  -> Att, Def, Df%, Dex, MAt, MDf, Luck
     30, 30, 1,   43,  3,   40,  1
  -> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
  (normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
  -> Immune: Darkness, Poison, Sleep, Paralysis, Frog, Small, Fury, Sadness,
  Death Sentence


  -> Attacks:

  * Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
  --------------------------------------------------------------------------------
  * Matra Magic               8   A*   Mag   -     Mag   11      100  O  O  (1)
  * Smoke Shot                0   1    Phys  Sht   Phys  24      75   O  X
  * W Machine Gun             0   1    Phys  Sht   Phys  28      100  O  X  (2)


  (1) Enemy Skill
  (2) only attack that will be used if under Berserk
```

```
--> Attack Pattern:

-> Basic Pattern:
1/2 - W Machine Gun on random character
1/4 - Does at least one character not have Darkness?
      Yes: Smoke Shot on random character without Darkness
      No: W Machine Gun on random character
1/4 - Matra Magic on all characters


================================================================================
-   DARK DRAGON                                                                -
================================================================================


-> Monster's Name: Dark Dragon
-> Monster's Locations:
- North Crater - Descent into the Crater (first area)
- North Crater - Descent into the Crater (second area)
- North Crater - Descent into the Crater (third area) (outside)
- North Crater - Descent into the Crater (third area) (inside)
- North Crater - Cavern (area where your party splits up)
-> Monster's Level: 57
-> EXP for Defeating: 5000
-> AP for Defeating: 350
-> Gil for Defeating: 2500
-> Item Dropped from Monster: Elixir x1 (8)
-> Item Stolen from Monster: Dragon Armlet x1 (8)
-> Item Morphed from Monster: Vaccine x1
-> Monster's HP: 140000
-> Monster's MP: 600
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   150, 120, 5,   100, 90,  240, 3
        180*                360*
        240**               480**
* - after one use of Dragon Force
* - after two uses of Dragon Force
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (weak), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Petrification, Berserk, Frog, Small, Slow-Numb, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Dragon Force           19  S    -     -     -     -       255  O  X  (1)(2)
                                                                       (3)
* Ultima                 130 A*   Mag   -     Mag   105     100  X  X
* Laser                  16  1    Mag   Grav  Prop  -       100  O  O  (4)(5)
                                                                       (6)
* Dark Dragon Breath     20  A/1  Mag   Sht   Mag   20      100  X  X  (7)
^ Tail Attack            0   1    Phys  Hit   Phys  20      90   X  X
^ Claw                   0   1    Phys  Pnch  Phys  16      130  X  X


(1) Enemy Skill
(2) Add 50% to Def (max = 100%, even if it's used more than twice)
(3) Add 50% to MDf (max = 100%, even if it's used more than twice)
(4) Enemy Skill
(5) Dmg = [character HP x 1/2]
(6) only will be used if Manipulated
(7) Darkness [80]
```

```
--> Attack Pattern:

-> Basic Pattern:
Dark Dragon's initial IRV is 5
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0?
Yes: Tail Attack on random character (if 1 has been chosen out of Rnd[1..IRV],
     Tail Attack x2 in one turn)
      [Action Count +1]
No: Is Action Count 1?
    Yes: Claw on random character (if 1 has been chosen out of Rnd[1..IRV],
         Claw x2 in one turn)
          [Action Count +1]
    No: Is Action Count 2?
        Yes: Is Dark Dragon's MP greater than or equal to 19 and has 1 been
             chosen out of Rnd[1..IRV]?
             Yes: Dragon Force on self
             No: Claw on random character (if 1 has been chosen out of
                 Rnd[1..IRV], Claw x2 in one turn)
                  [Action Count +1]
        No: Is Dark Dragon's MP greater than or equal to 20 and has 1 been
            chosen out of Rnd[1..IRV]?
            Yes: Dark Dragon Breath on all characters
            No: Tail Attack on random character (if 1 has been chosen out of
                Rnd[1..IRV], Tail Attack x2 in one turn)

-> Counterattack Pattern:
Has Dark Dragon been attacked magically?
Yes: Is Dark Dragon's MP greater than or equal to 130 and has Ultima not been
     used and has 1 been chosen out of Rnd[1..IRV]?
     Yes: Ultima on all characters
     No: do nothing
No: follow Basic Pattern
Is Dark Dragon's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Dark Dragon's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Dark Dragon's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
        No: IRV does not change


===============================================================================
-    SUB-BOSS: DARK NATION                                                    -
===============================================================================

-> Monster's Name: Dark Nation
-> Monster's Locations:
- Midgar - Shinra Headquarters - Roof (Rufus battle) (forced)
-> Monster's Level: 15
-> EXP for Defeating: 70
-> AP for Defeating: 7
-> Gil for Defeating: 250
-> Item Dropped from Monster: Guard Source (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 140
-> Monster's MP: 80
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   43,  38,  18,  74,  15,  94,  3
```

```
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion


-> Attacks:

* Name                      MP  Tar Type Elem Form PwrCst  %    M  R  +Added
---------------------------------------------------------------------------
* Barrier                   16  1A  Mag   -    -    -       I    X  O  (1)
* MBarrier                  24  1A  Mag   -    -    -       I    X  O  (2)
* Bolt                      4   1   Mag  Lit  Mag  8       100  X  O
^ Bite                      0   1   Phys Hit  Phys 16      100  O  X  (3)


(1) Barrier [100%]
(2) Magic Barrier [100%]
(3) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Does not Rufus have Barrier?
Yes: Is Dark Nation's MP greater than or equal to 16?
     Yes: Barrier on Rufus
     No: Bite on Cloud
No: Does Dark Nation not have Barrier?
    Yes: 1/2 - Is Dark Nation's MP greater than or equal to 16?
              Yes: Barrier on self
              No: Bite on Cloud
          1/2 - IPV is 1
    No: Does Dark Nation not have Magic Barrier?
        Yes: 1/2 - Is Dark Nation's MP greater than or equal to 24?
                   Yes: MBarrier on self
                   No: Bite on Cloud
              1/2 - IPV is 1
        No: 1/2 - Is Dark Nation's MP greater than or equal to 4?
                   Yes: Bolt on Cloud
                   No: Bite on Cloud
              1/2 - IPV is 1
Is IPV 1?
Yes: 1/2 - Is Dark Nation's MP greater than or equal to 4?
           Yes: Bolt on Cloud
           No: Bite on Cloud
     1/2 - Bite on Cloud


If Rufus is KO'd and Dark Nation remains, Rufus removes Dark Nation immediately


===============================================================================
-   DEATH CLAW                                                                -
===============================================================================


-> Monster's Name: Death Claw
-> Monster's Locations:
- Corel Desert - Corel Prison - Desert Outskirts
- Corel Desert - Corel Prison - Junkyard
-> Monster's Level: 19
-> EXP for Defeating: 96
-> AP for Defeating: 10
-> Gil for Defeating: 168
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Platinum Bangle x1 (32)
```

```
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 400
-> Monster's MP: 120
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   41, 44,  1,   51,  30,  100, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Death Claw               0   1    Phys  Pnch  Phys  16      100  O  X  (1)
* Laser                    16  1    Mag   Grav  Prop  -       100  O  O  (2)(3)
* Claw                     0   1    Phys  Pnch  Phys  16      100  O  X  (4)
* Barrier                  16  1A   Mag   -     -     -       I    X  O  (4)
* MBarrier                 24  1A   Mag   -     -     -       I    X  O  (5)

(1) Paralysis [20]
(2) Enemy Skill
(3) Dmg = [character HP x 1/2]
(4) only attack that will be used if under Berserk
(5) Barrier [100%]
(6) Magic Barrier [100%]

--> Attack Pattern:

-> Basic Pattern:
1/4 - Death Claw on random character
1/4 - Claw on random character
1/4 - Does Death Claw not have Barrier or Magic Barrier?
     Yes: Barrier on self
     No: Laser on random character
1/4 - Does Death Claw not have Magic Barrier?
     Yes: MBarrier on self
     No: Does Death Claw not have Barrier?
         Yes: Barrier on self
         No: Death Claw on random character


================================================================================
-   DEATH DEALER                                                               -
================================================================================

-> Monster's Name: Death Dealer
-> Monster's Locations:
- North Crater - Graveyard
-> Monster's Level: 48
-> EXP for Defeating: 1800
-> AP for Defeating: 200
-> Gil for Defeating: 1200
-> Item Dropped from Monster: Kiss of Death x1 (8), X-Potion x1 (8)
-> Item Stolen from Monster: Turbo Ether x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 7000
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   120, 140, 5,   90,  120, 140, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
```

```
- Immune to Restorative
-> Immune: Stop, Confusion, Paralysis, Frog, Small, Death Sentence

-> Attacks:

* Name                    MP  Tar Type Elem Form PwrCst %    M R  +Added
--------------------------------------------------------------------------
* Hidden One              0   1   Mag  -    -    -      110  X X  (1)
* World                   0   1   Mag  -    -    -      I    X X  (2)
* Sun                     0   1   Mag  -    -    -      100  X X  (3)(4)
* Star                    0   1   Phys Sht  Phys 16     100  X X
* Roulette                6   R   Mag  -    -    -      255  O X  (5)(6)
                                                                  (7)
* Emperor                 0   1A/A MHPr Res  Cure 368    255  X X  (8)
^ Spin Turn               0   1   Phys Sht  Phys 16     100  O X  (9)
* Fire                    5   1/A Mag  Fir  Mag  8      100  X O  (10)


(1) Death [100%]
(2) Stop [100%]
(3) Darkness [100%]
(4) Silence [100%]
(5) Enemy Skill
(6) Death [100%]
(7) 1 random hit to a random targets (target can be self, ally, or character)
(8) will heal 0 HP to Death Dealer every time
(9) only attack that will be used if under Berserk
(10) dummy attack


--> Attack Pattern:

-> Basic Pattern:
2/5 - Action Count is 1 at the beginning of battle
2/5 - Action Count is 0 at the beginning of battle
1/5 - Action Count is 3 at the beginning of battle
Is Action Count 0, 1?
Yes: Does at least one character not have Stop?
     Yes: Spin Turn on random character without Stop (1/2 - Spin Turn x2 in one
          turn)
      No: Spin Turn on random character (1/2 - Spin Turn x2 in one turn)
          [Action Count +1]
No: Is Action Count 2?
    Yes: Is Death Dealer's HP greater than 1/2 of its MaxHP?
         Yes: Does at least one character not have Stop?
              Yes: Spin Turn on random character without Stop
               No: Spin Turn on random character
                   [Action Count +1]
          No: Emperor on self
              [Action Count +1]
    No: Is Action Count 3?
        Yes: Does at least one character not have Stop?
             Yes: Star on random character without Stop (1/2 - Star x2 in one
                  turn)
              No: Star on random character (1/2 - Star x2 in one turn)
                  [Is Death Dealer's HP greater than 3/4 of its MaxHP?
                   Yes: Action Count reset to 0]
                   No: Is Death Dealer's HP less than or equal to 3/4 of its
                       MaxHP but greater than 1/2 of its MaxHP?
                       Yes: 1/2 - Action Count +5]
                            1/2 - Action Count +4]
                       No: 1/3 - Action Count +5]
```

```
                         1/3 - Action Count +4]
                         1/3 - Action Count +1]
        No: Is Action Count 4?
            Yes: Does at least one character not have Stop?
                 Yes: World on random character without Stop
                No: Spin Turn on random character
                     [Action Count +1]
          No: Is Action Count 5?
                Yes: Action Count +1
                No: Is Action Count 6?
                   Yes: Does at least one character have Stop?
                         Yes: Hidden One on random character with Stop
                        No: Star on random character
                            [Action Count reset to 0]
                   No: Is Action Count 7?
                       Yes: Does at least one character not have Darkness?
                           Yes: Sun on random character without Darkness
                          No: Does at least one character not have Stop?
                              Yes: Spin Turn on random character without Stop
                             No: Spin Turn on random character
                                 [Action Count reset to 0]
                      No: Does at least one character not have Silence?
                          Yes: Sun on random character without Silence
                         No: Does at least one character not have Stop?
                             Yes: Spin Turn on random character without Stop
                            No: Spin Turn on random character
                                [Action Count reset to 0]

-> Counterattack Pattern:
Is Death Dealer's HP less than or equal to 1/4 of its MaxHP?
Yes: Has Death Dealer not used Roulette and is Death Dealer's MP greater than
     or equal to 6?
     Yes: Roulette on last character to attack Death Dealer
     No: do nothing
No: follow Basic Pattern


===============================================================================
-   DEATH MACHINE                                                             -
===============================================================================

-> Monster's Name: Death Machine
-> Monster's Locations:
- Junon (disk 2) - Outside Execution Room (after escape)
- Junon (disk 2) - Outside Lift
- Junon (disk 2) - Hallways Leading to Underwater
-> Monster's Level: 35
-> EXP for Defeating: 900
-> AP for Defeating: 80
-> Gil for Defeating: 1200
-> Item Dropped from Monster: None
-> Item Stolen from Monster: W Machine Gun x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 2500
-> Monster's MP: 150
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   72, 58, 1,   66, 25, 60, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None
```

```
-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* 100 Needles              0   1    Phys  -     Phys  20      100  O  X
* W Machine Gun            0   1    Phys  Sht   Phys  28      100  O  X  (1)
* Matra Magic              8   A*   Mag   -     Mag   11      100  O  O  (2)

(1) only attack that will be used if under Berserk
(2) Enemy Skill


--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0?
Yes: 100 Needles on random character
     [Action Count +1]
No: Is Action Count 1?
    Yes: W Machine Gun on random character (1/2 - W Machine Gun x2 in one turn)
         [Action Count +1]
    No: Is Action Count 2?
        Yes: W Machine Gun on random character (1/2 - W Machine Gun x2 in one
             turn)
             [Action Count reset to 0]


-> Counterattack Pattern:
Is Death Machine's HP less than or equal to 5/6 of its MaxHP but greater than
2/3 of its MaxHP?
Yes: Death Machine Pre-Selects a random character
     Is Pre-Select character not under KO?
     Yes: W Machine Gun on Pre-Select character (1/2 - W Machine Gun x2 in one
          turn)
     No: W Machine Gun on random character (1/2 - W Machine Gun x2 in one turn)
         [Action Count reset to 0]
No: Is Death Machine's HP less than or equal to 2/3 of its MaxHP but greater
    than 1/3 of its MaxHP?
    Yes: Is Pre-Select character not under KO?
         Yes: 100 Needles on Pre-Select character (1/2 - 100 Needles x2 in one
              turn) then W Machine Gun on Pre-Select character (1/2 - W Machine
              Gun x2 in one turn)
         No: 100 Needles on random character (1/2 - 100 Needles x2 in one turn)
             then W Machine Gun on random character (1/2 - W Machine Gun x2 in
             one turn)
             [Action Count reset to 0]
    No: Is Pre-Select character not under KO?
        Yes: Matra Magic on Pre-Select character (1/2 - Matra Magic x2 in one
             turn)
        No: Matra Magic on random character (1/2 - Matra Magic x2 in one turn)


===============================================================================
-   DEENGLOW                                                                  -
===============================================================================


-> Monster's Name: Deenglow
-> Monster's Locations:
- Midgar - Train Graveyard - South (after Aps)
- Midgar - Train Graveyard - North (after Aps)
-> Monster's Level: 10
-> EXP for Defeating: 35
-> AP for Defeating: 4
```

```
-> Gil for Defeating: 70
-> Item Dropped from Monster: Graviball x1 (8)
-> Item Stolen from Monster: Ether x1 (32)
-> Item Morphed from Monster: Phoenix Down x1
-> Monster's HP: 120
-> Monster's MP: 72
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   22, 32,  6,   58,  22,  240, 10
-> Fire (normal), Ice (absorb), Lightning (1/2), Earth (immune), Poison
(normal), Gravity (immune), Water (immune), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Ice                    4   1/A  Mag   Ice   Mag   8       100  O  O
* Demi                   14  1/A* Mag   Gra   Prop  -       75   O  X  (1)
^ Wing Cutter            0   1    Phys  Cut   Phys  16      100  O  X  (2)


(1) Dmg = [character HP x 1/4]

--> Attack Pattern:

-> Basic Pattern:
Is Deenglow's MP greater than 14?
        Yes: Demi on the last character Deenglow attacked magically (with Ice)
        [Magical Attack Count reset to 0]
Is Deenglow's MP greater than 4?
Yes: Is Deenglow's physical Attack Count 3?
     Yes: Ice on the last character Deenglow attacked physically (with Wing
        Cutter)
         [Physical Attack Count reset to 0]
     No: Wing Cutter on character with highest HP (if character with highest HP
        has gone under KO since they were chose, then Wing Cutter on random
        character)


==============================================================================
-   BOSS: DEMONS GATE
==============================================================================

-> Monster's Name: Demons Gate
-> Monster's Locations:
- Temple of the Ancients (forced)
-> Monster's Level: 45
-> EXP for Defeating: 3800
-> AP for Defeating: 400
-> Gil for Defeating: 4000
-> Item Dropped from Monster: Gigas Armlet x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10000
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   150, 100, 0,   120, 96,  450, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (1/2), Poison
(immune), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification, Berserk,
Frog, Small, Slow-Numb, Manipulation, Death Sentence, Death
```

```
-> Attacks:

* Name                     MP  Tar Type  Elem Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Demon Rush               0   A   Phys  -    Phys  24      255  X  X
* Cave-in                  0   A   Phys  Ice  Phys  16      100  X  X
^ Falling Rocks            0   1   Phys  Hit  Phys  24      100  X  X
* Petrif-Eye               12  1   Mag   Hid  -     -       255  X  X  (1)
  Move Forward             0   S   -     -    -     -       I    X  X  (2)(3)
  Move Backward            0   S   -     -    -     -       I    X  X  (4)(5)


(1) Slow-Numb [100%]
(2) Demons Gate moves forward
(3) Miscellaneous/Animation
(4) Demons Gate moves backward
(3) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Demons Gate's initial IRV is 8
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Is Action Count 0, 1?
Yes: Does at least one character not have Slow-Numb or Petrification?
     Yes: Falling Rocks on random character without Slow-Numb or Petrification
          (if 1 has been chosen out of Rnd[1..IRV], then Falling Rocks x2 in
          on turn)
          [Action Count +1]
     No: Action Count +1
No: Is Action Count 2?
    Yes: Does at least one character not have Slow-Numb or Petrification?
         Yes: Cave-in on all characters without Slow-Numb or Petrification
              [Action Count +1]
         No: [Action Count +1]
    No: Is Action Count 3?
        Yes: Does at least one character not have Slow-Numb or Petrification?
             Yes: Has 1 been chosen out of Rnd[1..IRV]?
                  Yes: Petrif-Eye on random character without Slow-Numb or
                       Petrification
                  No: Falling Rocks on random character without Slow-Numb or
                       Petrification
                  [Action Count is 0, 1, 2 (chosen randomly)]
             No: Action Count is 0, 1, 2 (chosen randomly)
        No: Is Action Count 4?
            Yes: Move Forward on self
                 [2/3 - Action Count +2]
                 [1/3 - Action Count +1]
            No: Is Action Count 5?
                Yes: Action Count +1
                No: Does at least one character not have Petrification?
                    Yes: Demon Rush on all characters with Petrification
                         Move Backward on self
                         [Action Count reset to 0]
                    No: Action Count reset to 0


-> Counterattack Pattern:
Is Demons Gate's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
     Move Forward on self
No: Is Demons Gate's HP less than or equal to 1/2 of its MaxHP?
```

```
        Yes: IRV is 3
             Move Forward on self
      No: Is Demons Gate's HP less than or equal to 3/4 of its MaxHP?
          Yes: IRV is 4
                Move Forward on self
          No: IRV does not change
```

- STRATEGY: This is a tough fight, although the boss doesn't have the fastest
agility in the world, but he is still one of the fastest you've done battle
with them thus far. You can easily tip the odds immensely in your favor if
you implement Slow on the boss, and possibly have Red XIII in your party for
his Lunatic High. Big Guard Enemy Skill in this fight is very useful, as well.
You'll need a Softs and/or Remedies. Bahamut Materia is very useful when you
want to deplete about 2500 HP from it right away. Then, if you follow that by
perhaps Cloud's Climhazzard and Cid's Hyper Jump can almost halve its HP right
there. Some other summons may be useful, too. Earth shouldn't be used, as the
damage is halved (meaning Titan and Quake2 generally shouldn't be utilized).
Most summons aren't really that great, though. Limit Breaks are the key. Cure2-
All combination is also your god in this fight, as it's extremely beneficial.
Note that boss in question possesses high Mdef, magical attacks won't do that
much. Some summons are even renedered virtually useless against this guy. On
regular turns when not much is available, physical attacks still do regular
damage, so they're useful. Prepare for its most powerful attack on the next
turn it gets after its HP is reduced below the 7500 mark, the 5000 mark, and
the 2500 mark. The attack is Demon Rush, and it will do significant damage to
all your characters (this is the primary reason for the Cure-All Materia
combination).

===
-   DESERT SAHAGIN   -
===

-> Monster's Name: Desert Sahagin
-> Monster's Locations:
- World Map - Cosmo Canyon Area - Dirt
- World Map - Cosmo Canyon Area - Canyon
-> Monster's Level: 20
-> EXP for Defeating: 230
-> AP for Defeating: 21
-> Gil for Defeating: 300
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Potion x1 (32)
-> Item Morphed from Monster: Fire Veil x1
-> Monster's HP: 580
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   46, 32, 1,   56, 38, 120, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
- Cannot evade Punch
-> Immune: None

-> Attacks:

```
* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Sandgun               0   1    Phys  Eth   -     -       120  O  X  (1)
^ Harpoon               0   1    Phys  Pnch  Phys  16      100  O  X  (2)
  Shell Defense         0   S    -     -     -     -       I    X  X  (3)(4)
```

```
(1) Darkness [48]
(2) only attack that will be used if under Berserk
(3) Def = 512 (permanently)

--> Attack Pattern:

-> Basic Pattern:
1/2 - Sandgun on random character
1/2 - Harpoon on random character

-> Counterattack Pattern:
1/16 - Shell Defense against any ally or character attack that effects Desert
       Sahagin


================================================================================
-   DEVIL RIDE                                                                 -
================================================================================

-> Monster's Name: Devil Ride
-> Monster's Locations:
- World Map - Outside Midgar - Dirt
- World Map - Outside Midgar - Grass
-> Monster's Level: 13
-> EXP for Defeating: 60
-> AP for Defeating: 6
-> Gil for Defeating: 100
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Hi-Potion x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 240
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   25,  40,  3,   56,  4,   22,  2
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Confusion, Paralysis, Berserk, Frog, Small,
Fury, Sadness, Death Sentence

-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Drift Turn            0   A    Phys  Hit   Phys  20      95   O  X
^ Wheelie               0   1    Phys  Hit   Phys  16      100  O  X

--> Attack Pattern:

-> Basic Pattern:
1/2 - Drift turn on all characters
1/2 - Wheelie on random character


================================================================================
-   DIABLO                                                                     -
================================================================================

-> Monster's Name: Diablo
-> Monster's Locations:
- Ancient Forest - Ground (everywhere)
- Ancient Forest - Treetops
- Ancient Forest - Cave
```

```
-> Monster's Level: 41
-> EXP for Defeating: 1100
-> AP for Defeating: 70
-> Gil for Defeating: 1100
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 4000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 80,  5,   75,  86,  110, 10
-> Fire (immune), Ice (immune), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Flame                   16  1    Mag   Fir   Mag   16      95   O  X
* Cold                    16  1    Mag   Ice   Mag   16      95   O  X
^ Horn Bomber             0   1    Phys  Hit   Phys  30      95   O  X  (1)(2)


(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Horn Bomber on random characters


-> Counterattack Pattern:
Has Diablo been attacked by Fire elemental magic, Mute Mask, Loco Weed, Ink,
Impaler, or War Gong?
Yes: Is Diablo's MP greater than or equal to 16?
     Yes: Cold on last character to attack Diablo with one of the above
     No: do nothing
No: Has Diablo been attacked by Ice elemental magic, Fire Veil, Fire Fang,
    T/S Bomb, or Antarctic Wind?*
    Yes: Is Diablo's MP greater than or equal to 16?
         Yes: Flame on the last character to attack Diablo with on of the above
         No: follow Basic Pattern
    No: do nothing


===============================================================================
-   BOSS: DIAMOND WEAPON                                                       -
===============================================================================

-> Monster's Name: Diamond Weapon
-> Monster's Locations:
- Outside of Midgar (disk 2) (forced)
-> Monster's Level: 49
-> EXP for Defeating: 35000
-> AP for Defeating: 3500
-> Gil for Defeating: 25000
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Rising Sun x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 30000
-> Monster's MP: 30000
-> Att, Def, Df%, Dex, MAt, MDf, Luck
```

```
       50,  250, 1,   180, 50,  250, 0
-> Fire (1/2), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Peerless, Manipulation, Death
Sentence, Death
- Immune to physical attacks (not including Limit Breaks) except during
Countdown to Diamond Flash


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Foot Stamp               0   1    Mag   -     Mag   32      255  X  X
^ Diamond Fire             0   1    Mag   Fir   Mag   24      255  X  X
* Diamond Flash            0   A/1* Mag   -     Prop  -       255  X  X  (1)(2)
  Countdown                0   -    -     -     -     -       I    X  X  (3)


(1) Dmg = [character HP x 7/8]
(2) Silence [100%]
(3) starts 3-turn countdown until Diamond Flash; Diamond Fire will be used each
    of the three turns, followed by [3], then [2], then [1] appearing on screen
    after each use of Diamond Fire, and finally [0] followed by the use of
    Diamond Flash


--> Attack Pattern:

-> Basic Pattern:
Diamond Weapon's initial Countdown BSV is 1
Is Action Count 0?
Yes: Diamond Fire on random character
     [2/3 - Action Count +1]
     [1/3 - Action Count does not change]
No: Is Action Count 1?
    Yes: Foot Stamp on character with highest HP
         [3/4 - Action Count reset to 0]
         [1/4 - Action Count does not change]
    No: Is the number of times Diamond Weapon has been attacked by a Limit Break
        or Summon greater than Diamond Weapon's Countdown BSV?
        Yes: Action Count is 2
             enter Countdown
             Diamond Fire on random character
             "[3]" appears on screen
             [Action Count +1]
             Is Action Count 3?
             Yes: Diamond Fire on random character
                  "[2]" appears on screen
                  [Action Count +1]
             No: Is Action Count 4?
                 Yes: Diamond Fire on random character
                      "[1]" appears on screen
                      [Action Count +1]
                 No: "[0]" appears on screen
                     Diamond Flash on all characters
                     [Action Count reset to 0]
                     exit Countdown
        No: follow "Action Count is 0" and "Action Count is 1" pattern


-> Counterattack Pattern:
Is Diamond Weapon's HP less than or equal to 1/2 of its MaxHP?
```

Yes: Countdown BSV is 2
No: Countdown BSV does not change

- STRATEGY: This is nowhere near being a difficult boss to overcome, but it
does involve some strategical thinking. Well, first you must literally fly all
the way back to the Midgar area and await its arrival. You're in for a semi-
long match, but you should be more than adequetly prepared to face it. First
off, may I suggest a few preparations to make at the Main Menu before you fight
it as it's marching towards Midgar? Even if you said no and want me to go
straight to the strategy, I'm still going to, since the strategy's effect would
be totally null if you didn't know about the preparations, now wouldn't it?
Well, first off, there're a lot of Materias that I'd like to suggest to you,
since they'll be useful to the furthest extremeties of the imagination. Now, as
one thing, you really should have strong and powerful magic types, whether they
be of elemental inclination or of simply powerful types like Ultima, Flare,
Comet2, or some more you may think of (some you may not have, though, but
that's ok; you do not need them all, just some). Now, you may have just been
wondering from a small bit earlier what I meant by "elemental type magics".
Well, magic of the elements, of course, but, make sure they're level3 (ie.
Fire3, Bolt3, Ice3, etc.) Nothing else will phase him too well. Another thing
that may be perplexing you is that I keep yapping about recommended magic and
not anything about strong Str stat or something like that. And, there is a
major reason for it: Diamond WEAPON is totally impervious to physically based
attacks by your characters. This is not as bad as it seems; all you have to do
is, to your regular fighting strategy of normally all-out attacking, a
discombobulation. To perhaps more magics and/or Limit Breaks. All right ok, as
you see above, it only has one major attack of worry, two others are medium,
and one is a 3-count timer that leads to the main attack to worry about.
Some items you may be thinking about using could be Ethers, Hi-Potions (or any
level higher than that), and perhaps Elixirs but they're not totally needed.
I suggest some good powerful weapons, and some armors that block out a lot of
negative effects, or raise defensive stat. Something like Ribbon perhaps could
be in order, ya think? I think I should also recommend a party. My personal
suggestion would be Tifa, Cait Sith and Cloud (also, Tifa could also be
substituted for Red XIII if you wish to). Tifa doesn't pack much HP usually,
but she more than makes up for that with her physical strength. Cait is just
pretty much well-rounded for this battle, and the last two characters mentioned
are good also. Cloud with his medium magic, usually high-up stats, and
agility could prove a force to be reckoned with. Same with Red XIII. Also, some
really, mightily suggested white magic is MBarrier/Big Guard, Haste, Barrier,
and even Regen to really aid you. Note that you do not really need the party I
suggested, and you can use any ones you want (I've tried with just about every
single combination in the book, and won every time, but the above party is the
one I've done it with the most ease with). Before I move on to the proceeding
information and get into the actual in-battle strategy, I'd like to make a few
last small statements about this boss: 1) It may be very huge, but, it's not
as big or as tough as Ruby and Emerald; 2) He is perhaps the absolute most
awesome looking boss in appearance in the whole entire game and 3) follow the
below strategy *carefully*. With that being said, we begin the strategy
elipses finally *elipses* I sure as hell hope you're ready for this one.
Remember the few white magics I said you should have if you want an easier job
in defeating Diamond WEAPON? Well, those are the first things you'll want to
put in place from the get-go of the fight. They consist of Haste, MBarrier,
Regen, and Barrier, and, you'll want to cast them unto the entire chosen group
of fighters. After this, if this is done, the bout should not be all too
difficult for you. But first after that, go straight to stealing from him to
nab the Rising Sun. Two attacks of normality and regularity that you should be
in no dismay over are its stomping move and its blast. Both can pretty much
be healed with Hi-Potions, but, no need since you have Regen in place to revive
tons of HP perpetuatually over time. Once Countdown begins you have three turns

to brace yourself for Diamond Flash (I hope your HP is at least above 2500 by
this point, since the least I've seen this attack execute is 1324 dmg, and the
most is 2186). It does that to all party members engaged in battle, and, if
any are still left standing thereafterwards, they are instantly Silenced. But,
this can be negated if you've equipped Ribbon armor that I suggested previously
before. One can be found at Temple of the Ancients, by the way, others can be
Morphed from certain particular enemies. Also, you'll probably be needing to
recover slightly proceeding the punishing attack, and then let Regen do the
rest. Thankfully due to Haste, you'll be getting a lot more turns than usual,
as well. If you run low on MP with any of your characters, be sure to fix them
up with some of the Ethers you have.

==
-    DIVER NEST   -
==

-> Monster's Name: Diver Nest
-> Monster's Locations:
- Underwater Tunnel
-> Monster's Level: 38
-> EXP for Defeating: 1340
-> AP for Defeating: 60
-> Gil for Defeating: 1250
-> Item Dropped from Monster: X-Potion x1 (2)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2800
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60, 90, 6,   64, 65, 110, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (1/2), Wind (normal), Holy (normal)
-> Immune: None

-> Attacks:

* Name   MP   Tar Type Elem Form PwrCst %   M R +Added
----
* Big Wave   0   A   Phys -   Phys 20   100 O X
* Tornado Wave   20   1   Mag   Wnd   Mag   20   100 O X
^ Bodyblow   0   1   Phys Hit   Phys 40   90   O X (1)

(1) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Is Diver Nest's HP greater than 3/4 of its MaxHP?
Yes: Bodyblow on random character
No: Is Diver Nest's HP less than or equal to 3/4 of its MaxHP but greater than
    1/2 of its MaxHP?
    Yes: Bodyblow on random character (1/2 - Bodyblow x2 in one turn)
    No: Is Diver Nest's HP less than or equal to 1/2 of its MaxHP but greater
        than 1/4 of its MaxHP?
        Yes: 2/3 - Is Diver Nest's HP greater than or equal to 20?
                   Yes: Tornado Wave on random character (1/2 - Tornado Wave x2
                        in one turn)
                   No: Bodyblow on random character
             1/3 - Bodyblow on random character (1/2 - Bodyblow x2 in one turn)
        No: 2/3 - Big Wave on all characters

```
                  1/3 - Is Diver Nest's HP greater than or equal to 20?
                        Yes: Tornado Wave on random character (1/2 - Tornado Wave x2
                             in one turn)
                        No: Big Wave on all characters


===============================================================================
-   DOORBULL                                                                  -
===============================================================================

-> Monster's Name: Doorbull
-> Monster's Locations:
- Temple of the Ancients - Maze Area
- Temple of the Ancients - Mural Room
-> Monster's Level: 35
-> EXP for Defeating: 760
-> AP for Defeating: 50
-> Gil for Defeating: 680
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Hi-Potion x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 2800
-> Monster's MP: 160
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70,  66,  5,   80,  50,  160, 0
-> Fire (absorb), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Peerless, Seizure, Manipulation


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Fang                     0   1    Phys  -     Phys  16      95   X  X
^ Claw                     0   1    Phys  Hit   Phys  16      100  X  X
* Light Shell              0   1    Phys  Shu   Phys  16      95   X  X
* Fire Shell               0   1    Phys  Fir   Phys  16      95   X  X
  Berserk Text             0   -    -     -     -     -       I    X  X  (1)(2)
                                                                        (3)


(1) only attack that will be used if under Berserk
(2) "Doorbull's skill power is used up." appears on screen
(3) Doorbull will do nothing when under Berserk

--> Attack Pattern:

-> Basic Pattern:
Does Doorbull not have Poison or Confusion?
Yes: Action Count is 0
No: 1/2 - Action Count is 1
    1/2 - Action Count is 2
Is Action Count 0?
Yes: Claw on random character
     [Action Count +1]
No: Is Action Count 1?
    Yes: Fang on random character
         [Action Count +1]
    No: Is Action Count 2?
        Yes: Fire Shell on random character
             [Action Count +1]
        No: Light Shell on random character
```

```
                [Action Count reset to 0]


===============================================================================
-    DORKY FACE                                                              -
===============================================================================


-> Monster's Name: Dorky Face
-> Monster's Locations:
- Nibelheim - Shinra Mansion - Bottom Floor
- Nibelheim - Shinra Mansion - Top Floor
- Nibelheim - Shinra Mansion - Spiraling Stairwell
-> Monster's Level: 23
-> EXP for Defeating: 300
-> AP for Defeating: 35
-> Gil for Defeating: 202
-> Item Dropped from Monster: Phoenix Down x1 (8)
-> Item Stolen from Monster: Echo Screen x1 (32)
-> Item Morphed from Monster: Mute Mask x1
-> Monster's HP: 520
-> Monster's MP: 80
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50,  36,  30,  35,  40,  120, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Funny Breath            10  A    Mag   Hid   -     -       255  O  X  (1)
* Curses                  10  1    Mag   Hid   -     -       100  O  X  (2)
^ Cutter                  0   1    Phys  Cut   Phys  16      100  O  X  (3)
  Rise                    0   S    -     -     -     -       I    X  X  (4)(5)


(1) Confusion [24]
(2) Silence [100%]
(3) only attack that will be used if under Berserk
(4) Dorky Face's face rises into the ceiling
(5) Miscellaneous/Animation


--> Attack Pattern:


-> Basic Pattern:
1/2 - times it has used Funny Breath is internally set to 1
1/2 - times it has used Funny Breath is internally set to 0
Do all characters have Paralysis and Silence?
Yes: Rise on self
No: Is Action Count 0?
    Yes: Is times (internally set or not) it has used Funny Breath 1?
        Yes: Does at least one character not have Silence?
            Yes: Curses on random character without Silence
            No: Cutter on random character
        No: Does at least one character not have Paralysis?
            Yes: Funny Breath on all characters without Paralysis
            No: Cutter on random character
                [Action Count +1]
    No: Is Action Count 1, 2?
        Yes: Action Count +1
        No: Cutter on random character
```

```
              [Action Count reset to 0]


===============================================================================
-   DRAGON                                                                     -
===============================================================================

-> Monster's Name: Dragon
-> Monster's Locations:
- Mt. Nibel - Caves (west base) (present)
- Mt. Nibel (after Mako Fountain)
-> Monster's Level: 32
-> EXP for Defeating: 900
-> AP for Defeating: 110
-> Gil for Defeating: 1400
-> Item Dropped from Monster: Fire Fang x1 (100%)
-> Item Stolen from Monster: Gold Armlet x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 3500
-> Monster's MP: 250
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   90, 120, 20,  90,  65,  300, 40
-> Fire (absorb), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Stop, Confusion, Paralysis, Petrification, Frog, Small, Peerless,
Death Sentence, Death

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Flame Thrower          10  1    Mag   Fir   Mag   14      100  O  O  (1)
^ Dragon Fang            0   1    Phys  Hit   Phys  40      100  O  X  (2)

(1) Enemy Skill
(2) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
3/4 - Is Dragon's MP greater than or equal to 10?
      Yes: Flame Thrower on random character
      No: Dragon Fang on random character
1/4 - Dragon Fang on random character


===============================================================================
-   DRAGON RIDER                                                               -
===============================================================================

-> Monster's Name: Dragon Rider
-> Monster's Locations:
- Whirlwind Maze - Winding Path
-> Monster's Level: 35
-> EXP for Defeating: 1000
-> AP for Defeating: 80
-> Gil for Defeating: 690
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Hi-Potion x1 (32)
-> Item Morphed from Monster: Mind Source x1
-> Monster's HP: 3500
-> Monster's MP: 180
```

```
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   84,  80,  15,  77,  76,  120, 30
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (immune), Wind (weak), Holy (normal)
-> Immune: Stop, Confusion, Paralysis, Frog, Small, Manipulation


-> Attacks:

* Name                      MP  Tar Type  Elem Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Head Hunting              0   1   Phys  Cut  Phys  40      100  X  X
* Head Hunting 2            0   1   Phys  Cut  Phys  80      100  X  X
* Rider Breath              20  1   Mag   -    Mag   30      100  X  X
* Dual Attack               0   1   Phys  Cut  Phys  20      100  X  X  (1)
^ Fang                      0   1   Phys  Hit  Phys  16      120  X  X


(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Dragon Rider's initial IRV is 4
Action Count is 0, 1, 2, 3, 4, 5 (chosen randomly)
Is Action Count 0?
Yes: Dual Attack on random character
     [Action Count +2]
No: Is Action Count 1?
    Yes: Fang on random character
         [Action Count +1]
    No: Is Action Count 2?
        Yes: Dual Attack on random character
             [Action Count +2]
        No: Is Action Count 3?
            Yes: Fang on random character
                 [Action Count +1]
            No: Is Action Count 4?
                Yes: Has 1 been chosen out of Rnd[1..IRV]?
                     Yes: Head Hunting 2 on character with highest HP
                     No: Head Hunting on character with highest HP
                         [Action Count +1]
                No: Has 1 been chosen out of Rnd[1..IRV]?
                    Yes: Is Dragon Rider's MP greater than or equal to 20?
                         Yes: Rider Breath on character with highest HP
                         No: do nothing
                    No: 1/2 - Dual Attack on random character
                        1/2 - Fang on random character
                              [Action Count is 0, 1 (chosen randomly)


-> Counterattack Pattern:
Has Dragon Rider been attacked Magially?
Yes: Is Dragon Rider's MP greater than or equal to 20?
     Yes: Rider Breath on last character to attack Dragon Rider magically
     No: do nothing
No: follow Basic Pattern
Is Dragon Rider's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 1
No: Is Dragon Rider's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 2
    No: Is Dragon Rider's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 3
```

```
          No: IRV does not change


================================================================================
-    DRAGON ZOMBIE                                                            -
================================================================================

-> Monster's Name: Dragon Zombie
-> Monster's Locations:
- North Crater - Graveyard
- North Crater - Core (final stages - after point of no return)
-> Monster's Level: 54
-> EXP for Defeating: 4000
-> AP for Defeating: 300
-> Gil for Defeating: 2800
-> Item Dropped from Monster: Cauldron x1 (8), X-Potion x1 (2)
-> Item Stolen from Monster: Cauldron x1 (32)
-> Item Morphed from Monster: Vaccine x1
-> Monster's HP: 13000
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   160, 150, 1,   110, 65,  200, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (weak)
- Absorb Restorative
-> Immune: Confusion, Berserk, Frog, Small, Seizure, Peerless, Manipulation
- Absorb Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Abnormal Breath         20  A    Mag   Sht   Mag   16      100  X  X  (1)
* Shadow Flare            100 1    Mag   -     Mag   125     100  X  O  (2)
* Pandora's Box           110 A*   MgP   -     Mag   60      100  X  O  (3)
* Body Tail               0   A/1  Phys  Sht   Phys  16      100  X  X
^ Poison Fang             0   1    Phys  Psn   Phys  48      90   X  X  (4)
* Bone                    0   1    Phys  Sht   Phys  16      100  X  X  (5)

(1) Poison [100%]
(2) Enemy Skill
(3) Enemy Skill
(4) Poison [100%]
(5) Paralysis [100%]


--> Attack Pattern:

-> Basic Pattern:
Dragon Zombie's initial IRV is 5
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Is Action Count 0?
Yes: Does at least one character not have Poison?
     Yes: Poison Fang on random character without Poison (if 1 has been chosen
          out of Rnd[1..IRV], Poison Fang x2 in one turn)
     No: Poison Fang on random character (if 1 has been chosen out of
         Rnd[1..IRV], Poison Fang x2 in one turn)
         [Has 1 been chosen out of Rnd[1..IRV]?
          Yes: Action Count +2]
          No: Action Count +1]
No: Is Action Count 1?
    Yes: Body Tail on all characters
```

```
                [Action Count +2]
     No: Is Action Count 2?
         Yes: Does at least one character not have Paralysis and has 1 been
              chosen out of Rnd[1..IRV]?
              Yes: Bone on random character without Paralysis
              No: Body Tail on all characters
                  [Action Count +1]
         No: Is Action Count 3?
             Yes: Does at least one character not have Poison and is Dragon
                  Zombie's MP greater than or equal to 20?
                  Yes: Has 1 been chosen out of Rnd[1..IRV]?
                      Yes: Abnormal Breath on all characters
                      No: Poison Fang on random character without Poison (if 1
                          has been chosen out of Rnd[1..IRV], Poison Fang x2 in
                          one turn)
                  No: do nothing
                      [Action Count +1]
             No: Is Dragon Zombie's MP greater than or equal to 100 and has 1
                  been chosen out of Rnd[1..IRV]?
                  Yes: Does at least one character have Paralysis?
                      Yes: Shadow Flare on random character with Paralysis
                      No: Shadow Flare on random character
                  No: Body Tail on all characters
                      [Action Count is 0, 1 (chosen randomly)]

-> Counterattack Pattern:
Is Dragon Zombie's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Dragon Zombie's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Dragon Zombie's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
        No: IRV does not change

-> Special KO Pattern:
Is Dragon Zombie's HP 0?
Yes: Has Pandora's box never been used once in this game by any Dragon Zombie
     and is Dragon Zombie's MP greater than or equal to 110?
     Yes: Pandora's Box on all characters
     No: KO immediately
No: follow Basic Pattern


===============================================================================
-   DUAL HORN                                                                 -
===============================================================================


-> Monster's Name: Dual Horn
-> Monster's Locations:
- World Map - Woodlands Area - Grass
- World Map - Cactus Island - Grass
- World Map - Goblin Island - Grass
- World Map - Goblin Island - Beach
-> Monster's Level: 30
-> EXP for Defeating: 550
-> AP for Defeating: 45
-> Gil for Defeating: 500
-> Item Dropped from Monster: Pepio Nut x1 (8)
-> Item Stolen from Monster: Pepio Nut x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 2500
```

```
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   68, 70,  1,   62,  25, 166, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP    Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Horn Lift                0    1    Phys  -     Phys  16      95   O  X
^ Angle Punch              0    1    Phys  Pnch  Phys  16      95   O  X  (1)
  Dual Horn Lift       65535   -    -     -     -     -       X  X  (2)


(1) only attack that will be used if under Berserk
(2) dummy attack


--> Attack Pattern:

-> Basic Pattern:
Is Dual Horn's HP greater than 1/2 of its MaxHP?
Yes: 3/4 - Angle Punch on random character
     1/4 - Horn Lift on random character
No: 1/2 - Horn Lift on random character
    1/4 - Angle Punch on random character
    1/4 - Dual Horn Lift on random character (Dual Horn does nothing instead
          - does not have enough MP


================================================================================
-   BOSS: DYNE                                                                  -
================================================================================

-> Monster's Name: Dyne
-> Monster's Locations:
- Corel Desert (forced)
-> Monster's Level: 23
-> EXP for Defeating: 600
-> AP for Defeating: 55
-> Gil for Defeating: 750
-> Item Dropped from Monster: Silver Armlet x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1200
-> Monster's MP: 20
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   32, 64,  1,   55,  25, 250, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP    Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Molotov Cocktail         0    A    Phys  Hit   Phys  52      90   X  X  (1)
* Needle Gun               0    1    Phys  Hit   Phys  48      90   X  X
* S-Mine                   0    1    Phys  Hit   Phys  50      90   X  X
* Fire                     4    1    Mag   Fir   Mag   8       100  X  O  (2)
```

```
(1) has capacity to hit all characters, but since you fight Dyne with 1
character, it will only target 1 character
(2) dummy attack


--> Attack Pattern:

-> Basic Pattern:
Is Dyne's HP less than or equal to 1/4 of his MaxHP?
Yes: Needle Gun on Barret
     Molotov Cocktail on Barret
No: Is Dyne's HP less than or equal to 1/2 of his MaxHP but greater than 1/4 of
    his MaxHP?
    Yes: Needle Gun on Barret
         S-Mine on Barret
    No: Is Dyne's HP less than or equal to 3/4 of his MaxHP but greater than
        1/2 of ihis MaxHP?
        Yes: 3/4 - Needle Gun on Barret
             1/4 - S-Mine on Barret
        No: Needle Gun on Barret


-> Special KO Pattern:
Is Dyne's HP 0?
Yes: 1/2 - Molotov Cocktail on Barret as final attack
           removes any status effects from Dyne
           Dyne: "Urgh!" appears on screen
     1/2 - remove any status effects from Dyne
           Dyne: "Urgh!" appears on screen
No: follow Basic Pattern


- STRATEGY: Sure, go ahead Barret, fight him all alone, and if you die we
for some reason can't butt in and prevent a damn Game Over. Sheesh. There is
not much worry of this happening, however, as it's an admittedly easy bout.
He has three attacks, and they're nothing to special, really. S-Mine does a
good amount of damage and so does Needle Gun, but all you need is the Restore
Materia in place and you're pretty much set already to kick his ass. His
Molotov Cocktail is only used in later parts of the battle, and can have you
sustain a large amount of damage, so always be mindful of your HP after each
and every one of his attacks. This is one of those tedious fights where you
constantly have to keep a watchful eye on your HP, as there's only one person
doing the fighting and Dyne's attacks aren't the friendliest ones in the world,
I'll tell you that much. His 1200 HP isn't really that much, considering at
what level your Limit Break Big Shot can do one its own (usually around 300 to
350). This depletes almost 25% of his HP in just one hit, meaning about four
more hits to finish this puny fight. You'll be receiving many opportunities to
utilize that Limit Break, as well, as his attacks carry out some much raw dmg
that your Limit Break Guage skyrockets through the roof at times. Summons such
as Ifrit or Shiva will make him suffer, and put him to his death quickly, but
your MP shall nosedive if you do so. Choco/Mog is your best bet, as it can Stop
him, and allow more attack(s) afterwards. It even does considerable dmg on him.
He sometimes does Needle Gun back-to-back with S-Mine, so be careful with that.
Really, all in all, it's not a difficult battle for Barret to triumph over.

===============================================================================
-   EAGLE GUN                                                                 -
===============================================================================

-> Monster's Name: Eagle Gun
-> Monster's Locations:
- Corel Reactor - Coal Train
```

```
-> Monster's Level: 46
-> EXP for Defeating: 2000
-> AP for Defeating: 90
-> Gil for Defeating: 3800
-> Item Dropped from Monster: X-Potion x1 (100%)
-> Item Stolen from Monster: Warrior Bangle x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 17000
-> Monster's MP: 50
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   90,  86,  2,   90,  50,  100,  1
-> Fire (normal), Ice (normal), Lightning (weak), Earth (immune), Poison
(normal), Gravity (normal), Water (immune), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Silence, Sleep, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Peerless,
Manipulation, Death Sentence, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Single Wing Fire        0   1   Phys  Sht   Phys  16      100  X  X
* Dual Wing Fire          0   A   Phys  Sht   Phys  16      100  X  X
^ Claw                    0   1   Phys  Pnch  Phys  16      130  X  X

--> Attack Pattern:

-> Basic Pattern:
1/2 - Claw on random character
1/4 - Single Wing Fire on random character (1/2 - Single Wing Fire x2 in one
      turn)
1/4 - Dual Wing Fire on all characters (1/2 - Dual Wing Fire x2 in one turn)


================================================================================
-    EDGEHEAD                                                                  -
================================================================================

-> Monster's Name: Edgehead
-> Monster's Locations:
- World Map - Wutai Area - Grass
-> Monster's Level: 27
-> EXP for Defeating: 370
-> AP for Defeating: 36
-> Gil for Defeating: 385
-> Item Dropped from Monster: X-Potion x1 (8), Smoke Bomb x1 (8), Hourglass x1
(8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 900
-> Monster's MP: 80
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60,  48,  1,   62,  31,  140,  0
-> Fire (normal), Ice (normal), Lightning (absorb), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
```

```
^ Scissors                      0   1    Phys  Cut  Phys  16      100  O  X  (1)
* Electric Burst                8   1    Mag   Lit  Phys  16      95   O  X


(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
3/4 - Scissors on random character
1/4 - Is Edgehead's MP greater than or equal to 8?
      Yes: Electric Burst on random character
      No: do nothing


===============================================================================
-   ELFADUNK                                                                  -
===============================================================================


-> Monster's Name: Elfadunk
-> Monster's Locations:
- World Map - Kalm Area - Grass
- World Map - Kalm Area - Beach
-> Monster's Level: 14
-> EXP for Defeating: 64
-> AP for Defeating: 7
-> Gil for Defeating: 140
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Hi-Potion x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 220
-> Monster's MP: 34
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   28,  40,  2,   55,  6,   8,   2
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Shower                   5   1    Mag   Sht   Mag   8       95   O  X  (1)
^ Bodyblow                 0   1    Phys  Hit   Phys  16      100  O  X  (2)


(1) Sadness [100%]
(2) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Has anyone attacked Elfadunk physically?
That character becomes Elfadunk's Pre-Select character
Yes: 3/4 - Bodyblow on Pre-Select character
     1/4 - Is Elfadunk's MP greater than or equal to 5?
            Yes: Shower on Pre-Select character
            No: Bodyblow on Pre-Select character
                 reset Pre-Select character
No: 1/2 - Bodyblow on random character
    1/2 - Is Elfadunk's MP greater than or equal to 5?
           Yes: Shower on random character
           No: Bodyblow on random character
```

```
==============================================================================
-   ELIGOR                                                                   -
==============================================================================

-> Monster's Name: Eligor
-> Monster's Locations:
- Midgar - Train Graveyard - North (after Aps)
-> Monster's Level: 12
-> EXP for Defeating: 36
-> AP for Defeating: 4
-> Gil for Defeating: 120
-> Item Dropped from Monster: Echo Screen x1 (2)
-> Item Stolen from Monster: Striking Staff x1 (8)
-> Item Morphed from Monster: Mute Mask x1
-> Monster's HP: 300
-> Monster's MP: 67
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   33,  46,  2,   56,  24,  110, 7
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (1/2), Water (normal), Wind (normal), Holy (normal)
- Dexterity does not factor in toward Punch element attacks
-> Immune: None


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Mono Laser               0   1    Phys  Sht   Phys  14      110  O  X
* Silence                  24  1/A  Mag   -     -     -       100  O  O  (1)
* Sleepel                  8   1/A  Mag   -     -     -       100  X  O  (2)
^ Sword Attack             0   1    Phys  Cut   Phys  16      100  O  X  (3)

(1) Silence [60]
(2) Sleep [72]
(3) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
1/3 - do nothing
1/3 - Is Eligor's MP greater than or equal to 24 (first turn always will be)
     Yes: Does at least one character not have Silence?
          Yes: Silence on random character without Silence
          No: IPV is 1
     No: IPV is 1
1/3 - Is Eligor's MP greater than or equal to 8?
     Yes: Does at least one not have Sleep?
          Yes: Silence on random character without Sleep
          No: IPV is 1
     No: IPV is 1
Is Eligor's HP greater than 1/2 of its MaxHP?
Yes: 1/3 - Is at least one character in the back row?
          Yes: Mono Laser on random character in the back row
          No: Mono Laser on random character
     1/3 - IPV is 1
     1/6 - Does at least on character not have Silence?
          Yes: Is Eligor's MP greater than or equal to 24?
               Yes: Silence on random character without Silence
               No: No: IPV is 1
```

```
                No: Does at least one character not have Sleep?
                    Yes: Is Eligor's MP greater than or equal to 8?
                        Yes: Sleepel on random character without Sleep
                    No: No: IPV is 1
            Otherwise, IPV is 1
      1/6 - Does at least on character not have Sleep?
            Yes: Is Eligor's MP greater than or equal to 8?
                Yes: Sleepel on random character without Sleep
                No: IPV is 1
            No: Does at least one character not have Silence?
                Yes: Is Eligor's MP greater than or equal to 24?
                    Yes: Silence on random character without Silence
                    No: IPV is 1
            Otherwise, IPV is 1
No: 3/5 - IPV is 1
    1/5 - Does at least on character not have Silence?
          Yes: Is Eligor's MP greater than or equal to 24?
              Yes: Silence on random character without Silence
              No: IPV is 1
          No: Does at least one character not have Sleep?
              Yes: Is Eligor's MP greater than or equal to 8?
                  Yes: Sleepel on random character without Sleep
                  No: IPV is 1
          Otherwise, IPV is 1
    1/5 - Does at least on character not have Sleep?
          Yes: Is Eligor's MP greater than or equal to 8?
              Yes: Sleepel on random character without Sleep
              No: IPV is 1
          No: Does at least one character not have Silence?
              Yes: Is Eligor's MP greater than or equal to 24?
                  Yes: Silence on random character without Silence
                  No: IPV is 1
Is IPV 1?
Yes: Is Eligor's HP greater than 1/2 of its MaxHP?
     Yes: Is at least one character in the front row?
          Yes: Sword Attack on random character in the front row
          No: Sword Attack on random character
     No: Is second character in party formation not under KO?
         Yes: Mono Laser on second character in party formation
         No: Is first character in party formation not under KO?
             Yes: Mono Laser on first character in party formation
             No: Is third character in party formation not under KO?
                 Yes: Mono Laser on third character in party formation
                 No: Game Over


===============================================================================
-   BOSS: EMERALD WEAPON                                                       -
===============================================================================


-> Monster's Name: Emerald Weapon
-> Monster's Locations:
- World Map - Underwater near Junon (floats around) (after defeating Ultimate
Weapon - only in the International version) (float submarine into Emerald
Weapon)
-> Monster's Level: 99
-> EXP for Defeating: 50000
-> AP for Defeating: 50000
-> Gil for Defeating: 50000
-> Item Dropped from Monster: Earth Harp x1 (100%)
-> Item Stolen from Monster: None
```

```
-> Item Morphed from Monster: None
-> Monster's HP: 1000000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   180, 180, 1,   230, 180, 180, 1
-> Fire (normal), Ice (absorb), Lightning (weak), Earth (immune), Poison
(normal), Gravity (1/2), Water (absorb), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Aire Tam Storm           0   A*   PhAb  -     Spec  -       255  X  X  (1)(2)
* Emerald Beam             0   A*   Mag   -     Prop  -       255  X  X  (3)(4)
* Emerald Shoot            0   1    Mag   -     Mag   91      255  X  X  (5)
^ Foot Stamp               0   A    Phys  -     Phys  30      255  X  X
* Revenge Stamp            0   A    Phys  -     Phys  19      255  X  X  (6)
  Open                     0   AA   -     -     -     -       I    X  X  (7)(8)
  Close                    0   AA   -     -     -     -       I    X  X  (9)(10)

(1) Dmg = [number of Materia equipped x 1111]
(2) remove Slow [100%], Stop [100%], Haste [100%], Regen [100%], Shield [100%],
    Reflect [100%], Barrier [100%], Magic Barrier [100%], Resist [100%], Death
    Force [100%]
(3) Dmg = [character HP x 21/32]
(4) remove Regen [100%]
(5) remove Shield [100%], Barrier [100%], Magic Barrier [100%], Resist [100%],
    Death Force [100%]
(6) remove Haste [100%]
(7) activate all Eyes (A x2/B x2)
(8) Miscellaneous/Animation
(9) deactivate all Eyes (A x2/B x2) if all are under KO after being Opened
(10) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0?
Yes: Emerald Shoot on random character
     [Has Revenge Stamp been used 10 or more times or has Knights of the Round
      been used?
      Yes: Action Count +3]
      No: 2/3 - Action Count +1]
          1/3 - Action Count does not change]
No: Is Action Count 1?
    Yes: Foot Stamp on all characters
         [Is Emerald Weapon's HP less than or equal to 1/2 of its MaxHP or has
          Revenge Stamp been used 10 or more times or has Knights of the Round
          been used?
          Yes: Action Count +1]
          No: 4/5 - Action Count +1]
              1/5 - Action Count does not change]
    No: Is Action Count 2?
        Yes: Emerald Shoot on random character
             [Action Count +1]
        No: Is Action Count 3?
            Yes: Open on all Eyes (A x2/B x2)
                 Emerald Beam on all characters
```

```
                            [Has Revenge Stamp been used 10 or more times or has Knights
                              of the Round been used?
                              Yes: Action Count +3]
                             No: Action Count +1]
                 No: Is Action Count 4?
                     Yes: Has Revenge Stamp been used 10 or more times or has
                          Knights of the Round been used?
                          Yes: Action Count +2
                          No: Action Count +1
                 No: Is Action Count 5?
                     Yes: Emerald Beam on all characters
                          [Action Count +1]
                     No: Is at least one Eye not under KO?
                          Yes: Aire Tam Storm on all characters
                          No: Close on all Eyes (A x2/B x2)


-> Counterattack Pattern:
At any point after Open has been used on all Eyes (A x2/B x2), are all Eyes
(A x2/B x2) under KO?
Yes: Close on all Eyes (A x2/B x2)
     [Action Count reset to 0]
No: follow Basic Pattern
Has Emerald Weapon been attacked by any attack other than a Limit Break and is
at least one Eye not under KO?
Yes: Was the attack that was not a Limit Break either Bahamut, Neo Bahamut, or
     Bahamut ZERO?
     Yes: Revenge Stamp uses reset to 0
     No: Revenge Stamp on all characters
No: Was the attack that was not a Limit Break Knights of the Round?
     Yes: Is at least one Eye not under KO and is Emerald Weapon's HP greater
          than or equal to 1/2 of its MaxHP?
          Yes: Aire Tam Storm on all characters
          No: follow Basic Pattern
     No: follow Basic Pattern
```

- STRATEGY: Haha, you've undoubtly had to have heard legends about this ungodly
and insanely power boss previously. And if you believed all the seemingly
ridiculous story about its power, you're smart, since chances are they're true
(unless you've heard something like it's impossible to beat, and harder than
FFX's Penance, in which case it's quite the contrary in believeability). Like
all bosses of its caliber (or just about any boss for that matter), you'll need
to be making some hardcore preparations, and more extreme than just any normal
boss, however. If you've fought and defeated, or lost to, Ruby WEAPON, you most
likely know what you're in for in this battle: the long haul. However, I did
find this battle more simple to overcome than Ruby WEAPON, but that's only due
to one little trick you can pull off against this guy - I'll get into that
later on in the strategy. First, let's talk a little bit about location, and
the how/where/when on finding Emerald WEAPON, since it may be a little hard
compared to the other ones. First off, you must wait until quite late in the
game until you have access to the submarine (not the first chance you get,
as chances are you'll get massacred). [Oh Siniroth, that's a real big help!
Where do you use the Submarine; there's TONS of ocean everywhere...] Patience
is a virtue, I was just getting to that. You must take the submarine over to
the area near Junon (always keep it at the docking bay there, as well), and
go under the water. You can't miss it under here. Swim North and you shall
definitely eventually find a gargantuan creature scanning the sea floor, and it
is just your job to go and run your submarine into Emerald WEAPON.

After this, you engage in immediate battle, and for the love of God, I hope
you're ready... But before any of this, I find it absolutely mandatory to

provide you with in-depth prep-ups, ultimate party, and how to eliminate the 20 minute timer to beat it. First of all, there are quite a few Materias that you need to make this really easy (by the way, I'll be giving a really easy, "kill-Emmy-in-1/10-of-time" strategy after main initial strategy. Just thought I'd let you know that, if you were by any chance wondering about the special "trick" that I mentioned before). First get the Underwater Materia to take off the 20 minute limit to beat it. Here is just how you can do that:
- You need the Guide Book, first of all, and here's how to do this in order: To get the Guide Book, it's really MUCH easier to get than it is to attain the other two items this greedy, greedy man wants. All right, so, to get this item, you must obtain it at the Underwater Reactor area over near Junon area. It's not as simple as opening a treasure chest and getting the damn item, no... that would be too easy, and Square could never allow that. *coughbastardscough* Anyway, it's here, but, you must Morph a foe here to get it. The name of the needed-to-be-Morphed enemy is Ghost Ship. Its main hang out spot is near the floor of the ocean, in all of the corridors and passages. Now, later in the game, if you take this item to the guy at Kalm, he'll hand over Underwater Materia, which is used to subtract the 20 minute time limit to defeat Emerald WEAPON.

Heh, gave a lot on that alone, didn't I? Well, I'm nowhere near done with the preparations, but none will be that long again, I promise. The other Materias that you should get, and how to pair them will now be covered in this current paragraph. Mime is a must have, and that's found in a cave near Wutai. This comes in very handy when you utilize it correctly. If you pair this with the Counter Materia, it's very good. Next off, another good Materia to have (and it's pretty much imperative sometimes, but makes everything a lot easier on yourself), is the grand summon Materia, KotR (or, Knights of the Round [Table]) This summon is so incredibly useful that it's unbelieveable. Where do you get it, you ask? First you must breed yourself a Gold Chocobo (or get a less physically capable one from Kalm Traveler man in exchange for the Desert Rose you get from Ruby WEAPON. Now, Knights of the Round can be found in a cave on a small, obscure island to the Northeast surrounded by mountanous ranges. This summon does so much damage when used... It does a maximum of 129987 damage, across 13 hits (9999max x 13 = 129987). Final Attack is also a must-have. You ought to pair it up with Revive, and that can be found in some select Materia Stores around FFVII. Perhaps the second most important thing to have is W-Summon, which you could get with 64000 BP at the Battle Square on 2nd-3rd disks. You link this to your Knights of the Round for a super combo. It allows you to summon twice in one turn, thus, maximum damage is 259974 over 26 semi-consecutive attacks. Also, at the Crater, Counter is found, and as I'd previously stated, it goes linked up with Mime. Get HP Absorb, too, so that when KotR hits, you get HP back. It, as well as HP Plus (which you also need) can be located in the shop at Mideel. MP Plus is also a worthy suggestion, as well.

All righty then, that's it for the Materia suggestions that I have to offer you. That's not it, though, we still have items, party recommendations, and types of stats you should have. Note this is not a fight like Diamond WEAPON where you make a total implementation of all magic and not use physical moves, since that would make the fight pretty ridiculous, but I am not saying that it would be an impossibility. Well, first make sure that you have a healthy supply of Ethers and Hi-Potions (if you have enough Elixir that they can be surrogated then that'd be fine, too). Note that you can find many Ethers for free by doing battle with local fiends there. Now, there's been some controversy in my mind about what the absolute party of supremecy for this battle is, and a lot of different ones came to mind. The ultimate party is definitely Cloud, Barret and Tifa. Cloud's Emmy-Battle set-up should be: lvl99; stats, 210+; Omnislash Limit Break; Ultima Weapon (Cloud's legendary weapon); O=O -> W-Summon and Knights of the Round; MP 999 and HP 9999. Tifa should have the first two items mentioned

for Cloud, her ultimate Limit and weapon, should have Mime, as well. Plus, she should also have MP Plus and HP and MP that correspond to Cloud's. Barret is also pretty much the same thing as Tifa, except for the main weapon/Limit Break differentiations. Have him with Mime and HP Plus Materia also. If you want to spend the extra amount of time, you could get at least one character to maximum statistical attributes for the upcoming skirmish, too.

Ok, it's time to hint at the trick for killing it simply now, and during this initial main strategy I'll strategically formulate it into one quick super-annihilate-Emerald method. It all lies within Aire Tam Storm. As I said before in its attack briefing, it does 1111 damage for every single piece of Materia you may have equipped to your characters. So, I must seriously caution you that you *must, no questions asked* have 9999 HP with your three chosen people to fight. Next thing is, and this is the most important step, is to have only two Materia equipped on each character (hey, that goes well with the above Materia set-up admonitions except for the exception of Cloud, doesn't it!?). Ok, so, if you're slightly a quick mental interceptor you may have now realized just what the hell is going on here. With a total two Materia placed on all characters, and then the execution of Aire Tam Storm (aka Materia Storm), it will take your 9999 HP on everybody down to 7777 HP. Now, what does this mean? Well, it's in the Tips and Tricks section of FAQ. What this is is the Lucky 7s Effect. This means that if your HP is reduced to 7777 by an enemy's attacks, your character literally goes berserk and throws a blind caniption and starts insanely attacking the opponent like mad. This'll take away a good 3/4 of the Emerald WEAPON's HP right then and there. But, it does have a downfall, and it is only in this and Ruby fight that it has this downfall. Every time (and this goes for all enemies) you use this, your HP is reduced down to 1. Every time. Whether it happens to be for next battle, in which case you heal, it happens (note: I don't know why I'm talking like I'm at a funeral...). And, since both these enemies can survive, you're pretty much screwed. That's why I suggest you have that set-up on everyone, or if you only can have it on one character, make sure the other characters don't have more Materia than they can handle (ie. if they have 7000 HP, make sure to only put a max of 6 Materia on them). Then, make sure the character that does the Lucky 7, doesn't have KotR. At this point you can W-Summon +(?) Mime Knights of the Round and finish it.

Ok, this is the last few nuggets of information I have to give to you about Emerald WEAPON strategics. When you're in battle, first of all, and you do not plan to use the Lucky 7 trick due to lack of HP or something, there is a way to endlessly string Knights of the Rounds together. Wanna know how? Of course you do! First, have one character with W-Summon=Knights of the Round linked inschism and have that character use it. You must also have another characters with Mime on, then continue using it. In all their three first turns, they can dish out a maximum of 779922. If you hit all of that (highly doubtful unless your stats are maxed out), its HP will be lessened to about 77008. From here, you can either do another one and waste ever more MP (take heed that both KotRs in one turn will still count towards two KotRs, thus, the same amount of MP is deducted as if you summoned them seperately), or, you can use either one of those three characters' maxed Limit Breaks: Omnislash, Final Heaven, or Catastrophe. Each one of these will terminate that left over HP from the six simultaneous Knights of the Rounds summons against Emerald WEAPON. Note: Ribbon is an extremely useful type of armor to have equipped this battle. With that, you should eventually all come to the same conclusion of battle with your party emerging victorious over the formidable super-boss.

```
===============================================================================
-   EPIOLNIS                                                                  -
===============================================================================
```

-> Monster's Name: Epiolnis

```
-> Monster's Locations:
- Ancient Forest - Ground (everywhere)
- Ancient Forest - Treetops
-> Monster's Level: 36
-> EXP for Defeating: 950
-> AP for Defeating: 70
-> Gil for Defeating: 1500
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Wizard Bracelet x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 1800
-> Monster's MP: 90
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   90,  58,   1,   86,  50,  100,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(absorb), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Acid Rain               15  1    Mag   Psn   Mag   20      95   O  X  (1)
* Bird Kick               0   1    Phys  Hit   Phys  16      108  O  X  (2)
* Catapult                0   1    Phys  -     Phys  16      95   O  X

(1) Poison [100%]
(2) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Epiolnis uses Bird Kick on random character on its first turn
For all subsequent turns,
1/2 - Bird Kick on random character
1/4 - Is Epiolnis' MP greater than or equal to 15?
      Yes: Acid Rain on character with highest HP
      No: do nothing
1/4 - Catapult on random character


================================================================================
-   EVILHEAD                                                                   -
================================================================================

-> Monster's Name: Evilhead
-> Monster's Locations:
- Gaea's Cliff - Caves
- Gaea's Cliff - Final Area
-> Monster's Level: 28
-> EXP for Defeating: 650
-> AP for Defeating: 50
-> Gil for Defeating: 400
-> Item Dropped from Monster: Vampire Fang x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Holy Torch x1
-> Monster's HP: 740
-> Monster's MP: 45
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80,  50,   1,   65,  65,  60,   0
            255*
```

```
* - everytime Evilhead is attack there is 1/4 chance of this increase
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Ultrasound              0   1    Mag   -     Mag   9       95    O  X  (1)
^ Blood Suck              0   1    PhAb  Hit   Phys  16      255   O  X  (2)

(1) Silence [100%]
(2) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
1/2 - Ultrasound on random character
1/2 - Blood Suck on random character


===============================================================================
-   SUB-BOSS: EYE (A)                                                         -
===============================================================================

-> Monster's Name: Eye (A x2 of Emerald's eyes - far left and far right)
-> Monster's Locations:
- World Map - Underwater near Junon (floats around) (after defeating Ultimate
Weapon - only in the International version) (Emerald Weapon battle) (float
submarine into Emerald Weapon)
-> Monster's Level: 50
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 25000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50,  2,   1,   254, 50,  2,   1
                 150*
* - as part of Eye A's attack pattern, Dex is reset to 150 at start of battle
-> Fire (weak), Ice (absorb), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (absorb), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Emerald Laser           0   1    Mag   -     Mag   111     255   X  X

--> Attack Pattern:

-> Basic Pattern:
[Under KO at the start of battle Once Emerald Weapon uses Open, all are
active; if all of them are under KO, Emerald Weapon uses Close]
Emerald Laser on random character
```

```
===============================================================================
-    SUB-BOSS: EYE (B)                                                        -
===============================================================================

-> Monster's Name: Eye (B x2 of Emerald's eyes - middle left and middle right)
-> Monster's Locations:
- World Map - Underwater near Junon (floats around) (after defeating Ultimate
Weapon - only in the International version) (Emerald Weapon battle) (float
submarine into Emerald Weapon)
-> Monster's Level: 50
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 25000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50,  2,   1,   254, 50,  2,   1
                  250*
* - as part of Eye B's attack pattern, Dex is reset to 250 at start of battle
-> Fire (weak), Ice (absorb), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (absorb), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Emerald Laser           0   1    MgMP  -     Mag   19      255  X  X

--> Attack Pattern:

-> Basic Pattern:
[Under KO at the start of battle Once Emerald Weapon uses Open, all are
active; if all of them are under KO, Emerald Weapon uses Close]
Emerald Laser on random character


===============================================================================
-    FLAPBEAT                                                                 -
===============================================================================

-> Monster's Name: Flapbeat
-> Monster's Locations:
- World Map - Golden Saucer Area - Grass
- World Map - Golden Saucer Area - Desert
-> Monster's Level: 18
-> EXP for Defeating: 140
-> AP for Defeating: 15
-> Gil for Defeating: 186
-> Item Dropped from Monster: T/S Bomb x1 (8)
-> Item Stolen from Monster: T/S Bomb x1 (32)
-> Item Morphed from Monster: T/S Bomb x1
-> Monster's HP: 330
-> Monster's MP: 60
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   40,  36, 1,   50,  32,  156, 0
```

```
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Flying Sickle             8   1    Mag   Wnd   Mag   12      255  O  X
^ Tailbeat                  0   1    Phys  Hit   Phys  16      255  O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Is at least one ally not under KO?
Yes: 3/4 - Tailbeat on random character
     1/4 - Is Flapbeat's MP greater than or equal to 8?
           Yes: Flying Sickle on random character
           No: Tailbeat on random character
No: 2/3 - Is Flapbeat's MP greater than or equal to 8?
          Yes: Flying Sickle on random character
          No: Tailbeat on random character
    1/3 - Tailbeat on random character


================================================================================
-    FLOWER PRONG (FIRST FORM)                                                 -
================================================================================


-> Monster's Name: Flower Prong
-> Monster's Locations:
- Gongaga - Jungle - Second Screen
-> Monster's Level: 19
-> EXP for Defeating: 240
-> AP for Defeating: 24
-> Gil for Defeating: 400
-> Item Dropped from Monster: Earth Drum x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 550
-> Monster's MP: 68
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   40,  58,  0,   68,  30,  200, 0
-> Fire (weak), Ice (normal), Lightning (normal), Earth (weak), Poison
(absorb), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Bio2                      36  1    Mag   Psn   Mag   21      100  X  O  (1)
* Energy Siphon             0   1    MMAb  -     Mag   -       255  X  X  (2)(3)
* Drain                     1   1    MgAb  -     Mag   6       255  X  X  (4)
  Transform                 0   S    -     -     -     -       I    X  X  (5)


(1) Poison [48]
(2) dummy attack
```

```
(3) Dmg = [character MP x 3/4]
(4) dummy attack
(5) transform from first form to second form with no damage done

--> Attack Pattern:

-> Basic Pattern:
Is Flower Prong's MP greater than or equal to 36?
Yes: Does at least one character not have Poison?
     Yes: Bio2 on random character without Poison
     No: Bio2 on random character
No: do nothing

-> Counterattack Pattern:
Is Flower Prong's (first form) HP less than or equal to 7/10 of its MaxHP?
Yes: Transform on self
No: follow Basic Pattern


===============================================================================
-    FLOWER PRONG (SECOND FORM)                                               -
===============================================================================

-> Monster's Name: Flower Prong
-> Monster's Locations:
- Gongaga - Jungle - Second Screen (Flower Prong battle - only if Transform was
used)
-> Monster's Level: 19
-> EXP for Defeating: 220
-> AP for Defeating: 22
-> Gil for Defeating: 350
-> Item Dropped from Monster: Earth Drum x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 550
-> Monster's MP: 68
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   42,  58,  0,   68,  38,  250, 0
-> Fire (weak), Ice (normal), Lightning (normal), Earth (weak), Poison
(absorb), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Seed Bullet            0   1    Phys  Sht   Phys  16      100  X  X
* Energy Siphon          0   1    MMAb  -     Mag   -       255  X  X  (1)(2)
  Transform              0   S    -     -     -     -       I    X  X  (3)

(1) dummy attack
(2) Dmg = [character MP x 7/8]
(3) transform from second form to third form with no damage done

--> Attack Pattern:

-> Basic Pattern:
Seed Bullet on character with highest HP

-> Counterattack Pattern:
```

```
Is Flower Prong's (second form) HP less than or equal to 7/10 of its MaxHP?
Yes: Transform on self
No: follow Basic Pattern


================================================================================
-    FLOWER PRONG (THIRD FORM)                                                 -
================================================================================

-> Monster's Name: Flower Prong
-> Monster's Locations:
- Gongaga - Jungle - Second Screen (Flower Prong battle - only if Transform was
used twice)
-> Monster's Level: 19
-> EXP for Defeating: 200
-> AP for Defeating: 20
-> Gil for Defeating: 300
-> Item Dropped from Monster: Earth Drum x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 550
-> Monster's MP: 68
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   44,  58,  0,   68,  46,  300, 0
-> Fire (weak), Ice (normal), Lightning (normal), Earth (weak), Poison
(absorb), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Bio2                   36  1    Mag   Psn   Mag   21      100  X  O  (1)
* Pollen                 0   A    Phys  -     Phys  12      130  X  X  (2)
* W Laser                0   1    Mag   Sht   Prop  -       98   X  X  (3)

(1) Poison [48]
(2) Sleep [80]
(3) Dmg = [character HP x 15/16]

--> Attack Pattern:

-> Basic Pattern:
Flower Prong will use Pollen on random character on its first turn
For all subsequent turns,
7/8 - W Laser on character with highest HP
1/8 - Is Flower Prong's MP greater than or equal to 36?
     Yes: Bio2 on random character
     No: W Laser on character with highest HP


================================================================================
-    FORMULA                                                                   -
================================================================================

-> Monster's Name: Formula
-> Monster's Locations:
- World Map - Junon Area - Grass
- World Map - Junon Area - Dirt
- World Map - Junon Area - Forest
-> Monster's Level: 16
```

```
-> EXP for Defeating: 65
-> AP for Defeating: 7
-> Gil for Defeating: 120
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Boomerang x1 (8)
-> Item Morphed from Monster: Speed Drink x1
-> Monster's HP: 240
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   16,  36,  1,   57,  5,   32,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog, Manipulation


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Blue Impulse            18  A*   Mag   Wnd   Mag   10      105  X  X
* Cross Impulse           26  A*   Mag   Wnd   Mag   14      125  X  X
^ Air Bomber              5   1    Mag   Wnd   Mag   16      115  X  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0, 1, 2?
Yes: Is Formula's MP greater than or equal to 5?
     Yes: Air Bomber on random character
     No: Action Count +1
     [Action Count +1]
No: Is Formula's HP less than or equal to 3/5 of its MaxHP and is Formula's MP
    greater than or equal to 26?
    Yes: Cross Impulse on all characters
    No: Is Formula's MP greater than or equal to 18?
        Yes: Blue Impulse on all characters
        No: Is Formula's MP greater than or equal to 5?
            Yes: Air Bomber on random character
            No: Action Count is 0, 1, 2 (chosen randomly)
            [Action Count is 0, 1, 2 (chosen randomly)]


===============================================================================
-   FOULANDER                                                                 -
===============================================================================

-> Monster's Name: Foulander
-> Monster's Locations:
- Wutai - Da-Chao Statue - Left Hand
- Wutai - Da-Chao Statue - Path Split (low)
- Wutai - Da-Chao Statue - Top Hand
-> Monster's Level: 27
-> EXP for Defeating: 440
-> AP for Defeating: 34
-> Gil for Defeating: 460
-> Item Dropped from Monster: Lunar Curtain x1 (8), Fire Veil x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 800
```

```
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50, 46, 1,   54, 25,  100, 0
-> Fire (absorb), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar Type Elem Form PwrCst %    M  R +Added
------------------------------------------------------------------------------
* Flame Dance             16  A/1 Mag  Fir  Mag  20     95   O  X
^ Claw                    0   1   Phys Hit  Phys 16     100  O  X (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Foulander Pre-Selects a random character at the beginning of battle
Throughout battle, Pre-Select character is the last character to attack
Foulander
Is Action Count 0, 1, 2, 3?
Yes: Is Pre-Select character not under KO?
     Yes: Claw on Pre-Select character (1/3 - Claw x2 in one turn)
     No: Claw on random character
          [Action Count +1]
No: Is Foulander's MP greater than or equal to 16?
    Yes: Flame Dance on all characters
    No: Is Pre-Select character not under KO?
         Yes: Claw on Pre-Select character (1/3 - Claw x2 in one turn)
         No: Claw on random character
              [Action Count is 0, 1 (chosen randomly)]


==============================================================================
-   FROZEN NAIL                                                              -
==============================================================================


-> Monster's Name: Frozen Nail
-> Monster's Locations:
- Great Glacier - First Area
- Great Glacier - Snow (left/right)
- Great Glacier - Ice (left/right)
- Great Glacier - Forest (left/right)
-> Monster's Level: 28
-> EXP for Defeating: 520
-> AP for Defeating: 50
-> Gil for Defeating: 800
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1300
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   67, 52, 5,   60, 65,  128, 5
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None
```

```
-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Continu-claw            0   1    Phys  Cut   Phys  16      184  O  X  (1)
* Flying Sickle           8   1    Mag   Wnd   Mag   12      255  O  X

(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
3/4 - Continu-claw on random character
1/4 - Is Frozen Nail's MP greater than or equal to 8?
      Yes: Flying Sickle on random character
      No: do nothing


===============================================================================
-   GAGIGHANDI                                                                -
===============================================================================

-> Monster's Name: Gagighandi
-> Monster's Locations:
- World Map - Gongaga Area - Grass
- World Map - Gongaga Area - Jungle
- World Map - Cosmo Canyon Area - Grass
-> Monster's Level: 19
-> EXP for Defeating: 173
-> AP for Defeating: 18
-> Gil for Defeating: 220
-> Item Dropped from Monster: Soft x1 (8)
-> Item Stolen from Monster: Soft x1 (32)
-> Item Morphed from Monster: Remedy x1
-> Monster's HP: 480
-> Monster's MP: 55
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   40,  38,  1,   45,  25,  72,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Stone Stare             5   1    Mag   Hid   -     -       255  O  X  (1)
^ Claw                    0   1    Phys  Hit   Phys  16      100  O  X  (2)

(1) Slow-Numb [100%]
(2) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
On Gagighandi's first turn,
3/4 - Does at least on character not have Petrification?
      Yes: Is Gagighandi's MP greater than or equal to 5?
            Yes: Stone Glare on random character without Petrification
            No: Claw on random character without Petrification
      No: Claw on random character
```

```
   1/4 - do nothing
For all subsequent turns,
   3/4 - do nothing
   1/4 - Does at least on character not have Petrification?
        Yes: Is Gagighandi's MP greater than or equal to 5?
             Yes: Stone Glare on random character without Petrification
             No: Claw on random character without Petrification
        No: Claw on random character


================================================================================
-   GARGOYLE (FIRST FORM)                                                      -
================================================================================

-> Monster's Name: Gargoyle
-> Monster's Locations:
- North Crater - Descent into the Crater (first area)
- North Crater - Descent into the Crater (second area)
-> Monster's Level: 43
-> EXP for Defeating: 800
-> AP for Defeating: 80
-> Gil for Defeating: 2500
-> Item Dropped from Monster: Remedy x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   120, 140, 1,   90,  64,  120, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death-Sentence
- Immune to physical and magical attacks in this form


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Rock Finger             10  1    Mag   -     Mag   16      100  X  X  (1)
  Transform               0   1    S     -     -     -       I    X  X  (2)(3)

(1) Slow-Numb [100%]
(2) transform from first form to second form
(3) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0, 1?
Yes: Action Count +1
No: Transform on self

-> Counterattack Pattern:
Has Gargoyle been attacked by any command other than Attack command?
Yes: Rock Finger on last character to attack Gargoyle with any attack other
     than Attack command
No: follow Basic Pattern


================================================================================
-   GARGOYLE (SECOND FORM)                                                     -
```

```
================================================================================

-> Monster's Name: Gargoyle
-> Monster's Locations:
- North Crater - Descent into the Crater (first area) (Gargoyle battle)
- North Crater - Descent into the Crater (second area) (Gargoyle battle)
-> Monster's Level: 43
-> EXP for Defeating: 800
-> AP for Defeating: 80
-> Gil for Defeating: 2500
-> Item Dropped from Monster: X-Potion x1 (8)
-> Item Stolen from Monster: X-Potion x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 2000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   120, 140, 1,   90,  64,  120, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death-Sentence


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
-------------------------------------------------------------------------------
* L4 Death                20  A/1  Mag   -     -     -       I   X  X  (1)(2)
^ Kick                    0   1    Phys  Sht   Phys  16      100 X  X
^ Rock Finger             0   1    Mag   -     Mag   16      100 X  X  (3)(4)

(1) Death [100%]
(2) 100% miss if character's lvl is not a multiple of 4
(3) Slow-Numb [100%]
(4) dummy attack


--> Attack Pattern:

-> Basic Pattern:
Does at least one character not have Petrification?
Yes: Kick on random character without Petrification (1/2 - Kick x2 in one turn)
No: Game over

-> Special KO Pattern:
Is Gargoyle's HP 0?
Yes: 2/3 - KO immediately
     1/3 - Is Gargoyle's MP greater than or equal to 20 and does at least one
           character not have Petrification?
           Yes: L4 Death on all characters without Petrification
           No: KO immediately
No: follow Basic Pattern


================================================================================
-   GARUDA                                                                     -
================================================================================

-> Monster's Name: Garuda
-> Monster's Locations:
- Wutai - Da-Chao Statue - Right Hand
- Wutai - Da-Chao Statue - Path Split (high)
- Wutai - Da-Chao Statue - Top Hand
```

```
-> Monster's Level: 29
-> EXP for Defeating: 520
-> AP for Defeating: 30
-> Gil for Defeating: 520
-> Item Dropped from Monster: Ice Crystal x1 (8), Bolt Plume x1 (8), Light
Curtain x1 (8), Mute Mask x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1400
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   56, 52, 1,   59,  35,  150, 0
-> Fire (normal), Ice (absorb), Lightning (absorb), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Dance                  8   1    MMAb  -     Mag   8       255  X  X
^ Rod                    0   1    Phys  Hit   Phys  16      90   O  X  (1)
* Bolt2                  22  1/A  Mag   Lit   Mag   20      100  O  O
* Ice2                   22  1/A  Mag   Ice   Mag   20      100  O  O

(1) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
1/4 - Dance on character with highest MP
1/4 - Rod on random character
1/4 - Is Garuda's MP greater than or equal to 22?
      Yes: Bolt2 on random character
      No: Dance on character with highest MP
1/4 - Is Garuda's MP greater than or equal to 22?
      Yes: Ice2 on random character
      No: Dance on character with highest MP


===============================================================================
-   GAS DUCTER                                                                -
===============================================================================

-> Monster's Name: Gas Ducter
-> Monster's Locations:
- Corel Reactor - Coal Train
-> Monster's Level: 42
-> EXP for Defeating: 900
-> AP for Defeating: 75
-> Gil for Defeating: 1100
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 3000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   88, 76, 1,   85,  80,  68, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(absorb), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Paralysis, Frog, Small, Fury, Sadness,
```

```
Death Sentence

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------
* Smog Alert               0   1    Phys  -     Phys  20      100  O  X  (1)(2)
                                                                         (3)(4)
^ Punch                    0   1    Phys  Hit   Phys  16      100  O  X  (5)


(1) Darkness [100%]
(2) Poison [100%]
(3) Silence [100%]
(4) Sadness [100%]
(5) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Gas Ducter's initial IRV is 8
1/2 - Action Count is 2 at the beginning of battle
1/2 - Action Count is 1 at the beginning of battle
Is Action Count 0, 1?
Yes: Punch on random character (if 1 has been chosen out of Rnd[1..IRV], Punch
     x2 in one turn)
      [Action Count +1]
No: Smog Alert on random character (if 1 has been chosen out of Rnd[1..IRV],
    Smog Alert x2 in one turn)
    [Action Count reset to 0]


-> Counterattack Pattern:
Is Gas Ducter's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Gas Ducter's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Gas Ducter's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 6
        No: IRV does not change


===============================================================================
-   GHIROFELGO                                                                -
===============================================================================

-> Monster's Name: Ghirofelgo
-> Monster's Locations:
- Nibelheim - Shinra Mansion - Bottom Floor
- Nibelheim - Shinra Mansion - Top Floor
- Nibelheim - Shinra Mansion - Spiraling Stairwell
-> Monster's Level: 26
-> EXP for Defeating: 380
-> AP for Defeating: 44
-> Gil for Defeating: 300
-> Item Dropped from Monster: Phoenix  x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1600
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50,  100, 33,  120, 35,  400, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
```

```
(normal), Gravity (weak), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Slow, Stop, Confusion, Paralysis, Petrification, Berserk,
Frog, Small, Slow-Numb, Haste, Peerless, Manipulation, Death, Death Sentence

-> Attacks:

* Name                     MP  Tar Type  Elem Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------
^ Guillotine               0   1   Phys  Cut  Phys  255     40   X  X
  Grab Chain               0   S   -     -    -     -       I    X  X  (1)(2)
                                                                      (3)
  Miss Chain               0   S   -     -    -     -       I    X  X  (4)(5)

(1) Ghirofelgo grabs the chain he hangs from
(2) transforms from second form back to first form
(3) Miscellaenous/Animation
(4) Ghirofelgo misses the chain he hangs from and falls to the ground
(5) Miscellaenous/Animation

--> Attack Pattern:

-> Basic Pattern:
Is Ghirofelgo in first form?
Yes: Ghirofelgo is swinging on chain
     Ghirofelgo uses Guillotine on its first turn while in first form
     For all subsequent turns,
     7/8 - do nothing
     1/8 - Guillotine on random character
No: Ghirofelgo is on the ground
    Ghirofelgo uses Grab Chain on its first turn while in second form
    For all subsequent turns,
    2/3 - do nothing
    1/3 - Miss Chain

-> Counterattack Pattern:
Is Ghirofelgo in first form?
Yes: Ghirofelgo is swinging on chain
     Has Ghirofelgo been attacked?
     Yes: 7/8 - follow Basic Pattern
          1/8 - fall on the ground
                Ghirofelgo is in second form
     No: follow Basic Pattern
No: follow Basic Pattern


===============================================================================
-   GHOST                                                                     -
===============================================================================

-> Monster's Name: Ghost
-> Monster's Locations:
- Midgar - Sector 7 - Train Graveyard North [after Aps]
- Midgar - Sector 7 - Train Graveyard South [after Aps]
-> Monster's Level: 10
-> EXP for Defeating: 1600
-> AP for Defeating: 3
-> Gil for Defeating: 22
-> Item Dropped from Monster: Ghost Hand x1 (2)
-> Item Stolen from Monster: Ghost Hand x1 (32)
-> Item Morphed from Monster: Ether x1
-> Monster's HP: 130
```

```
-> Monster's MP: 80
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   25,  8,   10,  48,  18,  56,  6
-> Fire (weak), Ice (1/2), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (immune), Wind (normal), Holy (instadeath)
- Absorb Restorative
-> Immune: Silence, Stop, Paralysis, Frog
- Absorb Death


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Drain                 1   1    MgAb  -     Mag   6       255  O  X
* Fire                  4   1/A  Mag   Fir   Mag   8       100  O  O
^ Scratch               0   1    Phys  Hit   Phys  16      100  O  X  (1)
  Vanish                0   S    -     -     -     -       I    X  X  (2)(3)
  Appear                0   S    -     -     -     -       I    X  X  (4)(5)

(1) only attack that will be used if under Berserk
(2) vanishes and becomes untargettable
(3) Miscellaneous/Animation
(4) reappears after being in Vanish
(5) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Is Ghost not in Vanish?
Yes: Is Action Count 0?
     Yes: Scratch on random character
          [1/2 - Action Count +1]
          [1/2 - Action Count does not change]
     No: Is Action Count 1?
         Yes: Drain on character with highest HP
              [Action Count +1]
         No: Is Ghost's MP greater than or equal to 4?
             Yes: Fire on random character
             No: Scratch on random character
                 [Action Count reset to 0]
No: Appear on self
    [Action Count reset to 0]

-> Counterattack Pattern:
Is Ghost not in Vanish?
Yes: Has Ghost been attacked physically?
     Yes: Vanish on self
     No: follow Basic Pattern
No: follow Basic Pattern


===============================================================================
-   GHOST SHIP                                                                -
===============================================================================

-> Monster's Name: Ghost Ship
-> Monster's Locations:
- Underwater Tunnel
-> Monster's Level: 44
-> EXP for Defeating: 1600
-> AP for Defeating: 60
```

```
-> Gil for Defeating: 2000
-> Item Dropped from Monster: Phoenix Down x1 (8)
-> Item Stolen from Monster: Phoenix Down x1 (32)
-> Item Morphed from Monster: Guide Book x1
-> Monster's HP: 6600
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80,  70,  5,   80,  68,  80,  1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (1/2), Wind (normal), Holy (weak)
- Absorb Restorative
-> Immune: Sleep, Stop, Confusion, Paralysis, Frog, Small, Manipulation, Death
Sentence
- Absorb Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Goannai                0   1    -     -     -     -       I    X  X  (1)
* St. Elmos Fire         0   1    Phys  Sht   Phys  16      100  X  X
^ Fight                  0   1    Phys  Cut   Phys  16      95   X  X  (2)

(1) remove character from battle (KO status)
(2) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3, 4, 5 (chosen randomly)
Is Action Count 0, 1, 2?
Yes: 2/3 - Action Count +1
     1/3 - Fight on random character
           [Action Count is 3]
No: Is Action Count 3?
    Yes: 2/3 - do nothing
         1/3 - Fight on random character
               [Action Count +1]
    No: Is Action Count 4?
        Yes: St. Elmos Fire on random character
             [Action Count +1]
        No: Has Goannai been used less than twice?
            Yes: 1/2 - Goannai on character with highest HP
                 1/2 - Fight on random character
            No: Fight on random character
                [Action Count reset to 0]


===============================================================================
-   GIGAS                                                                     -
===============================================================================

-> Monster's Name: Gigas
-> Monster's Locations:
- Whirlwind Maze - The Crater
-> Monster's Level: 40
-> EXP for Defeating: 840
-> AP for Defeating: 84
-> Gil for Defeating: 560
-> Item Dropped from Monster: Earth Mallet x1 (8)
-> Item Stolen from Monster: Gigas Armlet x1 (32)
```

```
-> Item Morphed from Monster: None
-> Monster's HP: 3500
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 80,  8,   79,  59,  98,  22
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Berserk, Frog, Small, Manipulation


-> Attacks:

* Name                    MP   Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Moon Wars               0    1    Phys  Hit   Phys  16      100  X  X
* Quake3                  68   A/1  Mag   Eth   Mag   70      100  X  O
^ Squash                  0    1    Phys  Eth   Phys  12      100  X  X


--> Attack Pattern:

-> Basic Pattern:
Gigas' initial IRV is 5
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0, 1?
Yes: Moon Wars on random character
     [Action Count +1]
No: Is Action Count 2?
    Yes: Squash on random character
         [Action Count +1]
    No: Has 1 been chosen out of Rnd[1..IRV]?
        Yes: Is Gigas' MP greater than or equal to 68?
             Yes: Quake3 on all characters
             No: Is Gigas' HP less than or equal to 1/2 of its MaxHP but
                 greater than 1/4 of its MaxHP?
                 Yes: Moon Wars x3 in one turn on random characters
                 No: Moon Wars on random character (if 1 has been chosen out of
                     Rnd[1..IRV], Moon Wars x2 in one turn [if 1 has been
                     chosen out of Rnd[1..IRV] again, Moon Wars x3 in one turn)
        No: Squash on random character

-> Counterattack Pattern:
Has Gigas been attacked magically?
Yes: Is Gigs' HP less than or equal to 1/2 of its MaxHP but greater than 1/4 of
     its MaxHP and has 1 been chosen out of Rnd[1..IRV]?
     Yes: Squash x3 in one turn on random characters
     No: Squash on random character (if 1 has been chosen out of Rnd[1..IRV],
         Squash x2 in one turn [if 1 has been chosen out of Rnd[1..IRV] again,
         Squash x3 in one turn)
No: follow Basic Pattern
Is Gigas' HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Gigas' HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Gigas' HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
        No: IRV does not change


===============================================================================
-   GIGHEE                                                                    -
===============================================================================
```

```
-> Monster's Name: Gighee
-> Monster's Locations:
- North Crater - Near Water
-> Monster's Level: 34
-> EXP for Defeating: 700
-> AP for Defeating: 60
-> Gil for Defeating: 600
-> Item Dropped from Monster: Ether x1 (8)
-> Item Stolen from Monster: Elixir x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 5500
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70,  76,  12,  90,  65,  190, 3
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Berserk, Frog, Small, Manipulation


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Sun Diver              0   1    -     -     -     -       I    X  X  (1)
* Voice of Ages          10  A/1  Mag   Sht   Mag   16      100  X  X  (2)
^ Guitar Slap            0   1    Phys  Sht   Phys  24      100  X  X  (3)
* Petrif-Eye             10  1    Mag   Sht   Mag   16      100  X  X  (4)

(1) remove character from battle [E]
(2) Silence [100%]
(3) Fury [100%]
(4) Petrification [100%]

--> Attack Pattern:

-> Basic Pattern:
Gighee's initial IRV is 6
Action Count is 0, 1, 2 (chosen randomly)
Is Action Count 0, 1?
Yes: Does at least one character not have Petrification?
     Yes: Guitar Slap on random character without Petrification (if 1 has been
          chosen out of Rnd[1..IRV], Guitar Slap x2 in one turn)
          [Action Count +1]
     No: Game Over
No: Is Action Count 2?
    Yes: Does at least one character not have Petrification?
         Yes: Has 1 been chosen out of Rnd[1..IRV]?
              Yes: Is Gighee's MP greater than or equal to 10?
                   Yes: Petrif-Eye on random character without Petrification
                   No: do nothing
              No: Guitar Slap on random character without Petrification (if 1
                  has been chosen out of Rnd[1..IRV], Guitar Slap x2 in one
                  turn)
                  [Has 1 been chosen out of Rnd[1..IRV]?
                   Yes: Action Count +1]
                   No: Action Count is 0, 1 (chosen randomly)]
         No: Game Over
    No: Does at least one character not have Petrification?
        Yes: Has 1 been chosen out of Rnd[1..IRV]?
             Yes: Sun Diver on random character without Petrification
             No: Guitar Slap on random character without Petrification (if 1
```

```
                    has been chosen out of Rnd[1..IRV], Guitar Slap x2 in one turn)
                 [Action Count is 0, 1 (chosen randomly)]


-> Counterattack Pattern:
Has Gighee been attacked magically?
Yes: Does at least one character not have Silence?
     Yes: Is Gighee's MP greater than or equal to 10?
          Yes: Voice of Ages on all characters
               IRV is 2
          No: do nothing
     No: do nothing
No: follow Basic Pattern
Is Gighee's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 3
No: Is Gighee's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 4
    No: Is Gighee's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 5
        No: IRV does not change


===============================================================================
-   BOSS: GI NATTAK                                                           -
===============================================================================


-> Monster's Name: Gi Nattak
-> Monster's Locations:
- Cosmo Canyon - Cave of the Gi (forced)
-> Monster's Level: 29
-> EXP for Defeating: 1400
-> AP for Defeating: 150
-> Gil for Defeating: 3000
-> Item Dropped from Monster: Wizer Staff x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 5500
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70,  70,  1,   75,  25,  140, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (immune), Wind (normal), Holy (weak)
-> Immune: Silence, Sleep, Poison, Confusion, Petrification, Paralysis,
Berserk, Frog, Small, Slow-Numb, Manipulation, Death Sentence, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Aspil                  1   1    MMAb  -     Mag   2       255  X  X
* DeBarrier              12  1/A  Mag   -     -     -       255  X  X  (1)(2)
                                                                      (3)(4)
* Drain                  1   1    MgAb  -     Mag   6       255  X  X
^ Spear Attack           0   1    Phys  Pnch  Phys  35      100  X  X
* Take Over              0   1A   -     -     -     -       I    X  X  (5)


(1) remove Reflect [100%]
(2) remove Shield [100%]
(3) remove Barrer [100%]
(4) remove Magic Barrier [100%]
(5) controls 1 Soul Fire ally to possess 1 character
```

```
--> Attack Pattern:

-> Basic Pattern:
Action Count increases by 1 every turn Gi Nattak takes
Gi Nattak Pre-Selects a character at the beginning of battle
Is Action Count 0, 2?
Yes: Does Pre-Select character have Barrier or Magic Barrier?
     Yes: 2/3 - do nothing
          1/3 - DeBarrier on Pre-Select character
     No: 3/5 - Drain on Pre-Select character
         1/5 - Spear Attack on Pre-Select character
         1/5 - Aspil and Spear Attack on Pre-Select character
No: Is Action Count 1?
    Yes: Has left Soul Fire not been used to Take Over Pre-Select character and
         has Pre-Select character not been possessed?
         Yes: Take Over on Pre-Select character
              Pre-Select character is possessed
              Left Soul Fire is untargettable
         No: Spear Attack on Pre-Select character
    No: Has right Soul Fire not been used to Take Over Pre-Select character and
        has Pre-Select character not been possessed?
        Yes: Take Over on Pre-Select character
             Pre-Select character is possessed
             Right Soul Fire is untargettable
        No: Spear Attack on Pre-Select character
             [Action Count -1]

-> Special KO Pattern:
Is Gi Nattak's HP 0?
Yes: Are any Soul Fire not under KO?
     Yes: remove any Soul Fire not under KO
     No: KO immediately
No: follow Basic Pattern

- STRATEGY: Any summon works well against the Gi Nattak itself, as they all do
significant damage. There is no one most useful, but any one past Choco/Mog
(meaning Shiva, Ifrit, Ramuh, and Titan), can do some amazing damage to it.
That is why I suggest having them all equipped, and one person will of course
have two (may two people will have two if you also wish to equip Choco/Mog).
It sometimes uses Take Over attack to send a Soul Fire to possess you. At this
time, it occasionally does Fire2, which does from ~250+ damage. If it's not in
your body, and its HP is sometimes down, it uses Fire2 on itself to recover
some of its own HP. I suggest killing these guys off first. If a Soul Fire does
possess you, if you have Reflect on the character that is Reflected, Fire2 will
still Reflect off of your character, but it will hit the internal Soul Fire
still, thus healing it as it would when you're not possessed. Remember, all of
these (including Nattak) have a weakness to Holy, so curing can actually hurt
the things. Never use Fire spells on the 2 Soul Fires, as they absorb the
effects. You should have a lot of Ethers and Hi-Potions handy to counter Aspil
from Gi Nattak. With all that being said, after Nattak's 5500 HP is gone,
thusly ends the fight with you getting a Wizer Staff and a Phoenix Down.
- Note: of course, Limit Breaks are great here, too.


===============================================================================
-   GI SPECTOR                                                                -
===============================================================================

-> Monster's Name: Gi Spector
-> Monster's Locations:
- Cosmo Canyon - Cave of the Gi - Third Area
```

```
-> Monster's Level: 23
-> EXP for Defeating: 260
-> AP for Defeating: 20
-> Gil for Defeating: 150
-> Item Dropped from Monster: Smoke Bomb x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Ghost Hand x1
-> Monster's HP: 450
-> Monster's MP: 88
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   45,  30,  1,   59,  35,  120, 0
-> Fire (weak), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (weak)
- Absorb Restorative
-> Immune: Frog


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Hell Spear               0   1    Phys  Pnch  Phys  20      100  O  X  (1)
* Death Sentence           10  1    Mag   -     -     -       100  O  X  (2)(3)
* Skewer                   0   1    Phys  Pnch  Phys  16      100  O  X  (4)

(1) Paralysis [28]
(2) Enemy Skill
(3) Death Sentence [100%]
(4) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0, 1, 2?
Yes: Does at least one character not have Death Sentence?
     Yes: Skewer on random character without Death Sentence
     No: Action Count +1
No: Does at least one character not have Death Sentence?
    Yes: 1/2 - Is random character without Death Sentence's HP less than or
                equal to 1/2 of their MaxHP?
                Yes: Hell Spear on random character without Death Sentence
                      with 1/2 or less of their MaxHP with lowest HP
                No: Skewer on random character without Death Sentence with
                     lowest HP
          1/2 - do nothing
    No: Action Count reset to 0
        [Action Count reset to 0]


-> Counterattack Pattern:
1/2 - Does at least one character not have Death Sentence?
      Yes: Is random character without Death Sentence's HP less than
            or equal to 3/4 of their MaxHP?
          Yes: Death Sentence on random character without Death Sentence with
                3/4 or less of their MaxHP with lowest HP
          No: Skewer on the last character to attack Gi Spector
      No: Skewer on the last character to attack Gi Spector
1/2 - follow Basic Pattern

===============================================================================
-   GOBLIN                                                                    -
===============================================================================
```

```
-> Monster's Name: Goblin
-> Monster's Locations:
- World Map - Goblin Island - Forest
- World Map - Round Island - Forest
-> Monster's Level: 40
-> EXP for Defeating: 20
-> AP for Defeating: 20
-> Gil for Defeating: 20
-> Item Dropped from Monster: Zeio Nut x1 (8)
-> Item Stolen from Monster: Zeio Nut x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 2000
-> Monster's MP: 80
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   58,  74,  1,   68,  55,  74,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog, Small


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Goblin Punch            0   1    Phys  -     Phys  12      100  X  X  (1)(2)
* Sleepel                 8   1/A  Mag   -     -     -       -    X  O  (3)
^ Fight                   0   1    Phys  Cut   Phys  16      95   O  X  (4)


(1) Enemy Skill
(2) Is target lvl = user lvl?
    Yes: Dmg = [dmg x 8]
    No: damage is greater the closer you are to the target lvl
(3) Sleep [72]
(4) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0, 1, 2?
Yes: Does at least one character have Sleep?
     Yes: 2/3 - Fight on random character with Sleep
          1/3 - Goblin Punch on random character with Sleep
     No: 2/3 - Fight on random character
         1/3 - Goblin Punch on random character
                [Action Count +1]
No: Does at least one character not have Sleep and is Goblin's MP greater than
    or equal to 8?
    Yes: Sleepel on random character without Sleep
    No: Does at least one character have Sleep?
        Yes: 2/3 - Fight on random character with Sleep
             1/3 - Goblin Punch on random character with Sleep
        No: 2/3 - Fight on random character
            1/3 - Goblin Punch on random character
                   [Action Count is 0, 1 (chosen randomly)]


===============================================================================
-   BOSS: GODO                                                                -
===============================================================================
```

```
-> Monster's Name: Godo
-> Monster's Locations:
- Wutai - Goda's Pagoda - Fifth (final) Floor
-> Monster's Level: 41
-> EXP for Defeating: 5000
-> AP for Defeating: 60
-> Gil for Defeating: 40000
-> Item Dropped from Monster: All Creation x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10000
-> Monster's MP: 1000
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    70, 60,  1,   68,  45,  100, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Beast Sword              0   A/1  Phys  -     Phys  16      95   X  X
* Trine                    20  A*   Mag   Lit   Mag   34      100  X  X  (1)
* Demi3                    48  1/A* Mag   Grav  Prop  -       75   X  X  (2)
^ Cure2                    24  S    MHPr  Res   Cure  786     255  X  O
* Bio2                     36  1/A  Mag   Psn   Mag   21      100  X  O  (3)
* Drain                    1   1    MgAb  -     Mag   6       255  X  X
^ Mini                     10  1/A  Mag   -     -     -       100  X  O  (4)
^ Sleepel                  8   1/A  Mag   -     -     -       100  X  O  (5)
  Transform [1]            0   S    -     -     -     -       I    X  X  (6)(7)
  Transform [2]            0   S    -     -     -     -       I    X  X  (8)(9)
  Transform [3]            0   S    -     -     -     -       I    X  X  (10)(11)
  Transform [4]            0   S    -     -     -     -       I    X  X  (12)(13)
  Transform [5]            0   S    -     -     -     -       I    X  X  (14)(15)
  Transform [6]            0   S    -     -     -     -       I    X  X  (16)(17)

(1) Enemy Skill
(2) Dmg = [character HP x 3/4]
(3) Poison [48]
(4) Small [72] (if character does not have Small, remove Small [100%] (if
    character has Small)
(5) Sleep [72]
(6) transform from "human" to "beast"
(7) Miscellaneous/Animation
(8) transform from "human" to "joker"
(9) Miscellaneous/Animation
(10) transform from "beast" to "human"
(11) Miscellaenous/Animation
(12) transform from "beast" to "joker"
(13) Miscellaneous/Animation
(14) transform from "joker" to "beast"
(15) Miscellaneous/Animation
(16) transform from "joker" to "human"
(17) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
```

```
Godo's initial IRV is 5
Action Count is 0, 1, 2, 3, 4, 5, 6, 7 (chosen randomly)
Beast Sword on all characters
Transform [1] on self
Godo is in "beast" form
Is Action Count 0?
Yes: 1/4 - Action Count +1
     1/4 - Action Count +2
     1/4 - Action Count +4
     1/4 - Action Count +5
No: Is Action Count 1?
    Yes: 1/4 - Action Count -1
         1/4 - Action Count +2
         1/4 - Action Count +3
         1/4 - Action Count +5
    No: Is Action Count 2?
        Yes: Does at least one character not Reflect and does at least one
             character not have Small and is Godo's MP greater than or equal to
             8?
             Yes: Sleepel on all characters
                  Transform [3] on self
                  Godo is in "human" form
                  [2/3 - Action Count -1]
                  [1/3 - Action Count reset to 0]
             No: 2/3 - Action Count -1
                 1/3 - Action Count reset to 0
        No: Is Action Count 3?
            Yes: Does at least one character not Reflect and does at least one
                 character not have Small and is Godo's MP greater than or
                 equal to 10?
                 Yes: Mini on all characters
                      Transform [3] on self
                      Godo is in "human" form
                      [2/3 - Action Count reset to 0]
                      [1/3 - Action Count -1]
                 No: 2/3 - Action Count reset to 0
                     1/3 - Action Count -1
            No: Is Action Count 4?
                Yes: Is Godo's MP greater than or equal to 1?
                     Yes: Drain on character with highest HP
                          Transform [4] on self
                          Godo is in "joker" form
                          [1/4 - Action Count reset to 0]
                          [1/4 - Action Count -3]
                          [1/4 - Action Count +1]
                          [1/4 - Action Count +2]
                     No: 1/4 - Action Count reset to 0
                         1/4 - Action Count -3
                         1/4 - Action Count +1
                         1/4 - Action Count +2
                No: Is Action Count 5?
                    Yes: Does at least one character not have Reflect and is
                         Godo's MP greater than or equal to 36?
                         Yes: Bio2 on all characters
                              Transform [4] on self
                              Godo is in "joker" form
                              [Has 1 been chosen out of Rnd[1..IRV]?
                               Yes: Action Count +2]
                               No: Action Count -4]
                         No: Has 1 been chosen out of Rnd[1..IRV]?
```

```
                             Yes: Action Count +2
                              No: Action Count -4
                      No: Is Action Count 6?
                           Yes: Is Godo's MP greater than or equal to 20?
                                Yes: Trine on all characters
                                      Transform [5] on self
                                      Godo is in "human" form
                                      [Has 1 been chosen out of Rnd[1..IRV]?
                                       Yes: Action Count +1]
                                       No: Action Count reset to 0]
                                 No: Has 1 been chosen out of Rnd[1..IRV]?
                                       Yes: Action Count +1]
                                       No: Action Count reset to 0
                            No: Is Godo's MP greater than or equal to 48?
                                Yes: Demi3 on all characters
                                      Transform [2] on self
                                      Godo is in "joker" form
                                      [Action Count is 0, 1 (chosen randomly)]
                                 No: Action Count is 0, 1 (chosen randomly)


-> Counterattack Pattern:
Is Godo's HP is less than or equal to 2/5 of its MaxHP?
Yes: IRV is 2
     Transform [3] on self or Transform [6] on self
     Is last character to attack Godo's HP less than or equal to
     1/5 of their MaxHP?
     Yes: 1/2 - Cure2 on last character to attack Godo
          1/2 - Cure2 on self
      No: follow Basic Pattern
No: Is Godo's HP is less than or equal to 3/5 of its MaxHP?
    Yes: IRV is 3
     No: Is Godo's HP is less than or equal to 4/5 of its MaxHP?
         Yes: IRV is 4
          No: IRV does not change
Is last character to attack Godo's HP less than or equal to
[(MaxHP x 1/10) x 2] and has 1 been chosen out of Rnd[1..IRV]?
Yes: Cure2 on last character to attack Godo
No: Cure2 on self
```

- STRATEGY: Congratulations, you've finally made it to the final boss of the
Pagoda, Godo. Unlike the other bosses you have fought in the Pagoda thus far,
Godo does not follow the trend of only increasing HP by 1000; he instead has
4000 more HP than the last challenge you faced, Staniv. Also atypical of the
other bosses, I cannot say he is very easy. You can become very well prepared/
equipped, but odds are he will still present a challenge. The way to cut down
the most challenge in the fight and tilt the scales the most in your favor, is,
simply, to have learned the Magic Hammer Enemy Skill (and use it on him). By
doing so, he will not have use of Trine, Demi3, Cure2, Bio2, Drain, Mini, and
Sleepel. However, there are two downsides to doing this. One is that you
deprive yourself of the opportunity to learn Trine for the fourth Enemy Skill
Materia, and also you deprive yourself of the 1/2 chance you have of Godo using
Cure2 on you later on when his HP is 4000 or less, and your HP is 1/5. But, at
the same time, you obviously defeat his ability to cast it on himself, as well.
I recommend the Added Effect-Transform Materia combination to be implemented
into Yuffie's armor, not to mention Counter Attack Materia on your weapon, to
more quickly chip away Godo's 10000 HP.

Luckily for you, Godo the only boss in the game that does not bear an immunity
toward Gravity. As such, I recommend heavily using Demi2 or Demi3 in this
battle. You'll see his HP quickly slip away when barraged with those spells.

Pair using those with even casting a Bio spell on Godo, and this fight will
certainly not last long. Of course, again, this will all not be such an easy
feat should you not have the Magic Hammer Enemy Skill. If you don't, I suggest
highly that you have Esuna available, as you will likely be needing to remove
some nasty status effects throughout battle (particularly Small and Poison,
unless you have adequate protection). I can't foresee much need to heal should
you follow all--or most--of the above. Do not forget, Limit Breaks generally
tend to always be your friend in these kinds of situations, so don't be shy to
using them if you can. Chances are, with a decent level and everything I've
alluded to, you should have a moderate to easy time when fighting against Godo.
Try to get Trine, if you can, as this will be your final opportunity.

===
-   GOLEM   -
===

-> Monster's Name: Golem
-> Monster's Locations:
- World Map - Cosmo Canyon Area - Canyon
-> Monster's Level: 24
-> EXP for Defeating: 300
-> AP for Defeating: 22
-> Gil for Defeating: 500
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Turbo Ether x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 1000
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60, 56, 1,   80, 5,   100, 0
   48* 80*   243* 130*
   52** 72**   249**120**
   56***64***   255***110***
* - Golem's Att, Def, MAt, MDf after its first turn
** - Golem's Att, Def, MAt, MDf after moving forward once
*** - Golem's Att, Def, MAt, MDf after moving forward twice (increase caps)
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Berserk, Frog, Small, Manipulation

-> Attacks:

* Name   MP Tar Type Elem Form PwrCst %   M R +Added
----
* Megaton Punch   0   1   Phys Hit Phys 30   110 X X
* Finger Shot   0   1   Phys Sht Phys 20   120 X X
^ Golem Punch   0   1   Phys Hit Phys 16   95   X X
  Move Forward   0   S   -   -   -   -   I   X X (1)(2)
  Move Backward   0   S   -   -   -   -   I   X X (3)(4)

(1) moves forward
(2) Miscellaenous/Animation
(3) moves backward
(4) Miscellaenous/Animation

--> Attack Pattern:

-> Basic Pattern:
Has Golem not used Move Forward?
Yes: Golem is in the back row

```
      2/3 - Golem Punch on random character
      1/3 - Finger Shot on random character
No: Has Golem used Move Forward only once?
    Yes: Golem is in the middle row
         Move Forward on self
         Golem is in the first row
    No: Golem is in the first row
        Megaton Punch on random character

-> Counterattack Pattern:
Has 200 damage been done to Golem?
Yes: Is Golem in the middle row or the front row?
     Yes: Move Backward on self
          Golem is in the back row
     No: do nothing
         Golem is in the back row
No: follow Basic Pattern


===============================================================================
-   BOSS: GORKII                                                              -
===============================================================================

-> Monster's Name: Gorkii
-> Monster's Locations:
- Wutai - Goda's Pagoda - First Floor
-> Monster's Level: 30
-> EXP for Defeating: 1500
-> AP for Defeating: 50
-> Gil for Defeating: 0
-> Item Dropped from Monster: X-Potion x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 3000
-> Monster's MP: 150
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   71, 60, 25, 70, 75, 280, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (normal), Wind (weak), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Demi2                   33  1/A* Mag   Grav  Prop  -       75   X  X  (1)
* Barrier                 16  S    Mag   -     -     -       I    X  O  (2)
* Reflect                 30  S    Mag   -     -     -       I    X  X  (3)
* Regen                   30  S    Mag   -     -     -       255  X  O  (4)
^ Dive Kick               0   1    Mag   Hit   Prop  -       100  X  X  (5)

(1) Dmg = [character HP x 1/2]
(2) Barrier [100%]
(3) Reflect [100%]
(4) Regen [100%]
(5) Dmg = [character HP x 1/4]

--> Attack Pattern:

-> Basic Pattern:
```

```
Action Count +1 for every turn Gorkii takes
Is Action Count 1?
Yes: Does Gorkii not have Barrier?
     Yes: Barrier on self
     No: Does Gorkii not have Regen?
          Yes: Regen on self
          No: Does Gorkii not have Reflect?
               Yes: Reflect on self
               No: Demi2 on random character
No: Is Action Count 2?
    Yes: Dive Kick on random character
    No: 1/2 - Dive Kick on random character
        1/2 - Demi2 on random character
              [Action Count reset to 0]
```

- STRATEGY: This battle is nothing to worry about. His HP is nothing you
haven't faced before, nor are the power of his attacks anything menacing.
Gorkii is weak to the Wind element, so you could think to cast Choco/Mog on
Gorkii to play on that, but won't matter too much. He will attempt to reduce
the damage done to him by casting a Barrier spell on himself on his first
turn. Next time he gets to that phase in his attack pattern he will cast
Regen on himself, and these two factors together are enough to make his
minimal HP seem like a bit more, but it's really not. Well-used Limit Breaks
should be enough to do away with him. This fight all in all does not involve
too much strategy, as more of a pummel strategy is appropriate. Gorki never
will land on the ground from its initial position flying in the air, which
gives it an extra 20 to its Df% stat over its base of 5 (which, obviously,
you will never see in battle). Demi2 and Dive Kick do HP-proportional damage,
so they can't kill you, but DK will take a toll (however it does half of what
Demi2 will do to your HP, but do not fret - Gorkii cannot kill you, only damage
you).

===
-   GRAND HORN   -
===

-> Monster's Name: Grand Horn
-> Monster's Locations:
- World Map - Gongaga Area - Grass
- World Map - Cosmo Canyon Area - Grass
-> Monster's Level: 19
-> EXP for Defeating: 180
-> AP for Defeating: 15
-> Gil for Defeating: 240
-> Item Dropped from Monster: War Gong x1 (8), Hi-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 460
-> Monster's MP: 43
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   46, 42, 1,   60, 15, 90, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None

-> Attacks:

```
* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Grand Punch             0   1   Mag   Eth   Mag   24      255  O  X
```

```
^ Punch                        0   1    Phys  Hit   Phys  16      95   O  X  (1)

(1) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
1/2 - Grand Punch on random character
1/2 - Punch on random character


===============================================================================
-   GRANGALAN                                                                 -
===============================================================================

-> Monster's Name: Grangalan
-> Monster's Locations:
- World Map - Mt. Corel Area - Grass
- World Map - Mt. Corel Area - Mountain Path
- World Map - Mt. Corel Area - Beach
- World Map - Gongaga Area - Beach
-> Monster's Level: 16
-> EXP for Defeating: 88
-> AP for Defeating: 10
-> Gil for Defeating: 220
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 550
-> Monster's MP: 60
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   40,  88,  1,   50,  25,  120,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (immune), Wind (normal), Holy (normal)
-> Immune: Darkness, Stop, Confusion, Petrification, Frog, Small, Manipulation,
Death, Death Sentence

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Silver Wheel            0   1    Phys  Shu   Phys  20      100  X  X
* Dark Eye                4   1    Mag   -     -     -       255  X  X  (1)(2)
  Spawn                   0   -    -     -     -     -       I    X  X  (3)(4)
  Remove                  0   AA   -     -     -     -       I    X  X  (5)(6)

(1) Darkness [72]
(2) only attack that will be used if under Berserk
(3) animate Grangalan Jr.
(4) Miscellaneous/Animation
(5) removes Grangalan Jr. and Grangalan Jr.Jr.
(6) Miscellaenous/Animation

--> Attack Pattern:

-> Basic Pattern:
Grangalan will use Silver Wheel on random character on its first turn
For all subsequent turns,
Is Action Count greater than or equal to 3?
Yes: Spawn one Grangalan Jr. (can only be used once)
     Is Grangalan Jr. not under KO?
```

```
       Yes: Is Action Count greater or equal to 4?
            Yes: Silver Wheel on random character
                 [Action Count reset to 0]
            No: Action Count +1
       No: Is Action Count greater than or equal to 4?
            Yes: Is Grangalan's MP greater than or equal to 4?
                 Yes: Dark Eye on random character
                 No: Silver Wheel on random character
                     [Action Count reset to 0]
            No: Silver Wheel on random character
                 [Action Count +1]


-> Special KO Pattern:
Is Grangalan's HP 0?
Yes: Are Grangalan Jr. and Grangalan Jr.Jr. not under KO?
     Yes: Remove on Grangalan Jr. and Grangalan Jr.Jr.
     No: KO immediately
No: follow Basic Pattern


===============================================================================
-   GRANGALAN JR.                                                             -
===============================================================================


-> Monster's Name: Grangalan Jr.
-> Monster's Locations:
- World Map - Mt. Corel Area - Grass (Grangalan battle - only if Spawn was used)
- World Map - Mt. Corel Area - Mountain Path (Grangalan battle - only if Spawn
was used)
- World Map - Mt. Corel Area - Beach (Grangalan battle - only if Spawn was used)
- World Map - Gongaga Area - Beach (Grangalan battle - only if Spawn was used)
-> Monster's Level: 15
-> EXP for Defeating: 77 (only if Grangalan Jr. is KO'd before Grangalan)
-> AP for Defeating: 8 (only if Grangalan Jr. is KO'd before Grangalan)
-> Gil for Defeating: 110 (only if Grangalan Jr. is KO'd before Grangalan)
-> Item Dropped from Monster: Hi-Potion x1 (8) (only if Grangalan Jr. is KO'd
before Grangalan)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 330
-> Monster's MP: 40
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   30, 66, 1,   55, 15, 80,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (immune), Wind (normal), Holy (normal)
-> Immune: Darkness, Stop, Confusion, Petrification, Frog, Small, Manipulation,
Death, Death Sentence


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Silver Wheel           0   1    Phys  Shu   Phys  20      100  X  X
* Triclops               4   1    Mag   -     -     -       255  X  X  (1)(2)
                                                                       (3)
  Spawn                  0   -    -     -     -     -       I    X  X  (4)(5)

(1) Sadness [72]
(2) Slow-Numb [72]
(3) only attack that will be used if under Berserk
(4) animate Grangalan Jr.Jr. x3
```

```
    (5) Miscellaenous/Animation


--> Attack Pattern:


-> Basic Pattern:
Grangalan Jr. will use Silver Wheel on random character on its first turn
For all subsequent turns,
Is Action Count greater than or equal to 3? (or random 1/4 chance)?
Yes: Spawn three Grangalan Jr.Jr.s (can only be used once)
     Are Grangalan Jr.Jr.s not under KO?
     Yes: Is Action Count greater than or equal to 3?
          Yes: Silver Wheel on random character
               [Action Count reset to 0]
          No: Action Count +1
     No: Is Action Count greater than 4?
         Yes: Triclops on random character
              [Action Count reset to 0]
         No: Silver Wheel on random character
             [Action Count +1]


===============================================================================
-   GRANGALAN JR.JR.                                                          -
===============================================================================


-> Monster's Name: Grangalan Jr.Jr.
-> Monster's Locations:
- World Map - Mt. Corel Area - Grass (Grangalan battle - only if Spawn was used
by Grangalan Jr.)
- World Map - Mt. Corel Area - Mountain Path (Grangalan battle - only if Spawn
was used by Grangalan Jr.)
- World Map - Mt. Corel Area - Beach (Grangalan battle - only if Spawn was used
by Grangalan Jr.)
- World Map - Gongaga Area - Beach (Grangalan battle - only if Spawn was used
by Grangalan Jr.)
-> Monster's Level: 14
-> EXP for Defeating: 66 (only if Grangalan Jr.Jr. is KO'd before Grangalan)
-> AP for Defeating: 6 (only if Grangalan Jr.Jr. is KO'd before Grangalan)
-> Gil for Defeating: 55 (only if Grangalan Jr.Jr. is KO'd before Grangalan)
-> Item Dropped from Monster: Potion x1 (8) (only if Grangalan Jr.Jr. is
KO'd before Grangalan)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 110
-> Monster's MP: 20
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   20,  44,  1,   60,  5,   40,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (immune), Wind (normal), Holy (normal)
-> Immune: Darkness, Stop, Confusion, Petrification, Frog, Small, Manipulation,
Death, Death Sentence


-> Attacks:


* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Silver Wheel            0   1    Phys  Shu   Phys  20      100  X  X
* Stop Eye                4   1    Mag   -     -     -       255  X  X  (1)(2)


(1) only attack that will be used if under Berserk
(2) only will be used if under Berserk
```

```
  --> Attack Pattern:

  -> Basic Pattern:
  2/4 - do nothing
  1/4 - Silver Wheel on random character


  ==============================================================================
  -    GRASHTRIKE                                                              -
  ==============================================================================

  -> Monster's Name: Sweeper
  -> Monster's Locations:
  - Midgar - Lower Sector 4 - Train Tunnel
  - Midgar - Lower Sector 4 - Corridors
  -> Monster's Level: 8
  -> EXP for Defeating: 20
  -> AP for Defeating: 2
  -> Gil for Defeating: 20
  -> Item Dropped from Monster: Spider Web x1 (2)
  -> Item Stolen from Monster: Spider Web x1 (32)
  -> Item Morphed from Monster: Spider Web x1
  -> Monster's HP: 42
  -> Monster's MP: 0
  -> Att, Def, Df%, Dex, MAt, MDf, Luck
     12,  18,  3,   58,  15,  2,   6
  -> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
  (normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
  -> Immune: None


  -> Attacks:

  * Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
  ----------------------------------------------------------------------------
  * Silk                   0   1    Mag   -     -     -       90   O  X  (1)
  ^ Sickle                 0   1    Phys  Cut   Phys  16      100  O  X  (2)

  (1) Slow [100%]
  (2) only attack that will be used if under Berserk

  --> Attack Pattern:

  -> Basic Pattern:
  Does any character not have Slow?
  Yes: Silk on random character without Slow
  No: Does at least one character have Slow?
      Sickle on random character with Slow or random character without Slow


  ==============================================================================
  -    GREMLIN                                                                 -
  ==============================================================================

  -> Monster's Name: Gremlin
  -> Monster's Locations:
  - Whirlwind Maze - Straight Path
  -> Monster's Level: 36
  -> EXP for Defeating: 750
  -> AP for Defeating: 60
  -> Gil for Defeating: 750
  -> Item Dropped from Monster: Shrivel x1 (8)
```

```
-> Item Stolen from Monster: Tent x1 (32)
-> Item Morphed from Monster: X-Potion x1
-> Monster's HP: 1500
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70,  60,  5,   62,  55,  80,  14
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Bad Mouth               0   1    Phys  Hit   Phys  48      90   X  X  (1)
^ Claw                    0   1    Phys  Hit   Phys  16      110  O  X  (2)
  Fury [1]                0   S    -     -     -     -       90   X  X  (3)(4)
  Fury [2]                0   S    -     -     -     -       90   X  X  (5)(6)

(1) Sadness [100%]
(2) only attack that will be used if under Berserk
(3) Gremlin goes into a fury
(4) Miscellaenous/Animation
(5) Gremlin goes further into a fury
(6) Miscellaenous/Animation


--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0?
Yes: Does at least one character not have Sadness?
     Yes: 2/3 - do nothing
          1/3 - Bad Mouth on random character without Sadness
     No: Claw on random character
No: Is Action Count 1, 2, 3?
    Yes: Is Gremlin's HP greater than 1/4 of its MaxHP?
         Yes: Claw on random character
         No: Fury [1] or Fury [2] on self (does not matter for Action Count 1,
             2, 3)
             Does at least one character have Sadness?
             Yes: Claw on random character with Sadness
             No: Claw on random character
                 [Action Count +1]
    No: Is Gremlin's HP greater than 1/4 of its MaxHP?
        Yes: Claw on random character
        No: Is Gremlin's HP less than or equal to 1/4 of its MaxHP but greater
            than 1/2 of its MaxHP?
            Yes: Fury [1] on self
                 Does at least one character not have Sadness?
                 Yes: 2/3 - do nothing
                      1/3 - Bad Mouth on random character without Sadness
                 No: Claw on random character
            No: Fury [2] on self
                Does at least one character not have Sadness?
                Yes: Bad Mouth on random character without Sadness
                No: Claw on random character
                    [Action Count reset to 1]


================================================================================
-   GRENADE                                                                    -
```

```
================================================================================

-> Monster's Name: Grenade
-> Monster's Locations:
- Whirlwind Maze - The Crater
-> Monster's Level: 32
-> EXP for Defeating: 900
-> AP for Defeating: 100
-> Gil for Defeating: 400
-> Item Dropped from Monster: Right Arm x1 (8)
-> Item Stolen from Monster: Right Arm x1 (8)
-> Item Morphed from Monster: Right Arm x1
-> Monster's HP: 2000
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70,  60,  1,   68,  30,  64,  0
-> Fire (1/2), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Stop, Confusion, Paralysis, Berserk, Frog, Small, Manipulation


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------
* Gush                    0   1    Phys  Fir   Phys  30      100  X  X
* Bomb Blast              0   1    Phys  -     Phys  254     100  X  X  (1)
* Eruption                0   A    Phys  Fir   Phys  50      100  X  X  (2)
^ Bodyblow [1]            0   1    Phys  Hit   Phys  16      95   X  X
^ Bodyblow [2]            0   1    Phys  Hit   Phys  16      100  X  X
^ Bodyblow [3]            0   1    Phys  Hit   Phys  40      90   X  X


(1) removes Grenade from battle with no reward
(2) dummy attack


--> Attack Pattern:


-> Basic Pattern:
Is Grenade's HP greater than 3/4 of its MaxHP?
Yes: 1/2 - Bodyblow [1] on random character
     1/2 - do nothing
No: Is Grenade's HP less than or equal to 3/4 of its MaxHP but greater than 1/2
    of its MaxHP?
    Yes: 1/2 - Bodyblow [2] on random character
         1/4 - Gush on random character
         1/4 - do nothing
    No: Is Grenade's HP less than or equal to 1/2 of its MaxHP but greater than
        1/4 of its MaxHP?
        Yes: 1/2 - Bodyblow [3] on random character
             1/2 - do nothing
        No: Bomb Blast on random character (battle ends)


================================================================================
-    GRENADE COMBATANT                                                         -
================================================================================


-> Monster's Name: Grenade Combatant
-> Monster's Locations:
- Midgar - Outside Shinra Headquarters
- Midgar - Shinra Headquarters - 1st Floor
- Midgar - Shinra Headquarters - 2nd Floor
```

```
- Midgar - Shinra Headquarters - 3rd Floor
-> Monster's Level: 10
-> EXP for Defeating: 42
-> AP for Defeating: 4
-> Gil for Defeating: 72
-> Item Dropped from Monster: Grenade x1 (8)
-> Item Stolen from Monster: Tranquilizer x1 (32)
-> Item Morphed from Monster: Grenade x1
-> Monster's HP: 130
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   18,  24,  3,   54,  4,   30,  3
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Hand Grenade            0   1    Phys  Sht   Phys  35      70   O  X
^ Machine Gun             0   1    Phys  Sht   Phys  16      100  O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Grenade Combatant will use Hand Grenade 3 turns after the beginning of battle
Are 0 turns left before Grenade Combatant uses Hand Grenade?
Yes: Hand Grenade on character with lowest HP (can only use 4 times)
No: Machinegun on character with lowest HP
Has Grenade Combatant used Hand Grenade 4 times?
Yes: Machinegun on random character
No: Are 0 turns left before Grenade Combatant uses Hand Grenade?
    Yes: Hand Grenade on character with lowest HP
    No: Machineguin on character with lowest HP

-> Counter Attack Pattern:
Is Grenade Comtants HP less than or equal to 3/4 of its MaxHP?
Yes: do nothing
     [Set +1]
No: use Basic Pattern


================================================================================
-   GRIFFIN                                                                    -
================================================================================


-> Monster's Name: Griffin
-> Monster's Locations:
- World Map - Cosmo Canyon Area - Dirt
- World Map - Cosmo Canyon Area - Canyon
-> Monster's Level: 21
-> EXP for Defeating: 260
-> AP for Defeating: 25
-> Gil for Defeating: 350
-> Item Dropped from Monster: Phoenix Down x1 (100%)
-> Item Stolen from Monster: Phoenix Down x1 (32)
-> Item Morphed from Monster: Phoenix Down x1
-> Monster's HP: 760
```

```
-> Monster's MP: 40
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   45,  42,  1,   58,  35,  160, 0
               31*
               0**
               30***
               0****
* - Griffin's Df% when it first flies into the air
** - Griffin's Df% when it lands from flying into the air the first time
*** - Griffin's Df% all subsequent times it's in the air
**** - Griffin's Df% all subsequent times it's on ground
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Sleep, Stop, Confusion, Paralysis, Berserk, Frog, Small,
Manipulation

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Peacock [1]             8   A*   MgMP  -     Mag   4       140  X  X
^ Peakcock [2]            8   A*   MgMP  -     Mag   4       140  X  X
^ Claw [1]                0   1    Phys  Pnch  Phys  16      130  X  X
^ Claw [2]                0   1    Phys  Pnch  Phys  16      130  X  X
  Fly                     0   S    -     -     -     -       I    X  X  (1)(2)
  Land                    0   S    -     -     -     -       I    X  X  (3)(4)

(1) Griffon flies into the air - Df% is altered
(2) Griffon's range is far
(3) Griffon lands on the ground - Df% is altered
(4) Griffon's range is close

--> Attack Pattern:

-> Basic Pattern:
Is Griffin on the ground?
Yes: 1/2 - Claw [1] on random character
     1/4 - Peakcock [1] on random character
     1/4 - Has Griffin used no other attacks while on the ground?
           Yes: Claw on random character
           No: Fly on self
               Griffin is in the air
               Griffin's range is far
No: 1/2 - Peakcock [2] on random character
    1/4 - Claw [2] on random character
    1/4 - Has Griffin used no other attacks while in the air?
          Yes: Peacock [2] on random character
          No: Land on self
              Griffin is on the ground
              Griffin's range is close


===============================================================================
-   GRIMGUARD                                                                 -
===============================================================================

-> Monster's Name: Grimguard
-> Monster's Locations:
- Corral Valley Cave
-> Monster's Level: 31
-> EXP for Defeating: 600
```

```
-> AP for Defeating: 45
-> Gil for Defeating: 560
-> Item Dropped from Monster: Shrivel x1 (8)
-> Item Stolen from Monster: Shrivel x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 880
-> Monster's MP: 120
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60, 52, 1,  58, 25,  180, 0
        254**             510*
* - first form
** - second form
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Berserk, Frog, Small, Manipulation


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Grim Rod               0   1    Phys  Hit   Phys  16      95   X  X
* Bolt2                  22  1/A  Mag   Lit   Mag   20      100  X  O
* Ice2                   22  1/A  Mag   Ice   Mag   20      100  X  O
  Transform [1]          0   S    -     -     -     -       I    X  X  (1)
  Transform [2]          0   S    -     -     -     -       I    X  X  (2)

(1) transform from first form to second form - Def is altered
(2) transform from second form to first form - MDf is altered


--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 2, 3?
Yes: Grimguard is in second form at the beginning of battle
No: Grimguard is in first form at the beginning of battle
Action Count increases by 1 every turn Grimguard takes
Is Action Count 1?
Yes: Transform [2] on self
     Grimguard is in first form
     1/2 - Is Grimguard's MP greater than or equal to 22?
           Yes: Bolt2 on random character
           No: do nothing
     1/2 - Is Grimguard's MP greater than or equal to 22?
           Yes: Ice2 on random character
           No: do nothing
No: Is Action Count 2?
    Yes: Transform [1] on self
         Grimguard is in second form
    No: Is Action Count 3?
        Yes: Grim Rod on random character
        No: Transform [2] on self
            Grimguard is in first form
             [Action Count reset to 0]


=============================================================================
-   GROSSPANZER*BIG                                                         -
=============================================================================

-> Monster's Name: Grosspanzer*Big
```

```
-> Monster's Locations:
- Midgar - Mako Cannon - Sister Ray (base) (Grosspanzer battle)
-> Monster's Level: 46
-> EXP for Defeating: 800
-> AP for Defeating: 80
-> Gil for Defeating: 2100
-> Item Dropped from Monster: 8-inch Cannon x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 4600
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   140, 120, 1,   110, 124, 160, 0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Slow, Stop, Confusion, Berserk, Paralysis,
Petrification, Frog, Small, Fury, Sadness, Slow-Numb, Haste, Manipulation,
Death-Sentence


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
^ Napalm Bomb              0   1   Phys  Fir   Phys   24      100  X  X  (1)


(1) Grosspanzer*Big does not attack on its own. It is in battle to act as a
    medium for Grosspanzer*Mobile to use its Napalm Bomb attack

--> Attack Pattern:

-> Basic Pattern:
none


===============================================================================
-   GROSSPANZER*MOBILE                                                        -
===============================================================================

-> Monster's Name: Grosspanzer*Mobile
-> Monster's Locations:
- Midgar - Mako Cannon - Sister Ray (base)
-> Monster's Level: 50
-> EXP for Defeating: 400
-> AP for Defeating: 80
-> Gil for Defeating: 1400
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   160, 136, 10,  75,  111, 160, 0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Slow, Stop, Confusion, Berserk, Paralysis,
Petrification, Frog, Small, Fury, Sadness, Slow-Numb, Haste, Manipulation,
Death-Sentence

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
```

```
--------------------------------------------------------------------------
^ Normal Shell [1]         0   1    Phys  Sht   Phys   16      100   X  X
^ Normal Shell [2]         0   1    Phys  Sht   Phys   30      100   X  X
^ Napalm Bomb              0   1    Phys  Fir   Phys   24      100   X  X
^ Deadly Wheel             0   A/1  Phys  Hit   Phys   16      95    X  X
^ Bodyblow                 0   1    Phys  Hit   Phys   40      90    X  X
  Remove                   0   AA   -     -     -      -       I     X  X  (1)(2)


(1) remove all allies from battle if Grosspanzer*Mobile is KO'd
(2) Miscellaneous/Animation


--> Attack Pattern:


-> Basic Pattern:
Are Grosspanzer*Big and Grosspanzer*Small (A/B) not under KO?
Yes: Is Action Count 0, 1, 2?
     Yes: Normal Shell [2] on random character
          [Action Count +1]
     No: Is Action Count 3?
         Yes: Napalm Bomb on random character
              [Action Count +1]
         No: Is Action Count 4, 5?
             Yes: Normal Shell [2] on random character
                  [Action Count +1]
             No: Is Action Count 6?
                 Yes: Napalm Balm on random character
                      [Action Count +1]
                 No: Is Action Count 7?
                     Yes: Deadly Wheel on random character
                          [Action Count +1]
                     No: Bodyblow on random character
                         [Action Count reset to 0]
No: Is only Grosspanzer*Big under KO?
    Yes: Is Action Count 0, 1, 2?
         Yes: Normal Shell [2] on random character
              [Action Count +1]
         No: Deadly Wheel on random character
             [Action Count reset to 0]
    No: Are Grosspanzer (A/B) under KO or is Grosspanzer*Big and one
        Grosspanzer*Small under KO?
        Yes: Is Action Count 0, 1, 2?
             Yes: Normal Shell [1] on random character
                  [Action Count +1]
             No: Napalm Bomb on random character
                 [Action Count reset to 0]
        No: Is Action Count 0?
            Yes: Deadly Wheel x2 in one turn on random characters
                 [Action Count +1]
            No: Is Action Count 1?
                Yes: Deadly Wheel on random character
                     [Action Count +1]
                No: Is Action Count 2?
                    Yes: Action Count +1
                    No: Bodyblow on random character
                        [Action Count reset to 0]


- Note: this attack pattern may not be 100% accurate. I'll be testing it more
as time progresses. If you notice any errors in terms of conditions and
actions taken, please let me know.
```

```
-> Special KO Pattern:
Is Grosspanzer*Mobile's HP 0?
Yes: Remove on all allies before KO
No: follow Basic Pattern


===============================================================================
-   GROSSPANZER*SMALL                                                        -
===============================================================================

-> Monster's Name: Grosspanzer*Small
-> Monster's Locations:
- Midgar - Mako Cannon - Sister Ray (base) (Grosspanzer battle)
-> Monster's Level: 42
-> EXP for Defeating: 600
-> AP for Defeating: 80
-> Gil for Defeating: 700
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2900
-> Monster's MP: 160
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   120, 100, 1,   136, 90,  130, 0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Slow, Stop, Confusion, Berserk, Paralysis,
Petrification, Frog, Small, Fury, Sadness, Slow-Numb, Haste, Manipulation,
Death-Sentence

-> Attacks:

* Name                 MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Normal Shell         0   1    Phys  Sht   Phys  16      100  X  X  (1)

(1) Grosspanzer*Small does not attack on its own. It is in battle to act as a
    medium for Grosspanzer*Mobile to use its Normal Shell [1] and Normal Shell
    [2] attacks

--> Attack Pattern:

-> Basic Pattern:
none


===============================================================================
-   GRUNT                                                                    -
===============================================================================

-> Monster's Name: Grunt
-> Monster's Locations:
- Midgar #1 Mako Reactor - Entrance
- Midgar #1 Mako Reactor - Staircase
- Midgar #1 Mako Reactor - Pipelines [below ladder]
- Midgar #1 Mako Reactor - Pipelines [above ladder]
-> Monster's Level: 7
-> EXP for Defeating: 22
-> AP for Defeating: 2
-> Gil for Defeating: 15
-> Item Dropped from Monster: Potion x1 (8), Potion x1 (8)
-> Item Stolen from Monster: Grenade x1 (8)
```

```
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 40
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   12, 10,  4,  58   2    2    8
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Beam Gun                0   1    Phys  Sht   Phys  18      100  O  X
^ Handclaw                0   1    Phys  Pnch  Phys  16      100  O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Is Grunt in the front row?
Yes: Are all party members in the front row?
     Yes: 7/8 - Handclaw on random character
          1/8 - Beam Gun on random character
     No: Are all party members in the back row?
         5/6 - Beam Gun on random character
         1/6 - Handclaw on random character
     No: Is at least one character in the front row?
         1/2 - Handclaw on random character in the front row
         1/2 - Beam Gun on random character in the back row
Is Grunt in the back row?
Yes: Are all party members in the front row?
     Yes: 7/8 - Beam Gun on random character
          1/8 - Handclaw on random character
     No: Are all party members in the back row?
         15/16 - Beam Gun on random character
         1/16 - Handclaw on random character
     No: Is at least one character in the front row?
         1/2 - Handclaw on random character in the front row
         1/2 - Beam Gun on random character in the back row


===============================================================================
-    GUARD HOUND                                                              -
===============================================================================


-> Monster's Name: Guard Hound
-> Monster's Locations:
- Midgar #1 Mako Reactor - Outside/Train Station
- Midgar - Sector 7 - Train Graveyard North [before Aps]
- Midgar - Sector 7 - Train Graveyard South [before Aps]
- Midgar - Sector 5 Slums - Church Floor (forced - only if Aeris is forced to
fight)
-> Monster's Level: 3
-> EXP for Defeating: 20
-> AP for Defeating: 2
-> Gil for Defeating: 12
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Potion x1 (32)
-> Item Morphed from Monster: Potion x1
```

```
-> Monster's HP: 42
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    8,   4,   6,  64,  2,   2,   6
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
  Bite                     0   1    Phys  Hit   Phys  16      100  O  X  (1)
* Tentacle                 0   1    Phys  Hit   Phys  24      90   O  X

(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
2/3 - Is there anyone in the front row?
     Yes: Bite on random character in the front row
     No: Bite on random character with lowest HP
1/3 - Is there anyone in the back row?
     Yes: Tentacle on random character in the back row
     No: Tentacle on character with lowest HP


===============================================================================
-   BOSS: GUARD SCORPION                                                      -
===============================================================================

-> Monster's Name: Guard Scorpion
-> Monster's Locations:
- Midgar #1 Reactor - Reactor Valve/Bomb Planting Point (forced)
-> Monster's Level: 12
-> EXP for Defeating: 100
-> AP for Defeating: 10
-> Gil for Defeating: 100
-> Item Dropped from Monster: Assault Gun x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 800
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   30,  40,  0,  60,  15,  300,  1
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(immune), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Silence, Frog, Small, Slow-Numb,
Petrification, Manipulation, Paralysis, Berserk, Confusion, Fury, Sadness,
Death Sentence, Death


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Rifle                    0   1    Phys  Sht   Phys  16      100  X  X
* Scorpion Tail            0   1    Phys  Sht   Phys  28      95   X  X
* Tail Laser               0   A    Phys  Sht   Phys  48      120  X  X
* Search Scope             0   1    -     -     -     -       -    X  X  (1)(2)
```

```
             (1) selects a target
             (2) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0, 2?
Yes: Search Scope on random character and "Locked on target" appears on screen
     [Action Count +1]
No: Is Action Count 1/3?
    Yes: 1/3 - Scorpion Tail on Search Scope character (if Guard Scorpion has
         less than 1/2 MaxHP, 2/3 - Rifle on Search Scope character and 1/3 -
         Scorpion Tail on Search Scope character)
         [Action Count +1]
    No: Is Action Count 4?
        Yes: Is only Cloud not under KO?
             Yes: Cloud says "It's gonna fire that laser...", then
             No: Are both alive?
                 Yes: Cloud says "Barret, be careful!"
                 No: Is only Barret not under KO?
                     Yes: Barret says "I dunno what's goin' on, but...", then
                          "it looks pretty bad", then "Let's see what it does
                          when it's tail's up..."
             Cloud can also say "Attack while it's tail's up!" and "It's gonna
             counterattack with its laser..." (unsorted)
                          [Action Count +1]
                 No: Game Over
    No: Is Action Count 5, 6?
        Yes: Action Count +1
        No: Action Count reset to 0

-> Countattack Pattern:
Counterattack with Tail Laser when Action Count is 4

-> STRATEGY: First off, do not let boss' intimidation be your weakness and
downfall. It may look a little bit scary at first, but it's bite is nowhere
near as loud as its bark. It has a total of four attacks as you can see by
observing the above data. One is Rifle, which it always execute right after it
uses Search Scope (just like the attack, Scorpion Tail it does under the same
circumstances). This only hits one character, and it is not a huge thing to
worry about in the long run. Search Scope I just explained, and it is not
anything to fret about, but you could worry about healing if you're under 40
HP at this point before Rifle hits. Then, there's Tail Laser, which you do not
have to worry about until later in the fight. But, when it does hit, it is
something to worry about, since it does anywhere from 70 to 90+ damage to both
Cloud and Barret. Well, time to get to strategic tactics and all. Once fight
is engaged, I hope you have both of your Limit Breaks ready for action. Cloud
has Braver at this point and it should do about 130 damage, and Barret should
to about the same amount of his damage with his Big Shot. They both compliment
each other quite nicely in this battle. From this point, it'll probably use its
Search Scope. And in this span, it becomes totally useless until its next go.

Now, Cloud should use Bolt for about 100 damage since it's a mechanical type
creature, and Barret to simply attack. By the way, no special Materia should be
set up other than your originals, with one small discrepancy: Barret should be
equipped with that recently acquired Restore Materia. After you've take it to
50% of its max HP (400), it'll raise its tail. At this point Cloud issues a
warning, and it starts using Tail Laser. It also starts doing less damage with
your attacks, as well. Oh well... Heal after every two of them, and continue
using Bolt and attack with Barret. After about three more rounds of attacks,
```

```
Guard Scorpion will be nothing more than a bucket of bolts.


================================================================================
-    GUARD SYSTEM                                                             -
================================================================================

-> Monster's Name: Guard System
-> Monster's Locations:
- Junon (disk 2) - Hallways Leading to Underwater
-> Monster's Level: 35
-> EXP for Defeating: 1100
-> AP for Defeating: 80
-> Gil for Defeating: 1200
-> Item Dropped from Monster: Molotov x1 (2)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2200
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   55, 70, 0,  67, 56, 50, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (weak), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Confusion, Sleep, Paralysis, Petrification,
Berserk, Frog, Small, Fury, Sadness, Seizure, Peerless, Death Sentence, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
  Vanish                 0   S    -     -     -     -       I    X  X  (1)(2)
  Warning                0   -    -     -     -     -       -    X  X  (3)(4)

(1) Guard System exits battle
(2) Miscellaneous/Animation
(3) 100% first action
(4) text appears on screen


--> Attack Pattern:

-> Basic Pattern:
Use Warning as First Attack
1/2 - "Leave at once!!" appears on screen
1/2 - "Warning! Warning!" appears on screen

-> Counterattack Pattern:
Is Warning Board's HP 0?
Yes: Vanish on self
No: Is it not the beginning of battle?
    Yes: do nothing
    No: folloe Basic Pattern


================================================================================
-    GUARDIAN                                                                 -
================================================================================

-> Monster's Name: Guardian
-> Monster's Locations:
- Underwater Mako Reactor - Catwalk (above submarine area)
- Underwater Mako Reactor - Hallway (with save point)
- Underwater Mako Reactor - Reactor Chamber
```

```
-> Monster's Level: 40
-> EXP for Defeating: 940
-> AP for Defeating: 60
-> Gil for Defeating: 500
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 4000
-> Monster's MP: 340
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    80,  76,  8,   67,  66,  80,  10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Frog, Small, Slow-Numb, Fury, Sadness, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* W Rocket Punch           0   1    Phys  Hit   Phys  20      100  X  X
* Jumping Blow             0   1    Phys  Cut   Phys  20      100  X  X
^ Rocket Punch             0   1    Phys  Hit   Phys  20      100  X  X
  Berserk Text             0   -    -     -     -     -       -    X  X  (1)(2)
                                                                          (3)
  Opening Action           0   S    -     -     -     -       I    X  X  (4)(5)

(1) only attack that will be used if under Berserk
(2) "Guardian's skill power is used up." appears on screen
(3) Guardian will do nothing when under Berserk
(4) 100% W Rocket Punch on next turn
(5) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Guardian's initial IRV is 8
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
2/3 - Guardian moves on to first attack decision
      [Action Count chosen as normal]
1/3 - Opening Action on self
      [Action Count is 3]
Is Action Count is 0, 1?
Yes: Rocket Punch on random character (if 1 has been chosen out of Rnd[1..IRV],
     Rocket Punch x2 in one turn)
     [Action Count +1]
No: Is Action Count 2?
    Yes: Rocket Punch on random character (if 1 has been chosen out of
         Rnd[1..IRV], Rocket Punch x2 in one turn)
         [Action Count is 2, 3, 4 (chosen randomly)]
    No: Is Action Count 3?
        Yes: W Rocket Punch on random character (if 1 has been chosen out of
             Rnd[1..IRV], W Rocket Punch x2 in one turn)
             [Action Count reset to 0]
        No: Jumping Blow on random character (if 1 has been chosen out of
            Rnd[1..IRV], Jumping Blow x2 in one turn)
            [Action Count reset to 0]

-> Counterattack Pattern:
```

```
Is Guardian's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Guardian's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 4
    No: Is Guardian's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 6
        No: IRV does not change


===============================================================================
-   GUARDIAN (LEFT)                                                           -
===============================================================================

-> Monster's Name: Guardian (left) (battle object - Guardian's left hand)
-> Monster's Locations:
- Underwater Mako Reactor - Catwalk (above submarine area) (Guardian battle)
- Underwater Mako Reactor - Hallway (with save point) (Guardian battle)
- Underwater Mako Reactor - Reactor Chamber (Guardian battle)
-> Monster's Level: 40
-> EXP for Defeating: 940
-> AP for Defeating: 60
-> Gil for Defeating: 500
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 4000
-> Monster's MP: 340
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80, 76,  8,   67,  66,  80,  10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Frog, Small, Slow-Numb, Fury, Sadness, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
none

--> Attack Pattern:

-> Basic Pattern:
none
Guardian (left) is untargettable.


===============================================================================
-   GUARDIAN (RIGHT)                                                          -
===============================================================================

-> Monster's Name: Guardian (right) (battle object - Guardian's right hand)
-> Monster's Locations:
- Underwater Mako Reactor - Catwalk (above submarine area) (Guardian battle)
- Underwater Mako Reactor - Hallway (with save point) (Guardian battle)
- Underwater Mako Reactor - Reactor Chamber (Guardian battle)
-> Monster's Level: 40
-> EXP for Defeating: 940
-> AP for Defeating: 60
-> Gil for Defeating: 500
-> Item Dropped from Monster: None
```

```
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 4000
-> Monster's MP: 340
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80,  76,  8,   67,  66,  80,  10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Frog, Small, Slow-Numb, Fury, Sadness, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
none


--> Attack Pattern:

-> Basic Pattern:
none
Guardian (right) is untargettable.


===============================================================================
-   GUN CARRIER                                                               -
===============================================================================


-> Monster's Name: Gun Carrier
-> Monster's Locations:
- Underwater Mako Reactor - Catwalk (above submarine area)
- Underwater Mako Reactor - Hallway (with save point)
- Underwater Mako Reactor - Reactor Chamber
-> Monster's Level: 39
-> EXP for Defeating: 860
-> AP for Defeating: 75
-> Gil for Defeating: 1600
-> Item Dropped from Monster: S-Mine x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 3400
-> Monster's MP: 240
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60,  76,  5,   59,  45,  84,  2
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Paralysis, Frog, Small, Fury, Sadness,
Death Sentence


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Normal Shell           0   1    Phys  Sht   Phys  16      100  O  X  (1)
* Abnormal Shell         0   1    Phys  Sht   Phys  4       100  X  X  (2)(3)
  Attack                 0   1    Phys  Hit   Phys  40      90   O  X

(1) only attack that will be used if under Berserk
(2) Darkness [100%]
(3) Slow [100%]
```

```
--> Attack Pattern:

-> Basic Pattern:
Action Count increases by 1 every turn Gun Carrier takes
Is Action Count 0?
Yes: Action Count +1
No: Is Action Count 1?
    Yes: Abnormal Shell on random character
    No: Is Action Count 2?
        Yes: Does at least one character have Slow?
             Yes: Normal Shell on random character with Slow
             No: Normal Shell on random character
                [Action Count +1]
        No: Is Action Count 3?
            Yes: Does at least one character have Darkness?
                 Yes: Bodyblow on random character with Darkness
                 No: Bodyblow on random character
                    [Action Count +1]
            No: Normal Shell on all targettable characters
                [1/2 - Action Count reset to 2]
                [1/2 - Does at least one character have Darkness or Slow?
                      Yes: Action Count reset to 1]
                      No: Action Count reset to 2]


===============================================================================
-    HAMMER BLASTER                                                          -
===============================================================================

-> Monster's Name: Hammer Blaster
-> Monster's Locations:
- Midgar - Shinra Headquarters - 63rd Floor
- Midgar - Shinra Headquarters - 65th Floor
-> Monster's Level: 12
-> EXP for Defeating: 43
-> AP for Defeating: 5
-> Gil for Defeating: 80
-> Item Dropped from Monster: Loco Weed x1 (8)
-> Item Stolen from Monster: Echo Screen x1 (32)
-> Item Morphed from Monster: Smoke Bomb x1
-> Monster's HP: 210
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   18,  12,  3,   50,  0,   44,  4
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Stop, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Hammer Attack           0   1    Phys  Hit   Phys  16      95   X  X
^ Muddle Mallet           0   1    Phys  Hit   Phys  8       90   X  X  (1)
^ Flying Hammer           0   1    Phys  Hit   Phys  16      90   X  X  (2)
^ Flying Muddle           0   1    Phys  Hit   Phys  8       85   X  X  (3)(4)
^ Zip Hammer              0   1    Phys  Hit   Phys  16      105  X  X  (5)
^ Zip Confu               0   1    Phys  Hit   Phys  8       100  X  X  (6)(7)
^ Flying Zip              0   1    Phys  Hit   Phys  16      100  X  X  (8)
```

```
^ Flying Zip Confu          0   1    Phys  Hit   Phys  8      95    X  X  (9)(10)
^ Vanish                    0   S     -     -     -     -      -    X  X  (11)(12)
^ Appear                    0   S     -     -     -     -      -    X  X  (13)(14)


(1) Confusion [48]
(2) dummy attack
(3) Confusion [48]
(4) dummy attack
(5) dummy attack
(6) Confusion [48]
(7) dummy attack
(8) dummy attack
(9) Confusion [48]
(10) dummy attack
(11) <Hammer Blaster's Stand> is untargettable
(12) Miscellaneous/Animation
(13) Hammer Blaster reappears and becomes targettable again
(14) Miscellaenous/Animation


--> Attack Pattern:


-> Basic Pattern:
Hammer Blaster's initial IRV is 5
Is Action Count 0, 1?
Yes: Does at least one character not have Confusion and has 1 been chosen from
     Rnd[1..IRV]?
     Yes: Muddle Mallet on random character without Confusion
     No: Hammer Attack on random character
     [Action Count +1]
No: Is Action Count 2?
    Yes: Vanish on self
    [Action Count is 3]
    No: Is Action Count 3?
        Yes: 1/2 - Action Count is 4
             1/2 - Action Count is 5
        No: Is Action Count 4?
            Yes: Appear on self
            No: Appear on self
                Does at least one character not have Confusion and has 1 been
                chosen from Rnd[1..IRV]?
                Yes: Muddle Mallet on random character
                No: Hammer Attack on random character
                [Action Count is 1]


-> Counter Attack Pattern:
Is Hammer Blaster's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Hammer Blaster's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Hammer Blaster's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
        No: IRV does not change

===============================================================================
-    <HAMMER BLASTER'S STAND>                                                 -
===============================================================================

-> Monster's Name: None (battle object - Hammer Blaster's stand)
-> Monster's Locations:
- Midgar - Outside Shinra Headquarters
```

```
- Midgar - Shinra Headquarters - 63rd Floor (Hammer Blaster battle)
- Midgar - Shinra Headquarters - 65th Floor (Hammer Blaster battle)
-> Monster's Level: 12
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    0,   0,   0,   1,   0,   0,   0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
none


--> Attack Pattern:

-> Basic Pattern:
Begin battle with Hammer Blaster's Basic Pattern for Action Count 2
<Hammer Blaster's Stand> is untargettable


================================================================================
-   SUB-BOSS: <HAND B>                                                         -
================================================================================

-> Monster's Name: Hand B (actually called Jenova-SYNTHESISB by the game)
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return)
(Jenova-SYNTHESIS battle) (forced)
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 500
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10000
-> Monster's MP: 600
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   150, 100, 1,   120, 120, 180, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(absorb), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death

-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
none
```

```
--> Attack Pattern:

-> Basic Pattern:
none


================================================================================
-   SUB-BOSS: <HAND C>                                                         -
================================================================================

-> Monster's Name: Hand C (actually called Jenova-SYNTHESISC by the game)
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return)
(Jenova-SYNTHESIS battle) (forced)
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 500
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 8000
-> Monster's MP: 600
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   150, 100, 1,   120, 120, 180, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(absorb), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
none

--> Attack Pattern:

-> Basic Pattern:
none


================================================================================
-   HARD ATTACKER                                                              -
================================================================================

-> Monster's Name: Hard Attacker
-> Monster's Locations:
- Underwater Mako Reactor - Catwalk (above submarine area)
- Underwater Mako Reactor - Hallway (with save point)
- Underwater Mako Reactor - Reactor Chamber
-> Monster's Level: 32
-> EXP for Defeating: 750
-> AP for Defeating: 58
-> Gil for Defeating: 600
-> Item Dropped from Monster: Molotov x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2500
-> Monster's MP: 150
-> Att, Def, Df%, Dex, MAt, MDf, Luck
```

```
   80,  90,  3,   77,  55,  74,  6
-> Fire (1/2), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (1/2), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Oil                      0   1    Phys  Fir   Phys  16      95    O  X
^ Bodyblow                 0   1    Phys  Hit   Phys  16      100   O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
1/2 - Oil on random character
1/2 - Is at least one character in the front row?
      Yes: Bodyblow on random character in the front row
      No: Bodyblow on random character


===============================================================================
-   HARPY                                                                     -
===============================================================================

-> Monster's Name: Harpy
-> Monster's Locations:
- World Map - Golden Saucer Area - Desert
-> Monster's Level: 18
-> EXP for Defeating: 148
-> AP for Defeating: 14
-> Gil for Defeating: 210
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Striking Staff x1 (8)
-> Item Morphed from Monster: Elixir x1
-> Monster's HP: 800
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50,  32,  1,   58,  13,  100, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (1/2), Water (normal), Wind (normal), Holy (normal)
-> Immune: Stop, Petrification, Paralysis, Frog, Small, Peerless, Death
Sentence, Death


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Aqualung                 34  A*   Mag   Wat   Mag   52      100   O  O
* Poison Storm             20  1    Mag   -     -     -       100   O  X  (1)
^ Claw                     0   1    Phys  Pnch  Phys  16      130   O  X  (2)

(1) Poison [100]
(2) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Is Action Count 0?
```

```
Yes: Is Harpy's HP greater than or equal to 30?
     Yes: Poison Storm on random character
    No: Claw on random character
         [Action Count +1]
No: Is Action Count 1?
    Yes: Claw on random character
         [Action Count +1]
    No: Is Harpy's MP greater than or equal to 34?
        Yes: Aqualung on all characters
        No: Claw on random character
             [Action Count reset to 0]


===============================================================================
-   HEADBOMBER                                                                -
===============================================================================

-> Monster's Name: Headbomber
-> Monster's Locations:
- Gaea's Cliff - Cliffs
- Gaea's Cliff - Caves
- Gaea's Cliff - Final Area
-> Monster's Level: 35
-> EXP for Defeating: 640
-> AP for Defeating: 64
-> Gil for Defeating: 460
-> Item Dropped from Monster: Hyper x1 (2)
-> Item Stolen from Monster: Tranquilizer x1 (63)
-> Item Morphed from Monster: Tranquilizer x1
-> Monster's HP: 1600
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70,  60,  10,  60,  40,  46,  10
                  120*
* - only when Headbomber has no allies, or all allies have gone under KO
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Extreme Bomber          0   1    Phys  Shu   Phys  70      100  X  X  (1)
^ Dorsal Punch            0   1    Phys  Hit   Phys  16      95   O  X  (2)


(1) Fury [72]
(2) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Has Headbomber animated alone or are all allies under KO?
Yes: Extreme Bomber on random character
No: Dorsal Punch on random character


===============================================================================
-   HEAD HUNTER                                                               -
===============================================================================

-> Monster's Name: Head Hunter
```

```
-> Monster's Locations:
- World Map - Mideel Area - Grass
- World Map - Mideel Area - Jungle
-> Monster's Level: 30
-> EXP for Defeating: 650
-> AP for Defeating: 80
-> Gil for Defeating: 1000
-> Item Dropped from Monster: Ether x1 (8)
-> Item Stolen from Monster: Tranquilizer x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 2000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 60,  3,   67,  58,  60,  10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Rising Dagger            0   1    Phys  -     Phys  16      95   O  X
^ Sickle                   0   1    Phys  Cut   Phys  16      100  O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
3/4 - Sickle on random character
1/4 - Rising Dagger on random character


===============================================================================
-   HEAVY TANK                                                                -
===============================================================================


-> Monster's Name: Heavy Tank
-> Monster's Locations:
- Gongaga - Wasteland
- Gongaga - Mako Reactor
-> Monster's Level: 21
-> EXP for Defeating: 340
-> AP for Defeating: 45
-> Gil for Defeating: 1300
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Phoenix Down x1 (32)
-> Item Morphed from Monster: Power Source x1
-> Monster's HP: 1600
-> Monster's MP: 25
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   49, 34,  1,   68,  37,  90,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog


-> Attacks:


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
```

```
* Wheelie Attack            0   1    Phys  Hit   Phys  24        90   O  X
* Big Spiral                0   A    Phys  Hit   Phys  24        110  O  X
^ Charge                    0   1    Phys  Hit   Phys  24        80   O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Heavy Tank's initial IRV is 8
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0, 1?
Yes: Charge on any character not under KO
     [Action Count +1]
No: Is Action Count 2?
    Yes: Wheelie Attack on any character not under KO
         [Action Count +1]
    No: Big Spiral on all characters
        [Action Count reset to 0]

-> Counterattack Pattern:
Is Heavy Tank's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Heavy Tank's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Heavy Tank's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
        No: IRV does not change


===============================================================================
-   HEDGEHOG PIE                                                              -
===============================================================================

-> Monster's Name: Hedgehog Pie
-> Monster's Locations:
- Midgar - Sector 5 Slums - Church (ceiling support)
- Midgar - Sector 5 Slums
-> Monster's Level: 6
-> EXP for Defeating: 20
-> AP for Defeating: 3
-> Gil for Defeating: 25
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Ether x1 (8)
-> Item Morphed from Monster: Ether x1
-> Monster's HP: 40
-> Monster's MP: 52
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   12,  18,  4,   42,  4,   12,  8
-> Fire (normal), Ice (weak), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Fire                     4   1/A  Mag   Fir   Mag   8       100   O  O
^ Bodyblow                 0   1    Phys  Hit   Phys  16      95    O  X  (1)


(1) only attack that will be used if under Berserk
```

```
--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2 (chosen randomly)
Is Action Count 0, 1?
Yes: Bodyblow on random character
     [Action Count +1]
No: 1/2 - Is Hedgehog Pie's MP greater than or equal to 4?
          Yes: Fire on random character
          No: Bodyblow on random character
          [Action Count reset to 0]


===============================================================================
-    HEG                                                                      -
===============================================================================

-> Monster's Name: Heg
-> Monster's Locations:
- Cosmo Canyon - Cave of the Gi - First Area
- Cosmo Canyon - Cave of the Gi - Second Area
- Cosmo Canyon - Cave of the Gi - Third Area
-> Monster's Level: 22
-> EXP for Defeating: 250
-> AP for Defeating: 20
-> Gil for Defeating: 240
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 400
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   46, 30,  1,   40,  5,   64,  0
-> Fire (normal), Ice (weak), Lightning (normal), Earth (normal), Poison
(absorb), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Halt Whip              0   1    Phys  Pnch  Phys  14      110  O  X  (1)
^ Poison Fang            0   1    Phys  Hit   Phys  16      110  O  X  (2)(3)

(1) Paralysis [28]
(2) Poison [100%]
(3) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0, 1?
Yes: Does at least one character not have Poison?
     Yes: Does at least one character have Paralysis?
          Yes: Poison Fang on random character with Paralysis without Poison
          No: Poison Fang on random character without Poison
     No: Action Count +1
          [Action Count +1]
No: Does at least one character not have Paralysis?
```

```
        Yes: Does at least one character have Poison?
             Yes: Halt Whip on random character with Poison without Paralysis
             No: Halt Whip on random character without Paralysis
    No: Action Count reset to 0
        [Action Count reset to 0]


===============================================================================
-   <HELICOPTER>                                                              -
===============================================================================

-> Monster's Name: None (battle object - Helicopter hovering behind Rufus)
-> Monster's Locations:
- Midgar - Shinra Headquarters - Roof (Rufus/Dark Nation battle) (forced)
-> Monster's Level: 1
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1
-> Monster's MP: 1
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    1,   1,   1,   1,   1,   1,   1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
none


--> Attack Pattern:

-> Basic Pattern:
do nothing
<Helicopter> is untargettable


===============================================================================
-   BOSS: HELI GUNNER                                                         -
===============================================================================

-> Monster's Name: Heli Gunner
-> Monster's Locations:
- Midgar - Shinra Headquarters - Elevator (after defeating Hundred Gunner)
(forced)
-> Monster's Level: 19
-> EXP for Defeating: 250
-> AP for Defeating: 25
-> Gil for Defeating: 200
-> Item Dropped from Monster: Mythril Armlet (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1600
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   52,  46,   1,   63,   0,   240, 0
        90*                   270*
```

```
* - in second form
-> Fire (normal), Ice (normal), Lightning (weak), Earth (immune), Poison
(normal), Gravity (immune), Water (normal), Wind (weak), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Stop, Confusion, Petrification, Paralysis,
Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Manipulation, Death Sentence,
Death


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* AB Cannon                0   1    Phys  Sht   Phys  16      100  X  X  (1)
* C Cannon                 0   1    Phys  Sht   Phys  16      100  X  X  (2)
* Firing Line              0   A    Phys  Sht   Phys  19      100  X  X  (3)(4)
* Flying Drill             0   1    Phys  Hit   Phys  24      95   X  X
* Spinning Bodyblow        0   1    Phys  Hit   Phys  20      100  X  X
  Transform                0   S    -     -     -     -       I    X  X  (5)(6)

(1) Sleep [28%]
(2) Poison [28%]
(3) Sleep [20%]
(4) Poison [28%]
(5) transform from first form to second form
(6) Miscellaenous/Animation


--> Attack Pattern:

-> Basic Pattern:
AB Cannon on random character at the beginning of battle
Is Heli Gunner's HP greater than 1/4 of its MaxHP? (first form)
(hovering)
     Yes: Is Action Count 0?
          Yes: AB Cannon on random character
               [Action Count +1]
          No: Is Action Count 1?
              Yes: 3/4 - C Cannon on random character
                        [Action Count +1]
                   1/4 - Firing Line on all characters
                        [Action Count +2]
              No: Is Action Count 2? (was C Cannon used on second turn?)
                  Yes: 3/4 - AB Cannon on random character
                            [Action Count -1]
                       1/4 - Firing Line on all characters
                            [Action Count +1]
                  No: Is Action Count 3? (was Firing Line used on second turn
                      or on third turn?)
                      3/4 - AB Cannon on random character
                            [Action Count -2]
                      1/4 - C Cannon on random character
                            [Action Count -1]
(throughout first form)
Is Heli Gunner's HP less than or equal to 1/4 of its MaxHP?
Yes: Transform on self immediately
     (spinning)
     1/2 - Flying Drill on random character
     1/2 - Spinning Bodyblow on random character
     (throughout second form)


- STRATEGY: After first boss is done, comes Heli Gunner. 600 less HP, but more
dangerous attacks. Continue with the same kind of strategy, however. Altogether
```

```
you have to face 2600 HP in this fight, Lvl19 monster, with 8 attacks (if both
were combined. Remember to watch your HP and keep it high.


===============================================================================
-   HELL HOUSE                                                                -
===============================================================================

-> Monster's Name: Hell House
-> Monster's Locations:
- Midgar - Sector 6 Rubble (before playground)
-> Monster's Level: 11
-> EXP for Defeating: 44
-> AP for Defeating: 6
-> Gil for Defeating: 250
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 450
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   14,  14,  16,  62,  0,   0,   6
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Petrification, Confusion, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Suicide Drop            0   A    Phys  Eth   Phys  16      255  X  X
* Hell Bomber             0   1    Phys  Sht   Phys  24      88   X  X
^ Erupt                   0   1    Phys  Sht   Phys  16      80   X  X  (1)


(1) Darkness [28]

--> Attack Pattern:

-> Basic Pattern:
2/3 - Hell Bomber on random character
1/3 - Erupt on random character

-> Counterattack Pattern:
Is Hell House's HP less than or equal to 3/4 of its MaxHP?
Yes: 1/2 - Suicide Drop on all characters and turn into Hell House (Opened
          Form)
     1/2 - do nothing
No: follow Basic Pattern


===============================================================================
-   HELL HOUSE (OPENED FORM)                                                  -
===============================================================================

-> Monster's Name: Hell House
-> Monster's Locations:
- Midgar - Sector 6 Rubble (before playground) (Hell House battle - only if
Suicide Drop was used)
-> Monster's Level: 11
-> EXP for Defeating: 44
-> AP for Defeating: 6
```

```
-> Gil for Defeating: 250
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 450
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   32,  2,   3,  59,  24,  64,  4
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Petrification, Confusion, Petrification, Frog, Small, Slow-Numb,
Manipulation


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Suicide Drop          0   A    Phys  Eth   Phys  16      255  X  X
* Lunattack             0   1    Phys  Hit   Phys  28      90   X  X
* Hell Press            0   1    Phys  Hit   Phys  24      100  X  X
^ Bodyblow              0   1    Phys  Hit   Phys  40      90   X  X


--> Attack Pattern:

-> Basic Pattern:
1/2 - Is at least one character in the front row?
      Yes: Bodyblow on random character in the front row
      No: Bodyblow on random character
1/4 - Hell Press on random character
1/4 - Suicide Drop on random character

-> Counterattack Pattern:
Is Hell House's HP less than or equal to 1/4 of its MaxHP?
Yes: 3/4 - do nothing
     1/4 - Lunattack on last character to attack it
No: follow Basic Pattern


===============================================================================
-   HELL RIDER VR2                                                            -
===============================================================================

-> Monster's Name: Hell Rider VR2
-> Monster's Locations:
- World Map - Junon Area - Dirt
-> Monster's Level: 18
-> EXP for Defeating: 72
-> AP for Defeating: 8
-> Gil for Defeating: 130
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Hi-Potion x1 (32)
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 350
-> Monster's MP: 50
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   78,  46,  1,  60,  5,   60,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (1/2), Water (normal), Wind (normal), Holy (normal)
-> Immune: Stop, Petrification, Paralysis, Frog, Small, Peerless, Manipulation,
Death Sentence, Death
```

```
-> Attacks:

* Name                  MP   Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Electromag            0    A    Mag   ?     -     -       255   X  X  (1)
^ Iron Mallet           0    1    Phys  Hit   Phys  16      95    X  X  (2)
^ Ballistic             0    1    Phys  Hit   Phys  24      95    X  X

(1) changes characters from row to row
(2) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Hell Rider VR2 uses Electromag on all characters on its first turn
For all subsequent turns,
1/2 - Ballistic on random character
1/2 - Iron Mallet on random character


===============================================================================
-    BOSS: HELLETIC HOJO                                                       -
===============================================================================

-> Monster's Name: Helletic Hojo
-> Monster's Locations:
- Midgar - Mako Cannon - Top of Sister Ray (forced)
-> Monster's Level: 55
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 26000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80, 140, 6,   68,  60,  200, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death

-> Attacks:

* Name                  MP   Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Bio Gas               15   1    Mag   Sht   Mag   16      100   X  X  (1)
^ Pile Banger           0    1    Phys  Pnch  Phys  50      100   X  X
* Silence               24   1/A  Mag   -     -     -       100   X  O  (2)
* Sleepel               8    1/A  Mag   -     -     -       100   X  O  (3)
* Confu                 18   1/A  Mag   -     -     -       100   X  O  (4)
  Regeneration          0    1A   -     -     -     -       I     X  X  (5)(6)

(1) Poison [100%]
(2) Silence [60]
(3) Sleep [72]
(4) Confusion [60]
(5) revive KO [100%] to Right Arm with 100% MaxHP
(6) Miscellaneous/Animation
```

```
--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Are both Left Arm and Right Arm not under KO?
Yes: Is Action Count 0, 1?
     Yes: Does at least one character not have Sleep and Confusion?
          Yes: Pile Banger on random character without Sleep and Confusion
               (1/3 - Pile Banger x2 in one turn)
          No: Pile Banger on random character (1/3 - Pile Banger x2 in one
              turn)
              [Action Count +1]
     No: Is Action Count 2?
         Yes: Does at least one character not have Sleep and Confusion?
              Yes: Pile Banger on random character without Sleep and Confusion
                   (1/3 - Pile Banger x2 in one turn)
              No: Pile Banger on random character (1/3 - Pile Banger x2 in one
                  turn)
                  [2/3 - Action Count +2]
                  [1/3 - Action Count +1]
         No: Is Action Count 3?
             Yes: Does at least one character not have Poison and Confusion and
                  is Helletic Hojo's MP greater than or equal to 15?
                  Yes: Bio Gas on random character without Poison and Confusion
                  No: Does at least one character not have Sleep and Confusion?
                      Yes: Pile Banger on random character without Sleep and
                           Confusion (1/3 - Pile Banger x2 in one turn)
                      No: Pile Banger on random character (1/3 - Pile Banger x2
                          in one turn)
                          [Action Count reset to 0]
             No: Does at least one character not have Confusion and Reflect and
                 is Helletic Hojo's MP greater than or equal to 18?
                 Yes: Confu on random character without Confusion and Reflect
                 No: Does at least one character not have Sleep and Confusion?
                     Yes: Pile Banger on random character without Sleep and
                          Confusion (1/3 - Pile Banger x2 in one turn)
                     No: Pile Banger on random character (1/3 - Pile Banger x2
                         in one turn)
                         [Action Count reset to 0]
No: Is only Right Arm under KO?
    Yes: Is Action Count 0?
         Yes: Does at least one character not have Sleep and Confusion and
              Reflect and is Helletic Hojo's MP greater than or equal to 8?
              Yes: Sleep on random character without Sleep and Confusion and
                   Reflect
              No: do nothing
                  [Action Count +1]
         No: 1/2 - Regeneration on Right Arm
                 [Action Count reset to 0]
             1/2 - do nothing
    No: Is Action Count 0, 1?
        Yes: Does at least one character not have Sleep and Confusion?
             Yes: Pile Banger on random character without Sleep and Confusion
                  (1/3 - Pile Banger x2 in one turn)
             No: Pile Banger on random character (1/3 - Pile Banger x2 in one
                 turn)
                 [Action Count +1]
        No: Does at least one character not have Silence and Reflect and is
            Helletic Hojo's MP greater than or equal to 24?
```

```
              Yes: Silence on random character without Silence and Reflect
         No: Does at least one character not have Sleep and Confusion?
              Yes: Pile Banger on random character without Sleep and Confusion
                   (1/3 - Pile Banger x2 in one turn)
              No: Pile Banger on random character (1/3 - Pile Banger x2 in one
                  turn)
                  [Action Count reset to 0]


-> Special KO Pattern:
Is Helletic Hojo's HP 0?
Yes: remove all status effects from Helletic Hojo
     remove all allies not under KO
     transform into Lifeform-Hojo N
No: follow Basic Pattern


- STRATEGY: Yeah, as you see, this boss is actually three seperate bosses in
one. However, it is only necessarily required to kill the body (main Helletic
Hojo), for it, and the other two arms, to die. It attacks with some statuses
like Poison and Sleepel, which is negatable by Ribbon, and then if a character
is afflicted with said status detriments (I say "if" because they have quite
low Acc), you can remove them with Esuna. I suggest aiming Neo Bahamut at this
thing, and that right there will take out the Right Arm with precision and
speed, and do considerable damage to the other two targets. Note that if you
don't kill the body within an allotted regeneration time, the arm that is
killed is reformed. Also, don't waste time targetting Left Arm, as its 24000 is
almost like doubling the fight time. Simply target the body and once it is
offed, the boss dies. However, Hojo doesn't grasp the concept of dying, and
transmutates again, this time into a semi-tough customer.


===============================================================================
-   HIPPOGRIFF                                                                -
===============================================================================


-> Monster's Name: Hippogriff
-> Monster's Locations:
- World Map - Mideel Area - Grass
- World Map - Mideel Area - Dirt
-> Monster's Level: 37
-> EXP for Defeating: 800
-> AP for Defeating: 80
-> Gil for Defeating: 1500
-> Item Dropped from Monster: Echo Screen x1 (2)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 3000
-> Monster's MP: 280
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   90,  80,  1,   80,  98,  120,  20
             31*
* - Hippogriff's Df% when it flies in the air
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Sleep, Stop, Confusion, Paralysis, Berserk, Frog, Small,
Manipulation


-> Attacks:

* Name                      MP  Tar Type Elem Form PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* L2 Confu                  18  1/A Mag   -    -    -       I    X  X  (1)(2)
```

```
* ???                          16  1    Phys  Hit   Phys  48     90    X  X
^ Beak                          0  1    Phys  Pnch  Phys  16    100    X  X
^ Peacock                       0  1    Phys  Sht   Phys  16    100    X  X
  Fly                           0  S     -     -     -     -     I     X  X  (3)(4)
  Land                          0  S     -     -     -     -     I     X  X  (5)(6)


(1) Confusion [100%]
(2) 100% miss if character's lvl is not an even number
(3) Hippogriff flies into the air - Df% is altered
(4) Hippogriff's range is far
(5) Hippogriff lands on the ground - Df% is altered
(6) Hippogriff's range is close


--> Attack Pattern:


-> Basic Pattern:
Is Hippogriff on the ground?
Yes: Is Action Count 0?
     Yes: Does at least one character not have Confusion?
          Yes: L2 Confu on random character without Confusion
          No: do nothing
               [Action Count +1]
     No: Is Action Count 1, 2, 3?
         Yes: Does at least one character not have Confusion?
              Yes: Beak on random character without Confusion
              No: do nothing
                   [Action Count +1]
         No: Does at least one character not have Confusion?
             Yes: Has Hippogriff flown in the air at least once?
                  Yes: ??? on random character without Confusion
                  No: Beak on random character without Confusion
             No: do nothing
                  [Action Count reset to 1]
No: Is Action Count 0, 1, 2?
    Yes: Does at least one character not have Confusion?
         Yes: Peacock on random character without Confusion
         No: do nothing
              [Action Count +1]
    No: Does at least one character not have Confusion?
        Yes: Peacock on random character without Confusion
        No: do nothing
             [Action Count reset to 1]


-> Counterattack Pattern:
Is Hippogriff on the ground?
Yes: Has Hippogriff been attacked physically?
     Yes: Is Hippogriff's HP less than or equal to 1/2 of its MaxHP?
          Yes: Has Fly not been used?
               Yes: Fly on self
               No: follow Basic Pattern
          No: follow Basic Pattern
     No: follow Basic Pattern or "magical counter" pattern
No: Has Hippogriff been attacked magically?
   Yes: Land on self
   No: follow Basic Pattern


===============================================================================
-   HO-CHU                                                                    -
===============================================================================
```

```
-> Monster's Name: Ho-Chu
-> Monster's Locations:
- Battle Square (only)
-> Monster's Level: 39
-> EXP for Defeating: 750
-> AP for Defeating: 70
-> Gil for Defeating: 2500
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Circlet x1 (8)
-> Item Morphed from Monster: Ribbon x1
-> Monster's HP: 4300 / 8600*
* - 4300 is Ho-Chu's base HP; you will only ever see 8600, however, because
the only Ho-Chus are encountered is the Battle Square, thus doubling its HP
-> Monster's MP: 290
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   96,  68,  1,   95,  86,  94,  20
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(absorb), Gravity (immune), Water (weak), Wind (normal), Holy (normal)
-> Immune: Poison, Sleep, Stop, Paralysis, Petrification, Frog, Small,
Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Whip Sting              0   1    Phys  -     Phys  16      95   X  X  (1)(2)
* Big Pollen              0   A/1  Mag   -     Mag   16      95   X  X  (3)

(1) Paralysis [100]
(2) only attack that will be used if under Berserk
(3) Sleep [48]


--> Attack Pattern:

-> Basic Pattern:
Ho-Chu uses Big Pollen on all characters on its first turn
For all subsequent turns,
Does at least one character not have Confusion?
Yes: 3/4 - Whip Sting on random character
     1/4 - Big Pollen on all characters
No: 7/8 - Whip Sting on random character
    1/8 - Big Pollen on all characters


===============================================================================
-   BOSS: HOJO                                                                -
===============================================================================

-> Monster's Name: Hojo
-> Monster's Locations:
- Midgar - Mako Cannon - Top of Sister Ray (forced)
-> Monster's Level: 50
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 13000
-> Monster's MP: 250
-> Att, Def, Df%, Dex, MAt, MDf, Luck
```

```
    60,  130, 5,   78,  60,  150, 6
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Capsule                 0   AA*  MHPr  Res   Prop  -       255  X  X  (1)(2)


(1) reanimate an ally Poodler Sample or Bad Rap Sample model under KO with
    MaxHP
(2) revive KO [100%]


--> Attack Pattern:


-> Basic Pattern:
Hojo: "Gwah, haw, haw!!" appears on screen at the beginning of battle
Allies Poodler Sample and Bad Rap Sample are under KO at the beginning of battle
Is at least one ally under KO?
Yes: Capsule on all allies under KO
No: do nothing


-> Special KO Pattern:
Is Hojo's HP 0?
Yes: remove all status effects from Hojo
     remove all allies not under KO
     transform into Helletic Hojo
No: follow Basic Pattern


- STRATEGY: Manical looking, ain't he? As his only move, he summons forth
biological experiments somehow, to do his dirty work, while he just stands
there almost confusedly in a dazed state. His enemies are like ones you'd find
on the sunken Gelnika (however more powerful), and their attacks don't
really do too much damage. I say you should just disregard them completely,
and kick Hojo's ass into next week, which is an assessment easily attainable.
Also refrain from using high-end summons here, and use them later on. After
13000 HP is depleted, he metamorphoses into a new, strang(er)-looking form.
Note that Poodler Sample and Bad Rap Sample do the only damage that you'll be
seeing against you in the first Hojo battle; Hojo simply animates/reanimates
them, all the while uttering various phrases.


===============================================================================
-   BOSS: HUNDRED GUNNER                                                      -
===============================================================================


-> Monster's Name: Hundred Gunner
-> Monster's Locations:
- Midgar - Shinra Headquarters - Elevator (forced)
-> Monster's Level: 18
-> EXP for Defeating: 330
-> AP for Defeating: 35
-> Gil for Defeating: 300
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1600
```

```
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   52, 46, 1,   63, 0,   240, 0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Stop, Confusion, Petrification, Paralysis,
Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Manipulation, Death Sentence,
Death


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Aux Artillery         0   1    Phys  Sht   Phys  16      100  X  X
* Hidden Artillery      0   1    Phys  Sht   Phys  20      120  X  X
* Main Artillery        0   A    Phys  Sht   Phys  18      100  X  X
* Wave Artillery        0   A    Phys  Sht   Phys  27      255  X  X
* Sub Artillery         0   1    Phys  Sht   Phys  22      100  X  X  (1)
  Transform [1]         0   S    -     -     -     -       I    X  X  (2)(3)
  Transform [2]         0   S    -     -     -     -       I    X  X  (4)(5)
  Sensor Charge         0   S    -     -     -     -       I    X  X  (6)(7)


(1) dummy attack
(2) transform from first form to second form
(3) Miscellaneous/Animation
(4) transform from second form to third form
(5) Miscellaenous/Animation
(6) increase Sensor Charge Count BSV
(7) Miscellaenous/Animation


--> Attack Pattern:


-> Basic Pattern:
Is Hundred Gunner's HP greater than 2/3 of its MaxHP? (first form)
Yes: Is it Hundred Gunner's first turn?
     Yes: Aux Artillery on random character
     No: 3/4 - Aux Artillery on random character
         1/4 - Hidden Artillery on random character
(throughout first form)
No: Is Hundred Gunner's HP less than or equal to 2/3 of its MaxHP?
    Yes: Transform [1] on self immediately
         Main Artillery on all characters
    (throughout second form)
    No: Is Hundred Gunner's HP less than or equal to 1/3 of its MaxHP?
        Yes: Transform [2] on self immediately
             Has it Sensor Charged less than twice?
             Yes: Sensor Charge
                  Is its Sensor Charge Count BSV 0?
                  Yes: "Sensor Cannon Charging!" appears on screen
                  No: "Sensor Cannon Charged!" appears on screen
                       [add 1 to charge count]
             No: Wave Artillery on all characters
                  [charge count reset to 0]
             (throughout third form)


- STRATEGY: This fight is not that hard. First off, have Barret equipped with
Elemental + Lightning (Bolt) to his weapon. This adds Lightning affinity to his
attacks, meaning they'll do about 150 damage. Plus, when he uses normal Bolt,
it does about 140 damage. Aeris ought to be fitted with Cure (Restore) Materia.
This in conjunction with healing items can really heal you up quite well. Also,
```

if her Limit Break Guage fills up (which I predict to happen about 3-5 times in
this fight), her Healing Wind is useful, especially after multiple hit attacks
such as Wave Artillery. Red should use offensive magic like Ice and Fire until
Sled Fang.

```
===============================================================================
-    HUNGRY                                                                   -
===============================================================================
```

-> Monster's Name: Hungry
-> Monster's Locations:
- Corral Valley - Nearing City of the Ancients
- Great Glacier - South Cave
-> Monster's Level: 33
-> EXP for Defeating: 700
-> AP for Defeating: 60
-> Gil for Defeating: 600
-> Item Dropped from Monster: Ether x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    60, 64, 5,   62, 45, 130, 30
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Frog, Small, Manipulation

-> Attacks:

```
* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Bodyblow                0   1    Phys  Hit   Phys  16      100  X  X  (1)
* Eat                     0   1    -     -     -     -       I    X  X  (2)
* Mini                    10  1/A  Mag   -     -     -       100  X  O  (3)
```

(1) only attack that will be used if under Berserk
(2) remove character from battle (KO status)
(3) Small [72] (if character does not have Small), remove Small [100%] (if
    character has Small)

--> Attack Pattern:

-> Basic Pattern:
Hungry's initial IRV is 4
Action Count is 0, 1, 2 (chosen randomly)
Is Action Count 0?
Yes: Does at least one character not have Small?
     Yes: Bodyblow on random character without Small
     No: Bodyblow on random character
         [Action Count is 1, 2 (chosen randomly)]
No: Is Action Count 1?
    Yes: Does at least one character not have Small?
         Yes: Is Hungry's MP greater than or equal to 10?
              Yes: Mini on random character without Small
              No: Bodyblow on random character without Small
         No: Is at least one character targettable and has 1 been chosen out
             of Rnd[1..IRV]?
             Yes: Eat on random targettable character
             No: Bodyblow on random character

```
                      [2/3 - Action Count -1]
                      [1/3 - Action Count +1]
    No: Is at least one character targettable?
        Yes: Does at least one character have Small and has 1 been chosen out
             of Rnd[1..IRV]?
             Yes: Eat on random targettable character with Small
             No: Does at least one character not have Small?
                 Yes: Bodyblow on random character without Small
                 No: Bodyblow on random character
        No: Is Hungry's MP greater than or equal to 10?
            Yes: Mini on random character without Small
            No: Bodyblow on random character
                 [2/3 - Action Count reset to 0]
                 [1/3 - Action Count -1]


-> Counterattack Pattern:
Is Hungry's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 1
No: Is Hungry's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 2
    No: Is Hungry's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 3
        No: IRV does not change


===============================================================================
-   ICE GOLEM                                                                 -
===============================================================================


-> Monster's Name: Ice Golem
-> Monster's Locations:
- Great Glacier - Central Caves
- Great Glacier (World Map) - Icicle Area - Blizzard
-> Monster's Level: 40
-> EXP for Defeating: 1000
-> AP for Defeating: 70
-> Gil for Defeating: 1500
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Hi-Potion x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 4000
-> Monster's MP: 30
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 80,  10,  75,  70,  100, 0
-> Fire (normal), Ice (absorb), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Berserk, Frog, Small, Manipulation


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
  Punch                 0   1    Phys  Hit   Phys  16      95   X  X
* Wide Grazer           15  A*   Mag   Lit   Mag   15      120  X  X
* Megaton Punch         0   1    Phys  Hit   Phys  30      110  X  X  (1)
* Cold Snap             0   1    Phys  Ice   Phys  16      95   X  X

(1) dummy attack


--> Attack Pattern:
```

```
-> Basic Pattern:
Action Count increases by 1 every turn Ice Golem takes
Is Action Count 1?
Yes: Is Ice Golem's HP less than 1/2 of its MaxHP?
     Yes: Is Ice Golem's MP greater than or equal to 15?
           Yes: Wide Grazer on all characters
           No: do nothing
     No: Cold Snap on random character
No: Is Action Count 2?
    Yes: Punch on random character
    No: Is Action Count 3?
         Yes: 1/2 - Punch on random character
              1/2 - Cold Snap on random character
         No: Is Ice Golem's MP greater than or equal to 15?
             Yes: Wide Grazer on all characters
             No: do nothing


===============================================================================
-   ICICLE                                                                    -
===============================================================================

-> Monster's Name: Icicle
-> Monster's Locations:
- Gaea's Cliff - Caves
-> Monster's Level: 30
-> EXP for Defeating: 500
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 3000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   73, 64, 0,  60, 63, 96, 2
-> Fire (weak), Ice (absorb), Lightning (normal), Earth (weak), Poison
(normal), Gravity (weak), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Manipulation, Death Sentence, Death

-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Icicle Drop           0   1    Phys  Hit   Phys  48      90   X  X
^ Crack                 0   S    Phys  Hit   Phys  48      90   X  X  (1)(2)
  Remove                0   1A/A -     -     -     -       I    X  X  (3)(4)

(1) Icicle cracks when HP is 0 (death animation) - remove self with no reward
(2) Miscellaenous/Animation
(3) removes all ally Evilheads with no reward
(4) Miscellaenous/Animation

--> Attack Pattern:

-> Counterattack Pattern:
Icicle only (counter) attacks when attacked
1/2 - Icicle Drop on random character
1/2 - do nothing
```

```
-> Special KO Pattern:
Is Icicle's HP 0?
Yes: Crack on self
     Is at least one ally Evilhead not under KO?
     Yes: Remove on all ally Evilheads not under KO
     No: Crack on self (only)
No: follow Basic Pattern


================================================================================
-    IRONITE                                                                   -
================================================================================

-> Monster's Name: Ironite
-> Monster's Locations:
- Whirlwind Maze - Straight Path
- Whirlwind Maze - Winding Path
-> Monster's Level: 30
-> EXP for Defeating: 900
-> AP for Defeating: 48
-> Gil for Defeating: 680
-> Item Dropped from Monster: Hi-Potion x1 (2)
-> Item Stolen from Monster: Phoenix Down x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 2400
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   65, 58,  2,   70,  50,  40,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog


-> Attacks:

* Name                     MP  Tar  Type Elem Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Flying Upper             0   1    Phys Hit  Phys  48      90   O  X
* Sleepel                  8   1/A  Mag  -    -     -       100  O  O  (1)
^ Bodyblow                 0   1    Phys Hit  Phys  16      100  O  X  (2)

(1) Sleep [72]
(2) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0?
Yes: Does at least one character not have Sleep?
     Yes: Is Ironite's MP greater than or equal to 8?
          Yes: Sleepel on random character without Sleep
          No: Does at least one character have Sleep?
              Yes: Flying Upper on random character with Sleep
              No: Bodyblow on random character
     No: Flying Upper on random character
No: Is Action Count 1, 2?
     Yes: Does at least one character have Sleep?
          Yes: Flying Upper on random character with Sleep
          No: Flying Upper on random character
     No: Does at least one character have Sleep?
          Yes: Flying Upper on random character with Sleep
```

```
        No: Is Ironite's MP greater than or equal to 8?
            Yes: Sleepel on random character without Sleep
            No: Bodyblow on random character
                [Action Count reset to 0]


===============================================================================
-   IRON MAN                                                                  -
===============================================================================

-> Monster's Name: Iron Man
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return)
-> Monster's Level: 46
-> EXP for Defeating: 10000
-> AP for Defeating: 150
-> Gil for Defeating: 600
-> Item Dropped from Monster: Phoenix Down x1 (8)
-> Item Stolen from Monster: Elixir x1 (8)
-> Item Morphed from Monster: Escort Guard x1
-> Monster's HP: 20000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   180, 240, 1,   200, 160, 400, 0
-> Fire (1/2), Ice (1/2), Lightning (normal), Earth (1/2), Poison
(normal), Gravity (normal), Water (weak), Wind (normal), Holy (normal)
-> Immune: Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Grand Sword            0   A/1  Phys  Sht   Phys  16      100  X  X
^ Heavy Sword            0   1    Phys  Cut   Phys  20      100  X  X
* Adrenaline             0   S    Mag   -     -     -       I    X  X  (1)(2)

(1) Haste [100%]
(2) Barrier [100%]

--> Attack Pattern:

-> Basic Pattern:
Does Iron Man have Haste and Barrier?
Yes: Grand Sword on all characters (1/4 - Grand Sword x2 in one turn)
No: 3/4 - Heavy Sword on random character
    1/4 - Grand Sword on all characters

-> Counterattack Pattern:
Is Iron Man's HP less than or equal to 3/4 of its MaxHP but greater than 1/2 of
its MaxHP and has Adrenaline not been used four times?
Yes: Does Iron Man not have Haste or Barrier?
     Yes: Adrenaline on self
     No: follow Basic Pattern
No: Has Adrenaline not been used four times?
    Yes: Does Iron Man not have Haste or Barrier?
         Yes: Adrenaline on self
         No: follow Basic Pattern
    No: follow Basic Pattern


===============================================================================
```

```
-     SUB-BOSS: JAMAR ARMOR                                                -
================================================================================

-> Monster's Name: Jamar Armor
-> Monster's Locations:
- Midgar (disk 2) - Mako Cannon (Proud Clod battle) (forced)
-> Monster's Level: 62
-> EXP for Defeating: 8000 (only if KO'd)
-> AP for Defeating: 1500 (only if KO'd)
-> Gil for Defeating: 10000 (only if KO'd)
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 20000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   130, 200, 1,   110, 109, 330, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Seizure, Haste,
Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
none

--> Attack Pattern:

-> Basic Pattern:
none


================================================================================
-    JAYJUJAYME                                                           -
================================================================================

-> Monster's Name: Jayjujayme
-> Monster's Locations:
- Wutai - Da-Chao Statue - Base
- Wutai - Da-Chao Statue - Path Split (low)
- Wutai - Da-Chao Statue - Right Hand
- Wutai - Da-Chao Statue - Path Split (high)
- Wutai - Da-Chao Statue - Top Hand
-> Monster's Level: 28
-> EXP for Defeating: 410
-> AP for Defeating: 35
-> Gil for Defeating: 350
-> Item Dropped from Monster: Remedy x1 (8), Remedy x1 (8), Deadly Waste x1 (8),
X-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 640
-> Monster's MP: 20
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   52,  46,  1,   45,  35,  160, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None
```

```
-> Attacks:

* Name                   MP  Tar Type Elem Form PwrCst  %    M  R  +Added
--------------------------------------------------------------------------
* Confu-scales            5   1   Mag  -    Mag  12      95   O  X  (1)(2)
* Silk                    0   1   Mag  -    -    -       90   X  X  (3)
* Thread                  0   1   Mag  -    -    -       95   X  X  (4)
^ Bite                    0   1   Phys Hit  Phys 16      100  O  X  (5)


(1) Confusion [100%]
(2) only will be used if Manipulated
(3) Slow [100%]
(4) Stop [100%]
(5) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Action Count is 0, 1 (chosen randomly)
Is Action Count 0?
Yes: Does at least one character have Stop?
     Yes: Bite on random character with Stop
     No: Are at least two characters not under KO and does at least one
         character have Slow?
         Yes: Thread on random character with Slow
         No: Does at least one character not have Slow?
             Yes: Silk on random character without Slow
             No: Bite on random character
                 [Count +1]
No: Does at least one character not have Slow?
    Yes: Silk on random character without Slow
    No: Are at least two characters not under KO and does at least one
        character have Stop?
        Yes: Thread on random character without Stop
        No: Bite on random character
            [Action Count reset to 0]


================================================================================
-   JEMNEZMY                                                                   -
================================================================================


-> Monster's Name: Jemnezmy
-> Monster's Locations:
- Temple of the Ancients - Maze Area
-> Monster's Level: 24
-> EXP for Defeating: 510
-> AP for Defeating: 50
-> Gil for Defeating: 400
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 800
-> Monster's MP: 80
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   55, 58, 1,   60, 34, 80, 25
-> Fire (normal), Ice (immune), Lightning (normal), Earth (normal), Poison
(instadeath), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Sleep, Confusion, Paralysis, Berserk, Frog, Small, Manipulation
```

```
-> Attacks:

* Name                    MP  Tar  Type Elem Form PwrCst %    M  R  +Added
-------------------------------------------------------------------------
* Fascination            5   1    Mag  -    -    -      90   X  X  (1)
* Cold Breath            12  1    Mag  Ice  Mag  6      90   X  X
* Toad                   14  1/A  Mag  -    -    -      100  X  O  (2)
* Poisona                3   1A/A Mag  -    -    -      255  X  O  (3)

(1) Confusion [100%]
(2) Frog [72] (if character does not have Frog), remove Frog [100%] (if
    character has Frog)
(3) remove Poison [100%]


--> Attack Pattern:

-> Basic Pattern:
Does at least one character have Frog?
Yes: Does at least one character not have Confusion?
     Yes: Is Jemnezmy's MP greater than or equal to 12?
          Yes: Cold Breath on random characters without Frog without Confusion
          No: do nothing
     No: Is Jemnezmy's MP greater than or equal to 12?
         Yes: Cold Breath on random characters without Frog
         No: do nothing
No: 1/2 - Does at least one character not have Confusion?
         Yes: Are available characters male?
              Yes: Is Jemnezmy's Jemnezmy's MP greater than or equal to 5?
                   Yes: Fascination on male characters without Confusion
                   No: do nothing
              No: Is Jemnezmy's MP greater than or equal to 12?
                  Yes: Cold Breath on female characters without Confusion
                  No: do nothing
         No: Are available characters male?
             Yes: Is Jemnezmy's Jemnezmy's MP greater than or equal to 5?
                  Yes: Fascination on random male characters
                  No: do nothing
             No: Is Jemnezmy's MP greater than or equal to 12?
                 Yes: Cold Breath on random female characters
                 No: do nothing

-> Counterattack Pattern:
Does last character to attack Jemnezmy have Frog and is Jemnezmy's MP greater
than or equal to 14?
Yes: Toad on last character to attack Jemnezmy
No: Does last character to attack Jemnezmy have Poison and is Jemnezmy's MP
    greater than or equal to 3?
    Yes: Poisona on last character to attack Jemnezmy
    No: do nothing


===============================================================================
-   BOSS: JENOVA-BIRTH                                                        -
===============================================================================

-> Monster's Name: Jenova-BIRTH
-> Monster's Locations:
- Shinra Cargo Ship (forced)
-> Monster's Level: 25
-> EXP for Defeating: 680
-> AP for Defeating: 64
```

```
-> Gil for Defeating: 800
-> Item Dropped from Monster: White Cape x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 4000
-> Monster's MP: 110
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   38,  56,  1,   60,  30,  180, 10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Petrification, Paralysis,
Berserk, Frog, Small, Slow-Numb, Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
------------------------------------------------------------------------------
* Tail Laser              0   A    Phys  Sht   Phys  48      90  X  X  (1)
* W-Laser                 0   1/A  Phys  Sht   Phys  48      90  X  X  (2)
^ Laser                   0   1/A  Phys  Sht   Phys  48      90  X  X  (3)
* Stop                    34  A    Mag   -     -     -       I   X  O  (4)
  Gas                     0   1    Phys  -     Phys  48      90  X  X  (5)


(1) cannot Critical Hit
(2) cannot Critical Hit
(3) cannot Critical Hit
(4) Stop [60%]
(5) cannot Critical Hit


--> Attack Pattern:


-> Basic Pattern:
1/2 - Action Count is 0 at beginning of battle
1/2 - Action Count is 3 at beginning of battle
Is Action Count 0?
Yes: Does at least one character have Stop?
     Yes: Gas on random character with Stop
     No: Is Jenova-BIRTH's MP greater than or equal to 34?
         Yes: Stop on random character
         No: Action Count +1
             [Action Count +1]
No: Is Action Count 1, 2?
    Yes: Action Count +1
    No: Is Action Count 3?
        Yes: 2/3 - Does at least on character not have Stop?
                   Yes: Laser on random character without Stop
                   No: Laser on random character
             1/3 - Laser on all characters without Stop and not under KO
                   [Action Count +1]
        No: Is Action Count 4?
            Yes: Tail Laser on all characters
                 [Action Count +1]
            No: Is Action Count 5?
                Yes: 2/3 - Does at least on character not have Stop?
                           Yes: W-Laser on random character without Stop
                           No: W-Laser on random character
                     1/3 - W-Laser on all characters without Stop and not under
                           KO
                           [Action Count +1]
                No: Does at least one character have Stop?
```

```
          Yes: Gas on random character with Stop
          No: 2/3 - Action Count reset to 0
              1/3 - Gas on random character
                 [Action Count reset to 0]
```

- Strategy: Well, there is one major party that I recommend, and can totally eradicate Jenova-BIRTH if used correctly. This party is Yuffie, Red XIII, and of course, Cloud. Also, pay heed to the Materia set-ups and commands I suggest, as well. First of all, we start by examining Cloud. He may've received Force Stealer for impressing Rufus in Junon, but, I still recommend pertaining to Hardedge, as even though it has lower stats, it has more Materia slots, and some are actually linked, unlike Force Stealer with three unlinked ones. Ok, first thing, I implore you to equip him with Enemy Skill (if you learned Flame Thrower from Ark Dragon in Mythril Mines) on a potentially unlinked Materia if at all feasibly possible. Also, placing the Revive/All combo on his weapon/armor is a definite bonus. As a last offensive procedure, I'll tell you to put Shiva in any one of his left-over, free Materia slots. Do not be audacious to any of this even though some may seem like wastes; they're not, and extremely useful.

Now, Red XIII. First thing, I suggest entrusting him with most of the useful magic in the group, such as Choco/Mog (summon), the lvl2 spells, and Cure/All combination. He'll probably be receiving most of the turns due to high Dex, so, he should have your most usefully oppressive techniques. Note: take off Long Range Materia from anyone if it's equipped. Make sure that he has Lunatic High Limit Break also (he should, anyways). Now, last but not least, Yuffie. Her Throw ability comes in very handy in this fight. I hope that you stole tons of Boomerangs on the Road to Junon outside of Mythril Mines, as they are quite considerably useful, and probably the best projectile thus far. Also, if Yuffie hasn't learned Clear Tranquil yet, train a lot outside in the cargo bay to gain it. All in all, that should pretty much be all of the preparations that you need in order to beat Jenova-BIRTH, so now, we move right along, directly into the strategy on how to pound her into the group. Nyah!

First of all, her Tail Laser is quite the dangerous attack, but it isn't anything big to worry about compared to one of her other attacks in a second. If you've linked Restore/All, you can restore any of the HP you may lose from your party being hit by it. Sometimes Jenova thinks it's funny to do it a full two times in a row and cause double (about 330) damage. This can still be cured by Cure/All, it's just annoying. Its W-Laser is stronger than it, but is only done upon one character. It's not recommended that you waste Cure/All's MP on just curing one character (unless you need to from other attacks previously), so, just use a Potion in order to heal about half the HP deducted from it, or, Hi-Potions, which aren't the most expendable items in the world, to heal it all. Not only that, but you have its troublesome regular attack, which it uses on frequent occasions. It does in the same damage radius as Tail Laser, but only on one opponent. Recommended to heal this one is a simple Potion, which should be an abundant commodity to you at this point. Procuring a few Ethers is also mightily recommended if you use a lot of MP using summons and magic.

Note: you can really only use summons once in a fight at this time so choose your time wisely. If you want, equip Shiva/Elemental onto Cloud if an extra link is available, for a respectable amount of damage added onto his normally expected damage. Then, Shiva on regular occasion can do a horribly high damage count of about 300, sometimes higher. Under no circumstances are summons in this fight irrevokable after utilization, unless it's a special case in which you've gone off the perverbial deep end, as touted in the Bottomswell battle. Its other attack is Stop, and that's its most annoying attack. It prevents you from doing any actions, and there's only one way of negating this status, and that is to wait until Tail Laser is done onto them to nullify the effect. This,

of course, may take from a very little amount of turns, to a huge number of
turns for it to take place.

Now, Jenova has high quickness, so, you'll see it start doing a lot of turns
in tandem. Sometimes too quickly, as I already mentioned with her double Tail
Laser attack, and damage can start adding up. There is a way you can start to
turn the tables and get in more turns yourself. First of all, get to about
lvl17 or so, so that you can high HP to survive tons of attacks, and not "turn
off" the following effect. You can use Red XIII's Lunatic High Limit Break to
Haste your party. Like this, you can usually receive 2 turns in the time it
takes BIRTH to get one. More than likely (not always a definitive yes, though),
you'll lose a character or two in this fight. This is why I recommend having
Revive/All combo present and in full effect. Note that once an All effect has
been consumed, however, that's it for the fight, unless it happens to be yet
another special case as stated with the summons, and it lvls up. In this fight,
lvl2 black magic attacks can do nearly 200 damage (more precisely would be to
say 170, but, sometimes it does exceed expectations and limitations like that).

Choco/Mog can do about 235 damage, but only useable once. Again, this should be
placed on Red XIII for best results strategically. Same note that I gave for
Revive/All goes for Cure/All, for your information. Now, Yuffie's role in this
fight is to Throw Boomerangs at the monster. Recommended is that you stole at
least 10 from that one area. Her Greased Lightning is good for some damage
towards BIRTH. But, the only really required of her Limits is Clear Tranquil,
which heals all members. This pretty much replaces Aeris' Healing Wind. Also,
Mindblow and Seal Evil do not prevent Stop as some might originally think it
would. Bah! Having Cloud with Enemy Skill is a huge advantage to you, as the
Flame Thrower move works miracles in this fight, hitting damages of around 250
or more. It's a derivative of an enemy mentioned before in Mythril Mines. If
you don't have it, Matra Magic is ok. Also, any of Cloud's Limits'll do 340+
damage, and Blade Beam (if obtained now/Lv2) even more. Barret's Big Gun should
hit for around 220, and if he's attained Grenade Bomb, around 270 or more. Note
that it uses W-Laser 3 times in a row, once on each character. That should be
all you need to know to beat this thing.

```
================================================================================
-   BOSS: JENOVA-DEATH                                                          -
================================================================================
```

-> Monster's Name: Jenova-DEATH
-> Monster's Locations:
- Whirlwind Maze/The Crater (forced)
-> Monster's Level: 55
-> EXP for Defeating: 6000
-> AP for Defeating: 400
-> Gil for Defeating: 5000
-> Item Dropped from Monster: Reflect Ring x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 25000
-> Monster's MP: 800
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   140, 90, 1,   150, 70, 320, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                      MP  Tar  Type  Elem   Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Tropic Wind               12  1    Mag   Fi/Wd  Mag   16      100  X  X
* Red Light                 8   1    Mag   Fi/Shu Mag   18      100  X  X
* Silence                   24  1/A  Mag   -      -     -       100  X  O  (1)


(1) Silence [60]

--> Attack Pattern:

-> Basic Pattern:
Jenova-DEATH's initial IRV is 4
1/2 - Action Count is 0 at the beginning of battle
1/2 - Action Count is 3 at the beginning of battle
Is Action Count 0?
Yes: Does at least one character have Silence or is Jenova-DEATH's MP less than
     24?
     Yes: Has 1 been chosen out of Rnd[1..IRV]?
          Yes: Red Light x3 in one turn on all targettable characters
          No: Random chance of Red Light on random character (random chance of
              Red Light x2 in one turn [random chance of Red Light x3 in one
              turn)
     No: Silence on random character without Silence
No: Is Action Count 1, 2?
    Yes: Action Count +1
    No: Is Action Count 3?
        Yes: Has 1 been chosen out of Rnd[1..IRV]?
             Yes: Red Light x3 in one turn on all targettable characters
             No: Random chance of Red Light on random character (random chance
                 of Red Light x2 in one turn [random chance of Red Light x3 in
                 one turn)
                 [Action Count +1]
        No: Is Action Count 4?
            Yes: Has 1 been chosen out of Rnd[1..IRV]?
                 Yes: Red Light x3 in one turn on all targettable characters
                 No: Random chance of Red Light on random character (random
                     chance of Red Light x2 in one turn [random chance of Red
                     Light x3 in one turn)
                     [Action Count +1]
            No: Is Jenova-DEATH'S MP greater than or equal to 12?
                Yes: Tropic Wind on all characters
                No: do nothing

-> Counterattack Pattern:
Is Jenova-DEATH's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Jenova-DEATH's HP less than or equal to 3/4 of its MaxHP?
    Yes: IRV is 3
    No: IRV does change
```

- STRATEGY: You first off might want to know that this boss possesses Dex that's
higher than most bosses you've encountered before. Don't be surprised if you
suddenly find it stringing together three of its attacks in a row (Red Light
has the least recovery time). Also, like all bosses, Gravity dun work, y'hear?
Now, some in-depth attack coverage, ok? Its Red Light, as mentioned above, does
Fire damage to one character, and that damage is usually from 400-650, which is
quite a bit. And a lot of times it puts 2+ of these attacks together, and can
aim them at one character exclusively, or spread it around to harm a whole
group of characters. Now, the Tropic Wind is somewhat similar, but I'd more or
less categorize it as generally being a weaker attack than Red Light; average

damage is moreso 400 or slightly plus/below. Then, it's most devastating attack
although it does no damage, is Silence. It can very much limit powerful attacks
such as Comet and summons (newest one being Neo Bahamut). It's always great to
have some Echo Screens on hand. Big Guard is great here, although note that
when healing it halves the amount that is restored. Regen should be part of
your moves now, definitely, and that'll be a huge asset to you. As you can see,
the apothegm of most of its attacks is Fire, so, Fire Armlet can be a great
axiom to have your accessories based on. All right, all powerful attacks will
do, and to help amplify your performance here, use any move/spell/Limit that
induces Haste status. Reflect Ring after!

==
-   BOSS: JENOVA-LIFE   -
==

-> Monster's Name: Jenova-LIFE
-> Monster's Locations:
- City of the Ancients - Altar (forced)
-> Monster's Level: 50
-> EXP for Defeating: 4000
-> AP for Defeating: 350
-> Gil for Defeating: 1500
-> Item Dropped from Monster: Wizard Bracelet x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   128, 110, 10, 140, 40, 290, 40
-> Fire (normal), Ice (normal), Lightning (normal), Earth (weak), Poison
(normal), Gravity (immune), Water (absorb), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name   MP Tar Type Elem   Form PwrCst %   M R +Added
----
* Aqualung   34 A*   Mag   Wat   Mag   52   100   X O (1)
* Blue Flame   12 1   Mag   Wat   Mag   16   100   X X
* Blue Light   8   1   Mag   Wat/Shu Mag   14   100   X X
* Reflect   30 S   Mag   -   -   -   I   X X (2)

(1) Enemy Skill
(2) Reflect [100%]

--> Attack Pattern:

-> Basic Pattern:
Jenova-LIFE's initial IRV is 5
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0, 1?
Yes: Blue Light on random character (if 1 has been chosen out of Rnd[1..IRV],
     Blue Light x2 in one turn)
No: Is Action Count 2?
    Yes: Blue Flame on random character
         [Has 1 been chosen out of Rnd[1..IRV]?
          Yes: Action Count +1]
          No: Action Count reset to 0]
    No: Aqualung on all characters

```
            [Action Count reset to 0]

-> Counterattack Pattern:
Has Jenova-LIFE been attacked magically?
Yes: Does Jenova-LIFE not have Reflect?
     Yes: Is Jenova-LIFE's MP greater than or equal to 30?
          Yes: Reflect on self
          No: do nothing
     No: follow Basic Pattern
No: follow Basic Pattern
Is Jenova-LIFE's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Jenova-LIFE's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Jenova-LIFE's HP less than or equal to 3/4 of its MaxHP?
         Yes: IRV is 4
         No: IRV does not change
```

- STRATEGY: As you fight this boss, the first noticeable feature is that the regular boss music you're accustomed to is replaced and just continues playing Aeris' theme. Anyways, this boss may seem very familiar to you since you last fought BIRTH on the Shinra Ship, but this one, as you may expect, is twice as hard. Sure, this one's Agl isn't as fast as that of BIRTH, but, its attacks are a lot more powerful. You've encountered its first one, Aqualung, before. Hell, you may even have it in your Enemy Skills, as you may have obtained it from the Harpy enemies near the desert prison. Anyway, it does about 1000 points of Water based damage to all characters. This really sucks, and might be able to easily eliminate your entire party in one fleeting instant. But, there is a counter-measure to this, and that's by having one character equipped with the Water Ring accessory that you recently made the acquisition of in the Sleeping Forest. This makes them survive the onslaught, and then they can revive all of the fallen fighters, or heal them completely, if they didn't die from it. It's a very annoying attack, but thank God that it doesn't use it as frequently as its two other main attacks, Blue Light and Blue Flame. Blue Light only damages one character, and the resulting damage isn't that ominous, and the same goes for Blue Flame. Note: you can, if you haven't before (or on the newly obtained Enemy Skill), learn Aqualung from the Jenova-LIFE freak.

Gravity magic is pretty much damn useless, so if you have Demi2 ready to crank for this fight, take it off to free that slot for something else. Earth magic kicks ass against LIFE, so, Quake2 and Titan prove to be very awesome attacks for this bout. If it casts Reflect, your magics are sent back at you, so... But, there is a way around this, and it's to use Destruct Materia and use DeBarrier can remove it instantly. If you have Water Ring on someone, Blue Light also becomes ineffective, and is made to be absorbed by the wearer, just like with Aqualung. Some Cure/Cure2-All spells come reallu useful in this fight, especially if Aqualung comes around and only one character is not affected. Even if only one character is left standing after Aqualung, and you don't wish to revive them, the one character should be enough to finish LIFE by themselves, as all of its attacks are voided.

Comet in this fight can do around 1300 points of damage. If you have Bahamut ready to fight, it can do about 2300 damage, and your newly obtained Kjata can rack up around 1500. Cid's Limit Breaks do around 900 damage, and Cloud's Climhazzard does a good 1200. Cid's Galian Beast's Beast Flare can do around 850+ damage, so that's the recommended party for the fight. Time for more character possibilities. Yuffie's Bloodfest can do 1450+ damage, which is actually very good, but that's really the only purpose she serves. With Red XIII, you could have Lv1 Limits still on for the Lunatic High Haste boost, or make the switch to the next level and use Blood Fang and/or Stardust Ray.

Tifa's Meteodrive is considerable, also, and Barret's Hammerblow is what you
should be using with him if he's in. Quake2 magic does around 800+ damage, and
the Titan summon, here, can hit in for around 900 or more. Big Guard is
effective here, as are a few other Enemy Skills. Also, Odin's Gunge Lance can
do about 1100 damage, so it's also considerable. The battle isn't that hard.


```
===============================================================================
-   BOSS: JENOVA-SYNTHESIS                                                    -
===============================================================================
```

-> Monster's Name: Jenova-SYNTHESIS
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (forced)
-> Monster's Level: 61
-> EXP for Defeating: 60000 / 0*
* - if Jenova-SYNTHESIS uses Ultima on your party
-> AP for Defeating: 500
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 60000
-> Monster's MP: 600
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   150, 100, 1,   120, 120, 180, 0
       80*   150**
* - lowers to this amount while <Hand B> is under KO
** - lowers to this amount while <Hand C> is under KO
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(absorb), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Ultima                  130 A*   Mag   -     Mag   105     100  X  X
* Absorb                  0   1    Mag   -     Mag   20      100  X  X  (1)
* Bio2                    36  A/1  Mag   Psn   Mag   21      100  X  O  (2)
^ Repeating Slap          0   1    Phys  Hit   Phys  20      95   X  X  (3)
* Cure3                   64  AA/1 MHPr  Res   Cure  2876    255  X  O
* Stop                    34  1/A  Mag   -     -     -       I    X  O  (4)
  Countdown               0   -    -     -     -     -       I    X  X  (5)
  Left Hand Revive        0   1A   MHPr  Res   Prop  -       255  X  X  (6)
  Right Hand Revive       0   1A   MHPr  Res   Prop  -       255  X  X  (7)
```

(1) does not absorb HP
(2) Poison [48]
(3) Fury [48]
(4) Stop [60]
(5) counts down to when Jenova-SYNTHESIS uses Ultima; for every turn it is
    counting down "5," "4," "3," "2," "1," appear on screen, followed by Ultima
(6) revive KO [100%] with 1/4 MaxHP to Left Hand
(7) revive KO [100%] with 1/4 MaxHP to Right Hand

- Note: certain attacks (such as Repeating Slap and Absorb) will have different
animations depending on if a Hand is alive

```
--> Attack Pattern:

-> Basic Pattern:
Many variables in this battle will factor into the upcoming battles in quite a
few ways
Jenova-SYNTHESIS' initial Ultima BSV is 9
This decreases by 1 until Ultima; at 5, use Countdown
Has Countdown begun?
Yes: Is it the first turn since Countdown started?
     Yes: "5" appears on screen
     No: Is it the second turn since Countdown started?
          Yes: "4" appears on screen
          No: Is it the third turn since Countdown started?
               Yes: "3" appears on screen
               No: Is it the fourth turn since Countdown started?
                    Yes: "2" appears on screen
                    No: Is it the fifth turn since Countdown started?
                         Yes: "1" appears on screen
                         No: Ultima on all characters
                              [Is Cloud's lvl greater than 60?
                               Yes: fight Bizarro-Sephiroth with three parties]
                               No: fight Bizarro-Sephiroth with two parties] unless,
                                    Did Jenova-SYNTHESIS take more than 6 turns before
                                    Countdown started or are no characters lower than
                                    lvl 45?
                                    Yes: fight Bizarro-Sephiroth with three parties]
                                    No: Is there at least one character higher than
                                        45 or is the party's average lvl less than 68
                                        or have you acquired Vincent, Yuffie, or at
                                        least one of the two?
                                        Yes: fight Bizarro Sephiroth with two parties]
                                        No: Did Jenova-SYNTHESIS take more than 12
                                            turns before Countdown started or is
                                            party's average lvl less than 54 or is at
                                            least one character lower than lvl 35?
                                            Yes: fight Bizarro-Sephiroth with one
                                                 party]
                                            No: N/A]
                                                [Is Action Count less than 250?
                                                 Yes: Action Count +1]
                                                 No: Action Count -9]
No: Is Action Count (mod 5) = 1, 3?
    Yes: Is Hand B not under KO?
         Yes: Is Hand C not under KO?
              Yes: Repeating Slap on random character
              No: Repeating Slap on random character
         No: do nothing
    No: Is Action Count (mod 5) = 2, 4?
        Yes: Is Hand C not under KO?
             Yes: Is Hand B not under KO?
                  Yes: Absorb on random character
                  No: Absorb on random character
             No: do nothing
        No: Are both Hands (B/C) under KO?
            Yes: Right Hand Revive on Hand B
                 Left Hand Revive on Hand C
            No: Is only Hand C under KO?
                Yes: Is Jenova-SYNTHESIS' MP greater than or equal to 34?
                     Yes: Stop on random character
                     No: do nothing
```

```
                    No: Is only Hand B under KO?
                        Yes: Is Jenova-SYNTHESIS' MP greater than or equal to 64?
                            Yes: Cure3 on all allies
                            No: do nothing
                        No: Is Jenova-SYNTHESIS' MP greater than or equal to 36?
                            Yes: Bio2 on all characters
                            No: do nothing


-> Counterattack Pattern:
Is Jenova-SYNTHESIS' HP less than 15000 and has Countdown not started?
Yes: Countdown starts immediately
No: follow Basic Pattern
Has Knights of the Round been used on Jenova-SYNTHESIS?
Yes: +60000 to Bizarro-Sephiroth's Body's HP and +80000 to Safer-Sephiroth
No: follow Basic Pattern
```

- STRATEGY: Anyway, as I stated to the above, there are quite a number of parts associated with SYNTHESIS, but they include multiple torso and body targets, and then her long extending tentacles. You should note first off that the tentacles are immensely simple to kill off, but should not be the first thing on your to-do list, priortizationally speaking. They fall as easily as they are replenished with HP, fully prepared again for battle. Although, for that brief period, her Absorb and physical attack are obsolete, as she has no tentacles to utilize them with. But, once they're back, your extra efforts are rendered rather useless, which is exactly why I make the recommendation to simply target the body mainly, and if that dies, all other parts perish in the process, reminiscent of a few other bosses... Of course, you can always put your focus and attention on multiple-target attacks, perferrably higher level magic, such as Ultima, Flare, Comet2, and summons such as Neo and ZERO Bahamuts (one Knights of the Round and it'll return to the planet itself). However, I do not recommend using Knights of the Round in this fight, for reasons discussed in the Mechanics section of this FAQ. Jenova doesn't have a real noticeable attack pattern, however, she does have one major predictability; that when her "Countdown" timer reaches zero point, she unleashes a devastating, and potentially party-crippling Ultima of her own. I'd say this attack hits in for around 3200+ damage to each character, which really bites it big time. As for her Bio attack, you might want to have idle protection for it, and if it does inflict its imperfection, telegraph it with Esuna. As for her other attacks, they aren't anything fret-worthy, so just unload with some of your higher level stuff (try and refrain from KotR, if you can, and if you have it), and it should be done in no time. Remember, you still have Sephiroth succeeding this fight, so you might want to conserve some of your better items. Also note that by killing the Hands, Jenova-SYNTHESIS loses some stat value (Def and MDf for Hand B and C, respectively), and if these hands are killed, they will always be revived with 25% of their maximum HP value. Also keep in mind that turns that Jenova-SYNTHESIS is incapable of doing anything still count toward the 13+ turns that determine fighting the single party version of Bizarro-Sephiroth.

```
==============================================================================
-    JERSEY                                                                   -
==============================================================================
```

-> Monster's Name: Jersey
-> Monster's Locations:
- Nibelheim - Shinra Mansion - Top Floor
- Nibelheim - Shinra Mansion - Spiraling Stairwell
-> Monster's Level: 25
-> EXP for Defeating: 320
-> AP for Defeating: 30
-> Gil for Defeating: 384

```
-> Item Dropped from Monster: Turbo Ether x1 (8)
-> Item Stolen from Monster: Turbo Ether x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 500
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   55, 40, 5,  60, 15,  144, 10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Stop, Confusion, Paralysis, Berserk, Frog, Manipulation


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
-------------------------------------------------------------------------------
* ????                      3   1    Phys  -     Spec  -       100 X  X  (1)(2)
* Fire2                     22  1/A  Mag   Fir   Mag   20      100 X  O
* Spin Attack              0   1    Phys  Hit   Phys  16      90  X  X
  Tilt Left                 0   S    -     -     -     -       I   X  X  (3)(4)
                                                                         (5)

  Tilt Right                0   S    -     -     -     -       I   X  X  (6)(7)
                                                                         (8)(9)


(1) Enemy Skill
(2) Dmg = [user's MaxHP - user's CurHP]
(3) scales tilt to the left
(4) transform from first form to second form (immune to physical attacks)
(5) Miscellaenous/Animation
(6) scales tilt to the right
(7) transform from second form to first form (immune to magical attacks*)
(8) dummy attack
(9) Miscellaenous/Animation

* - does not have to use Tilt Right (as it's impossible) to be immune to
magical attacks; it will be immune to them initially, as it's initially tilting
to the right


--> Attack Pattern:

-> Basic Pattern:
Jersey's initial IRV is 6
Is Jersey in first form?
Yes: Is Jersey's MP greater than or equal to 3 and has 1 been chosen out of
    Rnd[1..IRV]?
     Yes: ???? on random character
     No: Spin Attack on random character
No: Is Jersey's MP greater than or equal to 22 and has 1 been chosen out of
    Rnd[1..IRV]?
     Yes: Fire2 on random character
     No: Spin Attack on random character


-> Counterattack Pattern:
Is Jersey in first form?
Yes: Has Jersey been attacked physically?
     Yes: Tilt Left on self
          Jersey is in second form
     No: follow Basic Pattern
No: follow Basic Pattern
Is Jersey's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 3
```

```
No: Is Jersey's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 4
    No: Is Jersey's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 5
        No: IRV does not change


===============================================================================
-   JOKER                                                                     -
===============================================================================


-> Monster's Name: Joker
-> Monster's Locations:
- World Map - Golden Saucer Area - Grass
- World Map - Golden Saucer Area - Desert
-> Monster's Level: 18
-> EXP for Defeating: 150
-> AP for Defeating: 30
-> Gil for Defeating: 260
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 370
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   45, 32,  1,   60,  31,  162, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (weak), Holy (normal)
-> Immune: Frog, Small, Manipulation


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Heart                   0   1    MHPr  Res   Cure  236     255  X  X  (1)
* Club                    0   1    Mag   Eth   Mag   12      255  X  X
* Joker                   0   1    Mag   -     -     -       255  X  X  (2)
* Diamond                 0   1    Mag   -     Mag   1       255  X  X
* Spade                   0   1    Phys  -     Phys  24      130  X  X
^ Spinning Card           0   1    Phys  Hit   Phys  16      110  X  X  (3)

(1) HP Restore
(2) Death [48]
(3) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
1/4 - Spade on random character
1/4 - Spinning Card on random character
1/8 - Heart on random character
1/8 - Club on random character
1/8 - Joker on random character
1/8 - Diamond on random character


===============================================================================
-   JUMPING                                                                   -
===============================================================================


-> Monster's Name: Jumping
-> Monster's Locations:
```

```
- World Map - Icicle Area - Snow
- Great Glacier (World Map) - Icicle Area - Blizzard
-> Monster's Level: 24
-> EXP for Defeating: 400
-> AP for Defeating: 30
-> Gil for Defeating: 50
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Antarctic Wind x1
-> Monster's HP: 999
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   30,  40,  15,  74,  15,  50,  10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Dive Kick                0   1    Phys  -     Phys  95      20   O  X  (1)
* Club Sword               0   1    Phys  Cut   Phys  95      200  O  X


(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
1/2 - Dive Kick on random character
1/2 - Club Sword on random character


===============================================================================
-   KALM FANG                                                                 -
===============================================================================

-> Monster's Name: Kalm Fang
-> Monster's Locations:
- World Map - Outside Midgar - Dirt
- World Map - Outside Midgar - Grass
- World Map - Outside Midgar - Beach
-> Monster's Level: 10
-> EXP for Defeating: 53
-> AP for Defeating: 5
-> Gil for Defeating: 92
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Ether x1 (8)
-> Item Morphed from Monster: X-Potion
-> Monster's HP: 160
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   24,  30,  14,  57,  16,  14,  6
-> Fire (weak), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
```

```
   Attack                       0   1    Phys  Hit   Phys  16     100  O  X
^  Fang                         0   1    Phys  Hit   Phys  16     120  O  X   (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
3/4 - Fang on random character
1/4 - Attack on random character


===============================================================================
-   KELZMELZER                                                                -
===============================================================================

-> Monster's Name: Kelzmelzer
-> Monster's Locations:
- World Map - Woodlands Area - Jungle
- Temple of the Ancients - Maze Area
-> Monster's Level: 30
-> EXP for Defeating: 410
-> AP for Defeating: 35
-> Gil for Defeating: 400
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Antidote x1 (32)
-> Item Morphed from Monster: Antidote x1
-> Monster's HP: 800
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50,  56,  14,  53,  35,  90,  1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                        MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Liquid Poison               0   1    Phys  Psn   -     -       100  O  X   (1)
^ Claw                        0   1    Phys  Hit   Phys  16      110  O  X   (2)

(1) Poison [100%]
(2) only attack that will be used when under Berserk


--> Attack Pattern:

-> Basic Pattern:
Is at least one ally not under KO?
Yes: 3/4 - Claw on random character
     1/4 - Liquid Poison on random character
No: 3/4 - Liquid Poison on random character
    1/4 - Claw on random character


===============================================================================
-   KILLBIN                                                                   -
===============================================================================

-> Monster's Name: Killbin
-> Monster's Locations:
- Whirlwind Maze - Winding Path
```

```
-> Monster's Level: 30
-> EXP for Defeating: 700
-> AP for Defeating: 150
-> Gil for Defeating: 1000
-> Item Dropped from Monster: Ether x1 (8)
-> Item Stolen from Monster: Turbo Ether x1 (32)
-> Item Morphed from Monster: Mind Source x1
-> Monster's HP: 3200
-> Monster's MP: 380
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   90,  64,  12,  68,  85,  126, 25
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Manipulation


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
^ Fire2                   22  1/A  Mag   Fir   Mag   20      100  X  O
^ Ice2                    22  1/A  Mag   Ice   Mag   20      100  X  O
^ Cure2                   24  AA/1 Mag   Res   Cure  786     255  X  O
^ X                       0   1    Phys  -     Phys  16      100  X  X  (1)
^ Slow                    20  1/A  Mag   -     -     -       I    X  O  (2)
^ Aspil                   1   1    MMAb  -     Mag   2       255  X  X

(1) only attack that will be used if under Berserk
(2) Slow [100]


Note: each attack changes Killbin's animation (to different colors)


--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0?
Yes: Does at least one character not have Slow?
     Yes: 1/2 - Is Killbin's MP greater than or equal to 20?
               Yes: Slow on random character without Slow
               No: Aspil on character with highest MP
          1/2 - do nothing
     No: Does at least one character have Slow?
         Yes: X on random character with Slow
         No: X on random character
             [Action Count +1]
No: Is Action Count 1, 2?
   Yes: Does at least one character have Slow?
         Yes: X on random character with Slow (1/2 - X x2 in one turn)
         No: X on random character (1/2 - X x2 in one turn)
             [Action Count +1]
   No: Is Killbin's HP less than 1/3 of its MaxHP?
       Yes: Is Killbin's MP greater than or equal to 24?
             Yes: Cure2 on all allies
             No: Aspil on character with highest MP
       No: Is Killbin's MP greater than or equal to 22?
            Yes: 1/2 - Fire2 on random character
                 1/2 - Ice2 on random character
            No: Aspil on character with highest MP
                [Action Count reset to 0]
```

```
===============================================================================
-   KIMARA BUG                                                                -
===============================================================================


-> Monster's Name: Kimara Bug
-> Monster's Locations:
- Gongaga - Jungle - First Screen
- Gongaga - Jungle - Second Screen
-> Monster's Level: 19
-> EXP for Defeating: 190
-> AP for Defeating: 19
-> Gil for Defeating: 278
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Spider Web x1 (32)
-> Item Morphed from Monster: Hourglass x1
-> Monster's HP: 700
-> Monster's MP: 25
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   37,  40,  1,   61,  5,   180, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Spider Attack          0   1    Phys  Cut   Phys  34      255  O  X
* Butterfly Attack       0   1    Phys  Cut   Phys  16      100  O  X  (1)
* Stop Web               5   1    Mag   Sht   -     -       100  O  X  (2)


(1) only attack that will be used if under Berserk
(2) Stop [100%]


--> Attack Pattern:

-> Basic Pattern:
Does at least on character not have Stop?
Yes: 1/2 - Is Kimara Bug's MP greater than or equal to 5?
            Yes: Stop Web on random character
            No: Butterfly Attack on random character
     1/2 - Butterfly Attack on random character
No: 1/2 - Spider Attack on random character
    1/2 - Butterfly Attack on random character


===============================================================================
-   KING BEHEMOTH                                                             -
===============================================================================


-> Monster's Name: King Behemoth
-> Monster's Locations:
- North Crater - Left Split
- North Crater - Floating Platforms
- North Crater - Grass
-> Monster's Level: 60
-> EXP for Defeating: 2000
-> AP for Defeating: 250
-> Gil for Defeating: 950
-> Item Dropped from Monster: X-Potion x1 (32)
-> Item Stolen from Monster: Phoenix Down x1 (32)
```

```
-> Item Morphed from Monster: None
-> Monster's HP: 18000
-> Monster's MP: 560
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   150, 140, 1,   90,  65,  256, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (1/2), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* King Teel               0   1    Phys  Cut   Phys  16      100  X  X
^ Behemoth Horn           0   1    Phys  Pnch  Phys  18      100  O  X  (1)
* Comet2                  110 R    Mag   -     Mag   30      100  X  X  (2)
* Flare                   100 1    Mag   Fir   Mag   115     100  O  O  (3)
* Bite                    0   1    Phys  Hit   Phys  16      110  X  X

(1) only attack that will be used if under Berserk
(2) 4 random hits to random characters (any combination of characters) - each
    hit uses the power constant
(3) only will be used if Manipulated


--> Attack Pattern:

-> Basic Pattern:
King Behemoth's initial IRV is 6
1/3 - King Teel on random character (if 1 has been chosen out of Rnd[1..IRV],
      King Teel x2 in one turn)
1/3 - Behemoth Horn on random character (if 1 has been chosen out of
      Rnd[1..IRV], Behemoth Horn x2 in one turn)
1/3 - Bite on random character (if 1 has been chosen out of Rnd[1..IRV], Bite
      x2 in one turn)


-> Counterattack Pattern:
Has King Behemoth been attacked magically?
Yes: Is King Behemoth's MP greater than or equal to 110?
     Yes: Comet2 on all characters
     No: do nothing
No: follow Basic Pattern
Is King Behemoth's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is King Behemoth's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is King Behemoth's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
        No: IRV does not change


===============================================================================
-   KYUVILDUNS                                                                -
===============================================================================

-> Monster's Name: Kyuvilduns
-> Monster's Locations:
- Mt. Nibel - Base (flashback)
- Mt. Nibel - Base (present)
- Mt. Nibel - West Base after the fall (flashback)
- Mt. Nibel - West Base (present)
- Mt. Nibel - Caves (west base) (flashback)
```

```
- Mt. Nibel - Caves (after Mako Fountain) (flashback)
- Mt. Nibel - Caves (west base) (present)
- Mt. Nibel - Caves (after Mako Fountain) (present)
- World Map - Rocket Town Area - Forest
-> Monster's Level: 24
-> EXP for Defeating: 340
-> AP for Defeating: 34
-> Gil for Defeating: 368
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 800
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   48, 42, 1,   56, 40, 64, 0
-> Fire (weak), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Lay Flat                0   1    Phys  -     Phys  40      97   O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Lay Flat on random character


===============================================================================
-    LAND WORM                                                                -
===============================================================================

-> Monster's Name: Land Worm
-> Monster's Locations:
- Corel Prison - Corel Desert
-> Monster's Level: 22
-> EXP for Defeating: 400
-> AP for Defeating: 40
-> Gil for Defeating: 256
-> Item Dropped from Monster: Ether x1 (8)
-> Item Stolen from Monster: Turbo Ether x1 (8)
-> Item Morphed from Monster: Fire Fang x1
-> Monster's HP: 1500
-> Monster's MP: 80
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60, 80, 1,   68, 42, 230, 0
-> Fire (1/2), Ice (weak), Lightning (normal), Earth (absorb), Poison
(normal), Gravity (1/2), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Frog


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Earthquake              10  A*   Mag   Eth   Mag   6       255  O  X  (1)
* Sandstorm               0   A    Phys  Eth   Phys  32      255  O  X  (2)
```

```
(1) only attack that will be used if under Berserk
(2) Darkness [48]


--> Attack Pattern:

-> Basic Pattern:
Does Land Worm have Poison?
Yes: Sandstorm on all characters
No: Is Land Worm's HP less than or equal to 1/2 of its MaxHP?
    Yes: 1/2 - Is Land Worm's MP greater than or equal to 10?
                Yes: Earthquake on all characters
                No: Sandstorm on all characters
          1/2 - Sandstorm on all characters
    No: Is Land Worm's MP greater than or equal to 10?
         Yes: Earthquake on all characters
         No: Sandstorm on all characters


===============================================================================
-   LASER CANNON                                                              -
===============================================================================

-> Monster's Name: Laser Cannon
-> Monster's Locations:
- Midgar - Shinra Headquarters - 67th Floor (before escape from holding cell)
- Midgar - Shinra Headquarters - 68th Floor (before escape from holding cell)
-> Monster's Level: 8
-> EXP for Defeating: 5
-> AP for Defeating: 4
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 155
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   20,  10,  0,   58,  0,   4,   0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Confusion, Paralysis, Petrification,
Frog, Small, Fury, Sadness, Slow-Numb, Manipulation, Death Sentence

-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Laser Cannon              0   1    Phys  Sht   Phys  16      100  X  X  (1)
* Paralaser                 0   1    Phys  Sht   Phys  16      30   X  X  (2)

(1) only attack that will be used if under Berserk
(2) Paralysis [8]


--> Attack Pattern:

-> Basic Pattern:
Is enemy formation currently Machine Gun + Warning Board + Laser Cannon?
Yes: 3/4 - Laser Cannon random character
     1/4 - Does at least one character not have Paralysis?
            Yes: Paralaser on random character without Paralysis
            No: Paralaser on random character
```

```
No: Is enemy formation currently Laser Cannon + Warning Board?
    Yes: 1/2 - Does at least one character not have Paralysis?
                Yes: 3/4 - Laser Cannon on random character
                     1/4 - Paralaser on random character without Paralysis
                No: Laser Cannon on random character
         1/4 - Laser Cannon becomes invisible and turns off solo BSV
         1/4 - Laser Cannon becomes invisible
    No: Is enemy formation currently Warning Board?
        Yes: Was solo BSV not turned off if party formation was Laser Cannon
             + Warning Board?
            Yes: 1/2 - Laser Cannon becomes visible
                       Does at least one character not have Paralysis?
                       Yes: 3/4 - Laser Cannon on random character
                            1/4 - Paralaser on random character without
                                  Paralysis
                       No: Laser Cannon on random character
                 1/2 - do nothing
            No: Laser Cannon becomes visible
                1/2 - Laser Cannon on random character
                1/2 - do nothing


===============================================================================
-   SUB-BOSS: LEFT ARM                                                        -
===============================================================================

-> Monster's Name: Left Arm
-> Monster's Locations:
- Underwater Mako Reactor (Carry Armor battle) (forced)
-> Monster's Level: 45
-> EXP for Defeating: 1500
-> AP for Defeating: 90
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80, 200, 1,   80,  55,  300, 0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(immune), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Seizure, Haste,
Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Arm Grab                 0   1    -     -     -     -       I    X  X  (1)
^ Arm Punch                0   1    Phys  Hit   Phys  20      100  X  X
^ Damage Attack            0   1    Phys  -     Phys  15      255  X  X
  Release                  0   1    -     -     -     -       I    X  X  (2)(3)

(1) Imprison [100%]
(2) release character from Imprison status
(3) Miscellaneous/Animation


--> Attack Pattern:
```

```
-> Basic Pattern:
Left Arm's initial IRV is 12
Is no character in Left Arm's grasp?
Yes: Has 1 been chosen out of Rnd[1..IRV]?
     Yes: Does at least one character not have Imprison?*
          Yes: Arm Grab on random character without Imprison
          No: 1/2 - Arm Punch on random character without Imprison
              1/2 - do nothing
     No: 1/2 - Arm Punch on random character without Imprison
         1/2 - do nothing
No: Damage Attack on character in Left Arm's grasp or,
    Is a character in Right Arm's grasp?
    Yes: Damage Attack on character in Right Arm's grasp
    No: Damage Attack on character in Left Arm's grasp is the only available
        option

* - it is not possible for at least one character to not have Imprison


-> Counterattack Pattern:
Is Left Arm's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Left Arm's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 8
    No: Is Left Arm's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 32
        No: IRV does not change

-> Special KO Pattern:
Is Left Arm's HP 0?
Yes: Is a character in Left Arm's grasp?
     Yes: Release on character in Left Arm's grasp
     No: KO immediately
No: follow Basic Pattern or Counterattack Pattern


===============================================================================
-   SUB-BOSS: LEFT ARM                                                        -
===============================================================================

-> Monster's Name: Left Arm
-> Monster's Locations:
- Midgar - Mako Cannon - Top of Sister Ray (Helletic Hojo battle) (forced)
-> Monster's Level: 55
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 24000
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   46, 150, 1,   90,  100, 150, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death

-> Attacks:
```

```
* Name                        MP  Tar  Type Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
none


--> Attack Pattern:

-> Basic Pattern:
none


===============================================================================
-   LEG                                                                       -
===============================================================================

-> Monster's Name: Leg (battle object - Emerald Weapon's leg)
-> Monster's Locations:
- World Map - Underwater near Junon (floats around) (after defeating Ultimate
Weapon - only in the International version) (Emerald Weapon battle) (float
submarine into Emerald Weapon)
-> Monster's Level: 1
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1
-> Monster's MP: 1
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    1,   2,   1,   1,   1,   2,   1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (absorb), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                        MP  Tar  Type Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Aire Tam Storm              0   A*   PhAb  -    Spec   -      255  X  X  (1)(2)
                                                                           (3)


(1) Dmg = [number of Materia equipped x 1111]
(2) remove Slow [100%], Stop [100%], Haste [100%], Regen [100%], Shield [100%],
    Reflect [100%], Barrier [100%], Magic Barrier [100%], Resist [100%], Death
    Force [100%]
(3) dummy attack


--> Attack Pattern:

-> Basic Pattern:
none
Leg is untargettable


===============================================================================
-   LESSALOPLOTH                                                              -
===============================================================================

-> Monster's Name: Lessaloploth
-> Monster's Locations:
- Great Glacier - South Cave
```

```
- Great Glacier - North Cave
- Great Glacier (World Map) - Icicle Area - Blizzard
-> Monster's Level: 34
-> EXP for Defeating: 920
-> AP for Defeating: 65
-> Gil for Defeating: 1000
-> Item Dropped from Monster: Phoenix Down x1 (8)
-> Item Stolen from Monster: Phoenix Down x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 2000
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    65,  74,  12,  77,  67,  190, 20
-> Fire (normal), Ice (immune), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (immune), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Snowstorm               16  1    Mag   Ice   Mag   100     100  X  X  (1)
* Avalanche               0   A/1  Phys  Ice   Phys  60      95   X  X
* Scorpion's Tail         0   1    Phys  -     Phys  16      95   O  X  (2)
^ Wing Cut                0   1    Phys  Cut   Phys  16      95   O  X  (3)

(1) dummy attack
(2) Poison [48]
(3) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
On Lessaloploth's first turn,
1/2 - Scorpion's Tail on random character
      [Action Count is 2]
1/4 - Avalanche on all characters
      [Action Count is 1]
1/4 - Wing Cut on random character
      [Action Count is 0]
For all subsequent turns,
Is Action Count 0?
Yes: 1/2 - Avalanche on all characters
           [Action Count +1]
     1/2 - Scorpion's Tail on random character
           [Action Count +2]
No: Is Action Count 1?
    Yes: 1/2 - Scorpion's Tail on random character
               [Action Count +1]
         1/2 - Wing Cut on random character
               [Action Count reset to 0]
    No: 1/2 - Avalanche on all characters
              [Action Count -1]
        1/2 - Wing Cut on random character
              [Action Count reset to 0]


===============================================================================
-   LEVRIKON                                                                  -
===============================================================================
```

```
-> Monster's Name: Levrikon
-> Monster's Locations:
- World Map - Kalm Area - Grass
- World Map - Kalm Area - Beach
-> Monster's Level: 14
-> EXP for Defeating: 65
-> AP for Defeating: 7
-> Gil for Defeating: 128
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Ether x1 (8)
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 200
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   38, 40, 5,   60, 6,   12, 4
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Flaming Peck           0   1    Phys  Hit   Phys  32      95   O  X  (1)
* Bird Kick              0   1    Phys  Hit   Phys  16      108  O  X  (2)

(1) Fury [8]
(2) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Does at least one character not have Fury?
Yes: 3/4 - Flaming Peck on random character without Fury
     1/4 - Bird Kick on random character without Fury
No: 3/4 - Bird Kick on random character
    1/4 - Flaming Peck on random character


===============================================================================
-   BOSS: LIFEFORM-HOJO N                                                      -
===============================================================================

-> Monster's Name: Lifeform-Hojo N
-> Monster's Locations:
- Midgar - Mako Cannon - Top of Sister Ray (forced)
-> Monster's Level: 58
-> EXP for Defeating: 25000
-> AP for Defeating: 2500
-> Gil for Defeating: 6000
-> Item Dropped from Monster: Power Source x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 30000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 5,   100, 90,  180, 6
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death
```

Sentence, Death

-> Attacks:

```
* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Combo [1]               0   1    Phys  Hit   Phys  5       100  X  X  (1)
^ Combo [2]               0   1    Phys  Hit   Phys  12      100  X  X  (2)(3)
^ Combo [3]               0   1    Phys  Hit   Phys  7       100  X  X  (4)(5)
^ Combo [4]               0   1    Phys  Hit   Phys  16      100  X  X  (6)(7)
* Silence                 24  1/A  Mag   -     -     -       100  X  O  (8)
* Slow                    20  A/1  Mag   -     -     -       I    X  O  (9)
^ Absorb                  2   1    Mag   -     Mag   10      255  X  X  (10)
```

(1) first hit in the combo
(2) second hit in the combo
(3) Poison [80]
(4) third hit in the combo
(5) Darkness [80]
(6) fourth hit in the combo
(7) Sleep [80]
(8) Silence [60]
(9) Slow [100]
(10) does not actually absorb HP - only magic damage

--> Attack Pattern:

-> Basic Pattern:
Lifeform-Hojo N's initial IRV is 4
1/3 - Action Count is 3 at the beginning of battle
1/3 - Action Count is 2 at the beginning of battle
1/3 - Action Count is 0 at the beginning of battle
Is Action Count 0?
Yes: Does at least one character not have Slow?
     Yes: Pre-Select character is random character without Slow
     No: Pre-Select character is random character
     Is Pre-Select character not under KO?
     Yes: Combo [1] on Pre-Select character; if Pre-Select character is not
          under KO, Combo [2] on Pre-Select character; if Pre-Select character
          is not under KO, Combo [3] on Pre-Select character; if Pre-Select
          character is not under KO, Combo [4] on Pre-Select character
     No: do nothing
         [2/5 - Action Count +3]
         [2/5 - Action Count +2]
         [1/5 - Action Count does not change]
No: Is Action Count 2?
    Yes: Does at least one character not have Slow?
         Yes: Is Lifeform-Hojo N's MP greater than or equal to 20?
              Yes: Slow on all characters without without Slow
                   [Action Count reset to 0]
              No: Action Count +1
         No: Action Count reset to 0
    No: Is Lifeform-Hojo N's HP less than its MaxHP?
         Yes: Absorb on character with highest HP
         No: Is Lifeform-Hojo N's MP less than its MaxMP?
             Yes: Absorb on character with highest MP
             No: do nothing
                 [Action Count reset to 0]

-> Counterattack Pattern:

```
Has Lifeform-Hojo N been attacked magically?
Yes: Does the last character to attack Lifeform-Hojo N magically not have
     Silence and is Lifeform-Hojo N's MP greater than or equal to 24?
     Yes: Silence on last character to attack Lifeform-Hojo N magically
     No: do nothing
No: follow Basic Pattern
Is Lifeform-Hojo N's HP less than or equal to 1/4 of its MaxHP?
Yes: Action Count is 1
     IRV is 1
No: Is Lifeform-Hojo N's HP less than or equal to 1/2 of its MaxHP?
   Yes: Action Count is 1
         IRV is 2
   No: Is Lifeform-Hojo N's HP less than or equal to 3/4 of its MaxHP?
       Yes: Action Count is 1
             IRV is 3
       No: IRV does not change
```

- STRATEGY: This is a semi-tough boss, but can easily be put at its knees with
a few preparations. First of all, this guy comes loaded with a plethora of
status ailment-inflicting attacks (^see above). First of all, I recommend
having one character of yours with the Ribbon accessory, and whomever that may
be, to have Heal with Esuna equipped (this is preferably your strongest phys.
attacker, and if it is, also equip Counter Attack). Like this, you'll be
immune to the status effects of Combo, and after each of its four attacks, if
you're the strongest character, you'll be countering each of the four hits for
about 3000 damage each, almost halving Lifeform Hojo's HP right there. Esuna is
to cure anyone else from such negative statuses it can throw at you. You might
want a few extra accessories handy that protect in correspondence to the moves
it has, mentioned above, of course. Throw your strongest stuff at him, and he
sure as hell should be finished in no time.


```
================================================================================
-   BOSS: LOST NUMBER (FIRST FORM)                                             -
================================================================================
```

-> Monster's Name: Lost Number
-> Monster's Locations:
- Nibelheim - Shinra Mansion - Second Floor (open the safe)
-> Monster's Level: 35
-> EXP for Defeating: 2000
-> AP for Defeating: 80
-> Gil for Defeating: 2000
-> Item Dropped from Monster: Cosmo Memory x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 7000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80, 120, 1,   82, 35, 280, 1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Manipulation, Death, Death Sentence

-> Attacks:

```
* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------
* Bolt                    4   1/A  Mag   Lit   Mag   8       100  X  O  (1)
* Bolt2                   22  1/A  Mag   Lit   Mag   20      100  X  O
```

```
^ Punch                         0   1    Phys  Hit   Phys  16      95   X  X
  Transform [1]                 0   S    -     -     -     -       I    X  X  (2)
  Transform [2]                 0   S    -     -     -     -       I    X  X  (3)

(1) dummy attack
(2) transform into second form (physical)
(3) transform into second form {magical)

--> Attack Pattern:

-> Basic Pattern:
Lost Number's initial IRV is 6
Action Count is 0, 1, 2 (chosen randomly)
Is Action Count 0?
Yes: Punch on random character (Punch twice in one turn if 1 has been chosen
     out of Rnd[1..IRV]
     [2/3 - Action Count +1]
     [1/3 - Action Count +2]
No: Is Action Count 1?
    Yes: Punch on random character (Punch twice in one turn if character is not
         under KO and 1 has been chosen from Rnd[1..IRV]
    No: Is Lost Number's MP greater than or equal to 22?
        Yes: Does at least one character not have Reflect?
             Yes: Bolt2 on random character without Reflect
             No: Punch on random character
        No: Punch on random character
            [1/2 - Action Count is 1]
            [1/2 - Action Count reset to 0]

-> Counterattack Pattern:
-> Counterattack Pattern:
Is Lost Number's HP less than or equal to 3/6 of its MaxHP?
Yes: Does Lost Number not have Paralysis, Stop?
     Yes: follow Basic Pattern
     No: Was the attack that made Lost Number's HP 3/6 of its MaxHP
         physical?
         Yes: Transform [1] on self
         No: Transform [2] on self
             [IRV is 3]
No: Is Lost Number's HP less than or equal to 4/6 of its MaxHP?
    Yes: IRV is 4
    No: Is Lost Number's HP less than or equal to 5/6 of its MaxHP?
        Yes: IRV is 5
        No: IRV does not change


================================================================================
-   BOSS: LOST NUMBER (SECOND FORM - MAGICAL)                                   -
================================================================================

-> Monster's Name: Lost Number
-> Monster's Locations:
- Nibelheim - Shinra Mansion - Second Floor (open the safe) (Lost Number
battle - only if hit to take him to 3498 HP or lower was magical)
-> Monster's Level: 35
-> EXP for Defeating: 2000
-> AP for Defeating: 80
-> Gil for Defeating: 2000
-> Item Dropped from Monster: Cosmo Memory x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
```

```
-> Monster's HP: 7000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80,  40,  1,   82,  55,  440, 1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Manipulation, Death, Death Sentence

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Bolt                     4   1/A  Mag   Lit   Mag   8       100  X  O
* Bolt2                    22  1/A  Mag   Lit   Mag   20      100  X  O
* Quake                    6   1/A  Mag   Eth   Mag   11      100  X  O
* Quake2                   28  1/A  Mag   Eth   Mag   24      100  X  O
* Bio                      8   1/A  Mag   Psn   Mag   10      100  X  O  (1)
* Bio2                     36  1/A  Mag   Psn   Mag   21      100  X  O  (1)
* Aspil                    1   1    MMAb  -     Mag   2       255  X  X
^ Tentacle                 0   1    Phys  Hit   Phys  40      120  X  X

(1) Poison [48]

--> Attack Pattern:

-> Basic Pattern:
2/7 - Does at least one character not have Reflect?
     Yes: Is Lost Number's MP greater than or equal to 22?
          Yes: Bolt2 on random character without Reflect
          No: Aspil on character with highest MP
     No: Tentacle on random character
2/7 - Does at least one character not have Reflect?
     Yes: Is Lost Number's MP greater than or equal to 28?
          Yes: Quake2 on random character without Reflect
          No: Aspil on character with highest MP
     No: Tentacle on random character
2/7 - Does at least one character not have Reflect?
     Yes: Is Lost Number's MP greater than or equal to 36?
          Yes: Does at least one character without Reflect not have Poison?
               Yes: Bio2 on random character without Reflect without Poison
               No: Bio2 on random character without Reflect
          No: Aspil on character with highest MP
     No: Tentacle on random character
1/7 - Tentacle on random character


===============================================================================
-   BOSS: LOST NUMBER (SECOND FORM - PHYSICAL)                                -
===============================================================================


-> Monster's Name: Lost Number
-> Monster's Locations:
- Nibelheim - Shinra Mansion - Second Floor (open the safe) (Lost Number
battle - only if hit to take him to 3498 HP or lower was physical)
-> Monster's Level: 35
-> EXP for Defeating: 2000
-> AP for Defeating: 80
-> Gil for Defeating: 2000
-> Item Dropped from Monster: Cosmo Memory x1 (100%)
-> Item Stolen from Monster: None
```

```
-> Item Morphed from Monster: None
-> Monster's HP: 7000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   140, 400, 1,   82,  5,   200, 1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Manipulation, Death, Death Sentence


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Lost Blow               0   1    Phys  Hit   Phys  50      95   X  X
^ Punch                   0   1    Phys  Hit   Phys  16      95   X  X


--> Attack Pattern:

-> Basic Pattern:
3/4 - Punch on random character (1/2 - Punch on random character twice in one
      turn)
1/4 - Lost Blow on random character
```

- STRATEGY: Damn, the whole surrounding of mysteriousness, and an eerie
tranquility suddenly turns to insanity once you open up the safe. I bet you
didn't think it'd be this enemy would be just so God-awfully deplorable,
disgusting, repulsive, and gruesome. Well, I made just minor preparation
suggestions in the first paragraph of this section. Anyway, as I stated before,
your lvls should be near 30-35 vicinity, and you should have a plethora of
healing items, and a few linked Materias that I'm about to get into. You may
want to have Cure-All on as well, so if you all start getting big damaged, one
Cure will heal you all back up. Another one to have, since it can attack quite
quickly is Haste (Haste-All is even better), to use, so you can have a lot of
quick and deadly attacks on it. Now, let's talk statuses. It's susceptible to
quite a few, and immune to many. How do we know which ones? Well, just look
upwards and I have them listed right there. But, out of some of those
susceptibilities, there's only a few of them that would actually be worth it to
use in the skirmish. The main one to utilize is Poison.

Poison by itself on it could prove to be a bit useful. Poison is best when Bio3
is done, since it also does the biggest amount of pre-damage when applied.
No magical elements should really be used here, and this is mainly because none
of them do anything special to it (just normal damage), and it's invincible to
Gravity moves. So don't do them. But, there is always some useful magic, like
Beta or Aqualung. When you've taken him down to about half of its health (3498)
you engage in the second halftime of battle. During this, only half of Lost
Number remains (unless one of your attacks completely kills off 7000 HP, in
which case you don't have to worry about this). But, we're speaking hypathical
here. So, half of it will be eliminated, and the remaining portion is
determined by one of two factors. Blue side will remain if red dies, and red
side will remain if blue dies. Blue dies if halftime attack physical (normal),
and red dies if halftime attack is magically inclined. Blue is physical side,
and red is magical side. Both increase in power, however, so be warned. Some
summons like Bahamut ZERO or Neo Bahamut come in really handy, too.

```
==============================================================================
-   MACHINE GUN                                                              -
==============================================================================
```

```
-> Monster's Name: Machine Gun
-> Monster's Locations:
- Midgar - Shinra Headquarters - 67th Floor (before escape from holding cell)
- Midgar - Shinra Headquarters - 68th Floor (before escape from holding cell)
-> Monster's Level: 8
-> EXP for Defeating: 5
-> AP for Defeating: 4
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 155
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   18,  10,  0,   62,  0,   4,   0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Confusion, Paralysis, Petrification,
Frog, Small, Fury, Sadness, Slow-Numb, Manipulation, Death Sentence


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
^ Machine Gun             0   1    Phys  Sht   Phys  16      100  X  X  (1)

(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Is enemy formation currently Machine Gun + Warning Board + Laser Cannon?
Yes: Machine Gun on random character
No: Is enemy formation currently Machine Gun + Warning Board?
    Yes: 1/2 - Machine Gun on random character
         1/4 - Quick Machine Gun becomes invisible and turns off solo BSV
         1/4 - Quick Machine Gun becomes invisible
    No: Is enemy formation currently Warning Board?
        Yes: Was solo BSV not turned off if party formation was Machine Gun +
             Warning Board?
             Yes: Does at least one character not have Paralysis?
                  Yes: 1/2 - Machine Gun becomes visible
                             Machine Gun on random character
                       1/2 - do nothing
                  No: 3/4 - Machine Gun becomes visible
                      1/4 - do nothing
             No: Machine Gun becomes visible
                 1/2 - Machine Gun on random character
                 1/2 - do nothing


===============================================================================
-   MADOUGE                                                                   -
===============================================================================

-> Monster's Name: Madouge
-> Monster's Locations:
- Mythril Mines - First Half
- Mythril Mines - Second Half
-> Monster's Level: 16
-> EXP for Defeating: 70
```

```
-> AP for Defeating: 8
-> Gil for Defeating: 150
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Grand Glove x1 (8)
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 220
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   36, 22,  6,   56,  4,   26,  3
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Swamp Shoot              0   1    Phys  Hit   Phys  4       100  O  X  (1)
^ Iron Ball                0   1    Phys  Hit   Phys  20      115  O  X  (2)


(1) Darkness [100%]
(2) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Is Madouge in the front row?
Yes: 3/4 - Iron Ball on random character
     1/4 - Swamp Shoot on random character
No: 3/4 - Swamp Shoot on random character
    1/4 - Iron Ball on random character


===============================================================================
-   MAGIC POT                                                                 -
===============================================================================

-> Monster's Name: Magic Pot
-> Monster's Locations:
- North Crater - Near Water
-> Monster's Level: 41
-> EXP for Defeating: 8000
-> AP for Defeating: 1000
-> Gil for Defeating: 8500
-> Item Dropped from Monster: Turbo Ether x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 4096
-> Monster's MP: 128
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   64, 64,  8,   64,  64,  64,  16
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Berserk, Frog, Small, Manipulation
- Immune to all physical and magical damage until it has had an Elixir used on
it

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
```

```
  ^ Gimme                        0   1   -   -   -   -        I   X   X   (1)(2)
    Escape                       0   S   -   -   -   -        I   X   X   (3)(4)


(1) steals random item from your inventory
(2) if Magic Pot is KO'd item is returned to your inventory
(3) escapes from battle - remove self with no reward
(4) if it has used Gimme, your item cannot be returned to your inventory

--> Attack Pattern:

-> Basic Pattern:
Has an Elixir not been used on Magic Pot?
Yes: Magic Pot: "Gimme Elixir!" appears on screen
No: 5/16 - do nothing
    1/4 - Gimme on last character to attack Magic Pot
    1/16 - Escape on self (battle ends)


================================================================================
-   MAGNADE                                                                    -
================================================================================

-> Monster's Name: Magnade
-> Monster's Locations:
- Great Glacier - North Caves
-> Monster's Level: 35
-> EXP for Defeating: 980
-> AP for Defeating: 50
-> Gil for Defeating: 1200
-> Item Dropped from Monster: X-Potion x1 (8)
-> Item Stolen from Monster: Phoenix Down x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 1000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   134, 70,  5,   50,  60,  48,  10
             255*
* - until <Magnade's Shields> shatter
-> Fire (weak), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Slow, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless, Manipulation, Death
Sentence, Death
- Physical attacks almost always miss

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
-------------------------------------------------------------------------------
* W-Shield Throw           0   1    Phys  -     Phys  12      95  X  X
* Strong Kick              0   1    Phys  -     Phys  10      95  X  X
^ Shield Throw             0   1    Phys  -     Phys  6       95  X  X
  Remove [1]               0   AA   -     -     -     -       I   X  X  (1)(2)
  Remove [2]               0   AA   -     -     -     -       I   X  X  (3)(4)

(1) removes <Magnade Shields> when Shield BSV is 0*
(2) Miscellaneous/Animation
(3) removes <Magnade Shields> when Magnade is KO'd
(4) Miscellaneous/Animation


* - Shield BSV refers to the number of cumulative actions taken by all present
```

```
in battle

--> Attack Pattern:

-> Basic Pattern:
Magnade's initial IRV is 5
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Initial Shield BSV is [20 + Rnd[0..4]]
Is Shield BSV between 1 and 24?
Yes: Is Action Count 0, 1, 2, 3?
     Yes: Shield Throw on random character (if 1 has been chosen out of
          Rnd[1..IRV], Shield Throw x2 in one turn)
          [Has 1 been chosen out of Rnd[1..IRV]?
           Yes: Action Count is 4]
           No: Action Count +1 (which may also result in 4)]
     No: W-Shield Throw on random character (if 1 has been chosen out of
         Rnd[1..IRV], W-Shield Throw x2 in one turn)
         [Action Count reset to 0]
No: Remove [1] on <Magnade Shields>
    Strong Kick on random character (if 1 has been chosen out of Rnd[1..IRV],
    Strong Kick x2 in one turn)

-> Counterattack Pattern:
Is Magnade's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Magnade's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Magnade's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
        No: IRV does not change

-> Special KO Pattern:
Is Magnade's HP 0?
Yes: Are <Magnade Shields> not under KO?
     Yes: Remove [2] on <Magnade Shields>
     No: KO immediately
No: follow Basic Pattern

===============================================================================
-    <MAGNADE SHIELD (LEFT)>                                                  -
===============================================================================

-> Monster's Name: None (battle object - Magnade's first shield)
-> Monster's Locations:
- Great Glacier - North Caves (Magnade battle)
-> Monster's Level: 1
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1
-> Monster's MP: 1
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   1,   2,   1,   1,   1,   2,   1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Sleep, Slow, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless, Manipulation
```

```
-> Attacks:

* Name                        MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
none


--> Attack Pattern:

-> Basic Pattern:
create Shield BSV for Magnade
<Magnade Shield (left)> is untargettable


===============================================================================
-    <MAGNADE SHIELD (RIGHT)>                                                 -
===============================================================================


-> Monster's Name: None (battle object - Magnade's second shield)
-> Monster's Locations:
- Great Glacier - North Caves (Magnade battle)
-> Monster's Level: 1
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1
-> Monster's MP: 1
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    1,   2,   1,   1,   1,   2,   1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Sleep, Slow, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless, Manipulation


-> Attacks:

* Name                        MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
none


--> Attack Pattern:

-> Basic Pattern:
create Shield BSV for Magnade
<Magnade Shield (right)> is untargettable


===============================================================================
-    MALBORO                                                                  -
===============================================================================


-> Monster's Name: Malboro
-> Monster's Locations:
- Gaea's Cliff - Cliffs
- North Crater - Graveyard
-> Monster's Level: 44
-> EXP for Defeating: 1000
-> AP for Defeating: 100
-> Gil for Defeating: 100
```

```
-> Item Dropped from Monster: M-Tentacles x1 (100%)
-> Item Stolen from Monster: M-Tentacles x1 (32), Echo Screen x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 4400
-> Monster's MP: 900
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70, 110, 15,  80,  50,  120,  5
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(absorb), Gravity (immune), Water (weak), Wind (normal), Holy (normal)
-> Immune: Poison, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Seizure, Peerless, Manipulation


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Bio2                     36  1/A  Mag   Psn   Mag   21      100  X  O  (1)
* Bad Breath               58  A    Mag   -     -     -       100  X  X  (2)(3)
* Frozen Beam              20  1    Mag   Ice   Mag   30      100  X  X

(1) Poison [48]
(2) Enemy Skill
(3) Poison [100%], Silence [100%], Sleep [100%], Confusion [100%], Frog [100%],
    Small [100%]


--> Attack Pattern:

-> Basic Pattern:
Malboro's initial IRV is 8
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0?
Yes: Is Malboro's MP greater than or equal to 20?
     Yes: Frozen Beam on random character
     No: do nothing
         [Has 1 been chosen out of Rnd[1..IRV]?
          Yes: Action Count +3]
          No: Action Count +1]
No: Is Action Count 1?
    Yes: Is Malboro's MP greater than or equal to 20?
         Yes: Frozen Beam on random character
         No: do nothing
             [Has 1 been chosen out of Rnd[1..IRV]?
              Yes: Action Count +3]
              No: Action Count reset to 0]
    No: Is Action Count 3?
        Yes: Does at least one character not have Poison?
             Yes: Is Malboro's MP greater than or equal to 36?
                  Yes: Bio2 on random character without Poison
                  No: do nothing
             No: Is Malboro's MP greater than or equal to 36?
                  Yes: Bio2 on random character
                  No: do nothing
                      [Action Count -2]
        No: Has Bad Breath not been used thrice?
            Yes: Is MP greater than or equal to 58?
                 Yes: Bad Breath on all characters
                 No: do nothing
            No: Action Count reset to 0
                [Action Count reset to 0]
```

```
-> Counterattack Pattern:
Is Malboro's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV does not change from 1/2 of its MaxHP
No: Is Malboro's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Malboro's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 6
        No: IRV does not change


===============================================================================
-   MALLDANCER                                                                -
===============================================================================

-> Monster's Name: Malldancer
-> Monster's Locations:
- Corral Valley - Entrance
-> Monster's Level: 32
-> EXP for Defeating: 500
-> AP for Defeating: 56
-> Gil for Defeating: 700
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Phoenix Down x1 (8)
-> Item Morphed from Monster: X-Potion x1
-> Monster's HP: 600
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   61,  58,  10,  60,  50,  96,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (immune), Wind (normal), Holy (normal)
-> Immune: Stop, Paralysis, Frog


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Dance                  0   A    Phys  -     Phys  16      95    O  X  (1)(2)
^ Claw                   0   1    Phys  Hit   Phys  16      110   O  X  (3)

(1) Darkness [100%]
(2) Slow [100%]
(3) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
On Malldancer's first turn,
Dance on all characters without Darkness
For all subsequent turns,
Does at least one character have Darkness?
Yes: Claw on random character with Darkness
No: Claw on random character


===============================================================================
-   MANDRAGORA                                                                -
===============================================================================

-> Monster's Name: Mandragora
-> Monster's Locations:
- World Map - Kalm Area - Grass
-> Monster's Level: 10
```

```
-> EXP for Defeating: 55
-> AP for Defeating: 6
-> Gil for Defeating: 135
-> Item Dropped from Monster: Lasan Nut x1 (8)
-> Item Stolen from Monster: Lasan Nut x1 (8)
-> Item Morphed from Monster: Ether x1
-> Monster's HP: 120
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   22,  12,   2,   49,  53,  450,  3
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Slow Dance              0   1    Phys  Sht   Phys  10      115  O  X  (1)
^ Grass Punch             0   1    Phys  Sht   Phys  16      100  O  X  (2)


(1) Slow [100%]
(2) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Has Mandragora or ally Mandragoras been attacked physically?
Yes: Slow Dance on character with lowest HP
No: Has Mandragora or ally Mandragoras been attacked magically?
    Yes: Grass Punch on character with lowest MP
    No: Mandragora and ally Mandragoras do nothing


===============================================================================
-   MANHOLE                                                                   -
===============================================================================

-> Monster's Name: Manhole
-> Monster's Locations:
- Midgar - Sector 8 Underground - Higher Area
- Midgar - Sector 8 Underground - Lower Area
-> Monster's Level: 35
-> EXP for Defeating: 900
-> AP for Defeating: 80
-> Gil for Defeating: 3000
-> Item Dropped from Monster: X-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2500
-> Monster's MP: 110
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120,  20,  90,  70,  110,  8
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Frog, Small, Slow-Numb, Seizure, Peerless, Haste, Regen,
Reflect, Barrier, Magic Barrier, Shield, Resist, Death Force, Dual, Lucky Girl,
Death Sentence, Death

-> Attacks:
```

```
* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Fire2                   22  A/1  Mag   Fir   Mag   20      100  X  O
* Ice2                    22  A/1  Mag   Ice   Mag   20      100  X  O
^ Rockbreaker             0   1    Phys  Sht   Phys  16      90   X  X
  Berserk Text            0   -    -     -     -     -       -    X  X  (1)(2)
                                                                          (3)
  Change Manhole          0   S    -     -     -     -       I    X  X  (4)(5)
```

(1) only attack that will be used if under Berserk
(2) "Manhole's skill power is used up." appears on screen
(3) Manhole will do nothing when under Berserk
(4) Manhole hides in its hole while one of the two other Manholes in battle
    come out of theirs. Manhole evades all attacks when hiding in its hole,
    and only one can be out of their hole at one time. When a Manhole uses
    Change Manhole, all the damage that has been done to it, any status effects,
    MP used, etc., will be imposed on the Manhole that comes out of hiding (and
    depending on which Manhole appears, AI will be modified accordingly). There
    is two versions of this (in the Attack Pattern I'll call them [1] and [2]):
    If, Manhole A uses [1] -> Manhole B becomes activated
        Manhole A uses [2] -> Manhole C becomes activated
        Manhole B uses [1] -> Manhole C becomes activated
        Manhole B uses [2] -> Manhole A becomes activated
        Manhole C uses [1] -> Manhole B remains activated but battle status is
                              imposed on Manhole A
        Manhole C uses [2] -> Manhole A becomes activated but battle status is
                              imposed on Manhole B
(5) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
At the beginning of battle, only Manhole A is active
Is only Manhole A active?
Yes: Is Action Count 0?
     Yes: Rockbreaker on random character
          [Action Count +2]
     No: 3/4 - Change Manhole [1] on self
              only Manhole B is active
              [Action Count reset to 0]
         1/4 - Change Manhole [2] on self
              only Manhole C is active
              [Action Count reset to 0]
No: Is only Manhole B active?
    Yes: Is Action Count 0?
         Yes: Rockbreaker on random character
              [Action Count +2]
         No: Is Action Count 1?
             Yes: Is Manhole B's MP greater than or equal to 22?
                  Yes: Ice2 on all characters
                       [Action Count +2]
                 No: do nothing (can not act for the rest of battle)
             No: Is Action Count 2?
                 Yes: Action Count -1
                 No: 5/8 - Change Manhole [2] on self
                         only Manhole A is active
                         [Action Count reset to 0]
                    3/8 - Change Manhole [1] on self
                         only Manhole C is active
```

```
                               [Action Count reset to 0]
     No: Is Action Count 0?
          Yes: Rockbreaker on random character
                [Action Count +2]
          No: Is Action Count 1?
               Yes: Is Manhole C's MP greater than or equal to 22?
                    Yes: Fire2 on all characters
                          [Action Count +2]
                    No: do nothing (can not act for the rest of battle)
               No: Is Action Count 2?
                    Yes: Action Count -1
                    No: 5/8 - Change Manhole [2] on self
                              only Manhole A is active but battle status is imposed
                              on Manhole B
                              [Action Count reset to 0]
                        3/8 - Change Manhole [1] on self
                              only Manhole B is active but battle status is imposed
                              on Manhole A
                              [Action Count reset to 0]

- Note: if any Manhole is under KO (although there is only one possibly active)
then the rest of them (at that point only in battle as covered lids) will also
be removed from battle


===============================================================================
-   MANHOLE (LID)                                                             -
===============================================================================

-> Monster's Name: Manhole (Lid) (battle oject - Manhole A/B/C's lids)
-> Monster's Locations:
- Midgar - Sector 8 Underground - Higher Area (Manhole battle)
- Midgar - Sector 8 Underground - Lower Area (Manhole battle)
-> Monster's Level: 1
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1
-> Monster's MP: 1
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    1,   2,   1,   1,   1,   2,   0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
none

--> Attack Pattern:

-> Basic Pattern:
none
Manhole (Lid) is untargettable


===============================================================================
```

```
 -    MARINE                                                                    -
 ===============================================================================


 -> Monster's Name: Marine
 -> Monster's Locations:
 - Shinra Cargo Ship (after crew is killed)
 -> Monster's Level: 16
 -> EXP for Defeating: 75
 -> AP for Defeating: 8
 -> Gil for Defeating: 150
 -> Item Dropped from Monster: Eye Drop x1 (100%)
 -> Item Stolen from Monster: Shinra Beta x1 (8)
 -> Item Morphed from Monster: X-Potion x1
 -> Monster's HP: 300
 -> Monster's MP: 20
 -> Att, Def, Df%, Dex, MAt, MDf, Luck
    36,  30,  10,  59,  5,   60,  0
 -> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
 (normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
 -> Immune: None


 -> Attacks:


 * Name                     MP   Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
 -------------------------------------------------------------------------------
 * Grenade                  0    A    Phys  -     Phys  20      85   O  X
 ^ Smoke Bullet             0    1    Phys  Hid   -     -       75   O  X  (1)(2)
 ^ Machine Gun              0    1    Phys  Sht   Phys  16      100  O  X  (3)

 (1) Sleep [100%]
 (2) Darkness [100%]
 (3) only attack that will be used if under Berserk


 --> Attack Pattern:

 -> Basic Pattern:
 Is Action Count 0?
 Yes: Smoke Bullet on random character
      [Action Count +1]
 No: Is Action Count 1, 2, 3?
     Yes: Machine Gun on random character
          [Action Count +1]
     No: Is Marine's HP less than or equal to 2/3 of its MaxHP?
         Yes: Has Marine used Grenade less than 4 times?
              Yes: Grenade on all characters
                   [Action Count is 3]
              No: Machine Gun on random character
                  [Action Count is 1]
         No: Action Count reset to 0


 ===============================================================================
 -    MASTER TONBERRY                                                           -
 ===============================================================================


 -> Monster's Name: Master Tonberry
 -> Monster's Locations:
 - North Crater - Descent into the Crater (third area - inside)
 - North Crater - Cavern (area where your party splits up)
 - North Crater - Left Split
 - North Crater - Floating Platforms
```

```
- North Crater - Grass
- North Crater - Near Water
-> Monster's Level: 77
-> EXP for Defeating: 6000
-> AP for Defeating: 200
-> Gil for Defeating: 6800
-> Item Dropped from Monster: Megalixir x1 (8)
-> Item Stolen from Monster: Elixir x1 (32)
-> Item Morphed from Monster: Ribbon x1
-> Monster's HP: 44444
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   150, 136, 1,   70,  130, 150, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (absorb), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Everyone's Grudge        0   1   Phys  -     Spec  -       255  X  X  (1)
  Chef's Knife             0   1   Mag   -     -     -       255  X  X  (2)
  Move Forward             0   S   -     -     -     -       I    X  X  (3)(4)
  Move Left                0   S   -     -     -     -       I    X  X  (5)(6)
  Move Right               0   S   -     -     -     -       I    X  X  (7)(8)


(1) Dmg = [amount of enemies character has killed x 10] (damage maxes out after
    1000 enemies have been killed)
(2) Death [100%]
(3) Tonberry moves forward toward the party
(4) Miscellaenous/Animation
(5) Tonberry moves left
(6) Miscellaneous/Animation
(7) Tonberry moves right
(8) Miscellaneous/Animation


--> Attack Pattern:


-> Basic Pattern:
Move Forward on self at the beginning of battle
Master Tonberry is 1 move away from your party
Has Master Tonberry not used Move Left or Move Right?
Yes: Is Master Tonberry 2 moves away from your party?
     Yes: N/A
     No: Is Master Tonberry 0 or 1 moves away from party?
          Yes: 5/8 - do nothing
               3/8 - Move Left on self
          No: Is second character in party formation not under KO?
               Yes: Knife on first character in party formation
               No: do nothing
No: Has Master Tonberry used either Move Left or Move Right only once?
    Yes: Is Master Tonberry 2 moves away from your party?
         Yes: N/A
         No: Is Master Tonberry 1 move away from your party?
              Yes: 1/2 - do nothing
                   1/4 - Move Left on self
                   1/4 - Move Right on self
              No: Is Master Tonberry 0 moves away from your party?
```

```
                    Yes: 1/4 - do nothing
                         3/8 - Move Left on self
                         3/8 - Move Right on self
                    No: Is first character in party formation not under KO?
                         Yes: 1/2 - do nothing
                              1/2 - Knife on first character character in party
                                    formation
                         No: 1/2 - Move Left on self
                             1/2 - Move Right on self
    No: Is Master Tonberry 2 moves away from your party?
         Yes: N/A
         No: Is Master Tonberry 0 or 1 moves away from your party?
              Yes: 5/8 - do nothing
                   3/8 - Move Right on self
              No: Is third character in party formation not under KO?
                   Yes: Knife on third character in party formation
                   No: Move Right on self


-> Counterattack Pattern:
Has Master Tonberry been attacked two times?
Yes: Everyone's Grudge on last character to attack Master Tonberry
No: follow Basic Pattern


===============================================================================
-   BOSS: MATERIA KEEPER                                                      -
===============================================================================

-> Monster's Name: Materia Keeper
-> Monster's Locations:
- Mt. Nibel - Caves (forced)
-> Monster's Level: 38
-> EXP for Defeating: 3000
-> AP for Defeating: 200
-> Gil for Defeating: 2400
-> Item Dropped from Monster: Jem Ring x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 8400
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   90,  100, 10,  90,  12,  280, 10
-> Fire (absorb), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Hell Combo              0   1    Phys  -     Phys  28      95   X  X
* Big Horn                0   1    Phys  Pnch  Phys  16      95   X  X
* Trine                   20  A*   Mag   Lit   Mag   34      100  X  X  (1)
^ Keyclaw                 0   1    Phys  Cut   Phys  16      100  X  X
* Cure2                   24  1A/A MHPr  Res   Cure  786     255  X  O


(1) Enemy Skill


--> Attack Pattern:
```

```
-> Basic Pattern:
Materia Keeper's initial IRV is 5
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Is Action Count 0, 1, 2?
Yes: Has 1 been chosen out of Rnd[1..IRV]?
     Yes: Hell Combo on random character
     No: 1/2 - Big Horn on random character
         1/2 - Keyclaw on random character
               [Action Count +1]
No: Is Action Count 3?
    Yes: Is Materia Keeper's HP less than or equal to 1/2 of its MaxHP and is
         Materia Keeper's MP greater than or equal to 24?
         Yes: Cure2 on self
              [Action Count +1]
         No: Has 1 been chosen out of Rnd[1..IRV]?
             Yes: Hell Combo on random character
                  [Action Count reset to 0]
             No: 1/2 - Big Horn on random character
                 1/2 - Keyclaw on random character
                       [Action Count is 0, 1, 2 (chosen randomly)]
    No: Is Materia Keeper's MP greater than or equal to 20?
        Yes: Trine on all characters
        No: Hell Combo on random character
            [Action Count reset to 0]

-> Counterattack Pattern:
Is Materia Keeper's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Materia Keeper's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Materia Keeper's HP less than or equal to 3/4 of its MaxHP
        Yes: IRV is 4
        No: IRV does not change
```

- STRATEGY: All right, this guy is easily the hardest and most difficult boss that you've yet to face in your adventure in Final Fantasy VII. It packs quite alignment of attacks, each of which do unfathomable damage. Its normal attack (actually two different animations sometimes), does around 400 damage to one character, and can easily and usually set them into Limit Break status. Now, we deal with Big Horn, and that does from around 450-550 damage on one character, meaning that it's a slightly upgraded version of its physical attack. Hell Combo is an attack that you'll really want to watch out for, as it does a nasty combination of attacks on one character, amounting to nearly 700 damage or more. This, if your HP with targeted character isn't high, can easily wipe them out with no remorse and extreme brutality. None of these are its most dangerous attacks, however. The most powerful and strongest attack it possesses in its repertoire is Trine. This does enormous damage to all characters like Beta did (not quite as powerful, though), and usually equates to 400+ damage to all of them. This usually leads you to start healing like mad in an attempt to revive a bit. You can also learn Trine with the Enemy Skill Materia, if one character with it on survives (since by this point you have two Enemy Skill Materias). After this, you have two powerful attacks that you can use on Materia Keeper; Trine and Aqualung. No Beta, as Materia Keeper absorbs Fire magic and restores HP. Plus, Beta does so much damage that it'd regain nearly 1100+ HP from its usage, which would suck.

All right, since the monster is, in fact, susceptible to Poison, I suggest having a character use Bio2 right off the bat. This keeps on whithering away at its HP whilst you punish it with other attacks. Keep in mind that Materia Keeper is immune to Gravity, so, that being said, the effects of Laser and

Demi2 are pretty much void against this boss, like with all other bosses. Some
summons can do some tremendous damage against this ugly beast, such as Odin
(hopefully you did the sidequest in Shinra Mansion), and its Gunge Lance can
to up to 1200 damage on the Materia Keeper. Shiva isn't all that great, and
only inflicts around 300-310 damage. Ifrit, on the other hand, is a horse of a
totally different color. If you use him, it heals Materia Keeper, so please
refrain. Ramuh and Titan both do about 400 damage to the dragon monster, also.
Aqualung is definitely the way to go a lot of times on normal turns, as it does
700+ damage. Cloud's Blade Beam (Lv2 Limit Break) right now, can do from 700-
900 damage, so it's definitely a necessity. On some occasions, Yuffie's Clear
Tranquil Limit Break can become quite useful when HPs are low. Couple that with
Cure2-All and Cure-All and that's some massive healing force. A lot of lvl2
black magic spells like Bolt2, or Ice2 can do around 300 damage, and Quake2 can
hit even 400. No Fire2! It heals. Once it uses Trine, you can learn it with
the Enemy Skill, and start to use it against it for around 500 damage. You can
cut out damage when it uses Trine by having Elemental-Lightning on your armor.
Have tons of Hi-Potions to heal up after such attacks as Hell Combo and Big
Horn. Also, if you're using Vincent, never use Galian Beast, as its Beast Flare
is a Fire based attack, and it's uncontrollable, so you could find yourself
healing Materia Keeper by nearly 750. Always watch your HP, too!

===
-   MAXIMUM KIMAIRA   -
===

-> Monster's Name: Maximum Kimaira
-> Monster's Locations:
- Midgar - Mako Cannon - Sister Ray (upper areas)
-> Monster's Level: 49
-> EXP for Defeating: 1200
-> AP for Defeating: 90
-> Gil for Defeating: 3800
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Guard Source x1
-> Monster's HP: 4000
-> Monster's MP: 350
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   120, 140, 5,   90, 100, 126, 6
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Stop, Paralysis, Petrification, Frog, Small, Peerless, Manipulation,
Death Sentence, Death

-> Attacks:

* Name   MP Tar Type Elem Form PwrCst %   M R +Added
----
* Freeze   82 1   Mag Ice   Mag   95   100 X O (1)
* Northern Cross   30 1   Mag -   -   -   100 X X (2)
^ Claw   0   1   Phys Pnch Phys 16   130 X X (3)

(1) Stop [68]
(2) Poison [100]
(3) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Maximum Kimaira's initial IRV is 8

```
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0, 1?
Yes: Does at least one character not have Poison?
     Yes: Claw on random character without Poison (if 1 has been chosen out of
          Rnd[1..IRV], Claw x2 in one turn)
     No: Claw on random character (if 1 has been chosen out of Rnd[1..IRV],
         Claw x2 in one turn)
         [Action Count +1]
No: Is Action Count 2?
    Yes: Does at least one character not have Poison and is Maximum Kimaira's
         MP greater than or equal to 30?
         Yes: Northern Cross on random character without Poison
         No: Does at least one character not have Poison?
             Yes: Claw on random character without Poison (if 1 has been chosen
                  out of Rnd[1..IRV], Claw x2 in one turn)
             No: Claw on random character (if 1 has been chosen out of
                 Rnd[1..IRV], Claw x2 in one turn)
                 [Has 1 been chosen out of Rnd[1..IRV]?
                  Yes: Action Count +1]
                  No: Action Count reset to 0]
    No: Is Maximum Kimaira's MP greater than or equal to 82 and has Freeze
        been used less than thrice and has 1 been chosen out of Rnd[1..IRV]?
        Yes: Freeze on random character
        No: Does at least one character not have Poison?
            Yes: Claw on random character without Poison (if 1 has been chosen
                 out of Rnd[1..IRV], Claw x2 in one turn)
            No: Claw on random character (if 1 has been chosen out of
                Rnd[1..IRV], Claw x2 in one turn)
                [Action Count reset to 0]


-> Counterattack Pattern:
Has Maximum Kimaira been attacked physically?
Yes: Has 1 been chosen out of Rnd[1..IRV]?
     Yes: Claw on last character to attack Maximum Kimaira physically
     No: do nothing
No: Has Maximum Kimaira been attacked magically?
    Yes: Is Maximum Kimaira's MP greater than or equal to 82 and has Freeze
         been used less than thrice and has 1 been chosen out of Rnd[1..IRV]?
         Yes: Freeze on last character to attack Maximum Kimaira magically
         No: do nothing
    No: follow Basic Pattern
Is Maximum Kimaira's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Maximum Kimaira's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 4
    No: Is Maximum Kimaira's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 6
        No: IRV does not change
```

===
-   MIDGAR ZOLOM   -
===

-> Monster's Name: Midgar Zolom
-> Monster's Locations:
- World Map - Kalm Area - Marshes (outside of Mythril Mines)
-> Monster's Level: 26
-> EXP for Defeating: 250
-> AP for Defeating: 25
-> Gil for Defeating: 400

```
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: X-Potion x1
-> Monster's HP: 4000
-> Monster's MP: 348
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   38,  40,  5,   60,  6,   12,  4
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Stop, Confusion, Petrification, Paralysis, Berserk, Frog,
Small, Slow-Numb, Manipulation, Death, Death Sentence


-> Attacks:

* Name                 MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Beta                 35  A*   Mag   Fir   Mag   54      100  X  X  (1)
^ Bite                 0   1    Phys  Hit   Phys  16      110  X  X
^ Blown Away           0   1    -     -     -     -       I    X  X  (2)
  Transform            0   S    -     -     -     -       I    X  X  (3)(4)


(1) Enemy Skill
(2) remove character from battle (escape status)
(3) transform from first form to second form
(4) Miscellaenous/Animation


--> Attack Pattern:


-> Basic Pattern:
Midgar Zolom's initial IRV is 8
Is Midgar Zolom's HP greater than 6/8 of its MaxHP?
Yes: Midgar Zolom is in first form (neck lowered)
     Bite on random character
(throughout first form)
No: Transform on self immediately
    Midgar Zolom is in second form (neck raised)
    IRV -1
    Is Midgar Zolom's HP 5/8 of its MaxHP and is IRV 7?
    Yes: IRV -1
    Is Action Count 0, 1, 2?
    Yes: Bite on random character
         [Action Count +1]
    No: Is Midgar Zolom's HP less than or equal to 4/8 of its MaxHP and is IRV
        6?
        Yes: Has Blown Away not been used twice and has 1 been chosen
             out of Rnd[1..IRV]?
             Yes: Blown Away on random character
                  [IRV -1]
             No: Bite on random character
                 [Action Count is 0, 1]
        No: Is Midgar Zolom's HP less than or equal to 3/8 of its MaxHP and is
            IRV 5?
            Yes: Beta on all characters
                 [IRV -1]


=============================================================================
-   MIGHTY GRUNT (FIRST FORM)                                               -
=============================================================================

-> Monster's Name: Mighty Grunt
```

```
-> Monster's Locations:
- Midgar - Shinra Headquarters - 2nd Floor
- Midgar - Shinra Headquarters - 3rd Floor
- Midgar - Shinra Headquarters - 59th Floor
-> Monster's Level: 12
-> EXP for Defeating: 50
-> AP for Defeating: 5
-> Gil for Defeating: 98
-> Item Dropped from Monster: Tranquilizer x1 (8)
-> Item Stolen from Monster: Tranquilizer x1 (32), Grenade x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 230
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   20,  100, 0,   40,  6,   64,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Petrification, Berserk, Frog, Small, Slow-Numb, Manipulation, Death
Sentence, Death


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
  Double Gun               0   1    Phys  Hit   Phys  30      110  X  X
^ Machinegun               0   1    Phys  Sht   Phys  16      100  X  X
  Transform                0   S    -     -     -     -       I    X  X  (1)(2)

(1) Mighty Grunt (First Form) turns into Mighty Grunt (Second Form)
(2) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
1/2 - Machinegun on random character
1/2 - Double Gun on character with highest HP

-> Counterattack Pattern:
Is Mighty Grunt's HP less than or equal to 1/2 of its MaxHP?
Yes: Transform
No: use Basic Pattern


===============================================================================
-   MIGHTY GRUNT (SECOND FORM)                                                -
===============================================================================


-> Monster's Name: Mighty Grunt
-> Monster's Locations:
- Midgar - Shinra Headquarters - 2nd Floor (Mighty Grunt battle - only if
Transform was used)
- Midgar - Shinra Headquarters - 3rd Floor (Mighty Grunt battle - only if
Transform was used)
- Midgar - Shinra Headquarters - 59th Floor (Mighty Grunt battle - only if
Transform was used)
-> Monster's Level: 12
-> EXP for Defeating: 50
-> AP for Defeating: 5
-> Gil for Defeating: 98
-> Item Dropped from Monster: Tranquilizer x1 (8)
-> Item Stolen from Monster: Tranquilizer x1 (32), Grenade x1 (8)
```

```
-> Item Morphed from Monster: None
-> Monster's HP: 230
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   28,  4,   33,  55,  6,   8,   12
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog, Small, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Rollerspin             0   1    Phys  Hit   Phys  28      90   X  X
^ Roller Dash            0   1    Phys  Hit   Phys  16      110  O  X  (1)
  Move Around            0   -    -     -     -     -       -    X  X  (2)(3)

(1) only attack that will be used if under Berserk
(2) Mighty Grunt moves around, but does nothing
(3) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
3/8 - Move Around on self
3/8 - Rollerspin on random character
2/8 - Roller Dash on random character


================================================================================
-    MIRAGE                                                                    -
================================================================================

-> Monster's Name: Mirage
-> Monster's Locations:
- Nibelheim - Shinra Mansion - Top Floor
- Nibelheim - Shinra Mansion - Spiraling Stairwell
-> Monster's Level: 24
-> EXP for Defeating: 290
-> AP for Defeating: 22
-> Gil for Defeating: 180
-> Item Dropped from Monster: Mirror x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 570
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50,  36,  1,   50,  45,  100,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Berserk, Frog, Reflect, Manipilation
- Inherent Reflect


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Swing Attack           0   1    Phys  Hit   Phys  16      90   X  X

--> Attack Pattern:
```

```
-> Basic Pattern:
Is at least one character not under Death Sentence?
Yes: Swing Attack on random character without Death Sentence
No: Swing Attack on random character


===============================================================================
-    MONO DRIVE                                                               -
===============================================================================

-> Monster's Name: Mono Drive
-> Monster's Locations:
- Midgar #1 Mako Reactor - Catwalk
- Midgar #1 Mako Reactor - Staircase
- Midgar #1 Mako Reactor - Pipelines [above ladder]
- Midgar - Sector 7 - Train Graveyard North [before Aps]
- Midgar - Sector 7 - Train Graveyard South [before Aps]
-> Monster's Level: 2
-> EXP for Defeating: 18
-> AP for Defeating: 3
-> Gil for Defeating: 8
-> Item Dropped from Monster: Potion x1 (8), Ether x1 (2)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Ether x1
-> Monster's HP: 28
-> Monster's MP: 28
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    3,   6,   6,   49,   3,   4,   2
-> Fire (normal), Ice (normal), Lightning (weak), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Fire                    4   1/A  Mag   Fir   Mag   8       100  O  O
* Drilldrive              0   1    Phys  Pnch  Phys  16      100  O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Is [Warn] value = 0?
Yes:
1/2 - "Warning! Warning!" appears on screen
1/2 - "Enemy sighted!" appears on screen
No:
2/3 - Is there anyone in the front row?
      Yes: Drilldrive on random character in the front row
      No: Drilldrive on random character with lowest Def
1/3 - Is there anyone in the back row?
      Yes: Fire on random character in the back row
      No: Fire on random character with lowest MDf
If Mono Drive's MP is less than 4, then
Is there anyone in the front row?
Yes: Drilldrive on random character in the front row
No: Drilldrive on random character with lowest Def


===============================================================================
```

```
-    MOTH SLASHER                                                         -
================================================================================


-> Monster's Name: Moth Slasher
-> Monster's Locations:
- Midgar - Shinra Headquarters - 67th Floor (before escaping from holding cell)
- Midgar - Shinra Headquarters - 68th Floor (before escaping from holding cell)
-> Monster's Level: 13
-> EXP for Defeating: 46
-> AP for Defeating: 5
-> Gil for Defeating: 75
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Carbon Bangle x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 260
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   31, 28,  4,   59,  0,   58,  0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Frog, Small, Paralysis, Fury, Sadness,
Death Sentence


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Speed Slash            0   1    Phys  Cut   Phys  29      85   O  X
  Attack                 0   1    Phys  Hit   Phys  16      100  O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
2/3 - Attack on random character
1/3 - Speed Slash on random character


================================================================================
-    BOSS: MOTOR BALL                                                     -
================================================================================


-> Monster's Name: Motor Ball
-> Monster's Locations:
- Midgar - Highway (forced)
-> Monster's Level: 19
-> EXP for Defeating: 440
-> AP for Defeating: 45
-> Gil for Defeating: 350
-> Item Dropped from Monster: Star Pendant x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2600
-> Monster's MP: 120
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   44, 32, 10,  67,  17,  34,  1
-> Fire (1/2), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Stop, Confusion, Petrification, Paralysis,
Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Manipulation, Death Sentence,
```

```
Death


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Twin Burner              16  A    Mag   Fir   Mag   10      255  X  X
* Rolling Fire             24  A*   Mag   Fir   Mag   16      255  X  X
^ Deadly Wheel             0   A    Phys  Hit   Phys  16      100  X  X
  Arm Attack               0   1    Phys  Hit   Phys  20      110  X  X
  Highway Back Attack      0   A    Phys  Hit   Phys  16      95   X  X


--> Attack Pattern:

-> Basic Pattern:
Highway Back Attack on all characters at the beginning of battle
100% Back Attack
Is Action Count 0, 1? (first turn)
Yes: Motorball is in first form (hidden flamethrower)
     Arm Attack on character with highest HP
     [Action Count +1]
No: Is Action Count 2?
    Yes: Motorball is in second form (revealed flamethrower)
         Is Motorball's MP greater than or equal to 16?
         Yes: Twin Burner on all characters
         No: Deadly Wheel on all characters
             [Action Count +1]
    No: Is Action Count 3?
        Yes: [Action Count +1]
        No: Is Action Count 4?
            Yes: Deadly Wheel on all characters
                 [Action Count +1]
            No: Is Action Count 5?
                Yes: Motorball is in first form (hidden flamethrower)
                     [Action Count +1]
                No: Is Motorball's MP greater than or equal to 24?
                    Yes: Rolling Fire on all characters
                    No: Deadly Wheel on all characters
                        [Action Count reset to 0]


-> Counterattack Pattern:
Is Motor Ball's HP less than or equal to 1/8 of its MaxHP?
Yes: second form (revealed flamethrower) is no longer available
No: first and second forms are still available
```

- STRATEGY: Well, right after the way on the highway (couldn't resist), a huge
mech boss enemy confronts your party. He first chases you a bit during the
actual game, and then you break out into a fight. Its name is Motor Ball, and
you will not like it. 100% Back Attack. Anyways, time to make suggestions.
(before you even started the bike chase). I do suggest that Cloud have linked
the following two Materias onto his weapon/armor: Cure and All. This allows you
to automatically cure every character at once, since unmistakably, after such
attacks as Rolling Fire, you'll be feeling pain, believe me. Another given is
to equip your character with highest Str (probably Cloud or Barret) with the
Elemental/Lightning combination on their weapon (well, since Cloud's Hardedge
only has one linked couple, this'll have to go to Barret or Red XIII, unless
Cloud is not given the previous recommended combo and someone else is. This
will enable that character to do two things: 1) begin that they can attack with
Lightning affinity in their attacks, and 2) be allowed to use Bolt seperately.
This is actually more useful, as it does more damage. Normal Lightning attack

in this fight dishes out about 270 damage or so, and the attack with Lightning on it, a good 150-160 at most. Both very useful, and if you want to conserve MP there's nothing wrong with doing normal attack as its 2600 HP isn't that much to deplete altogether. But if you want to, instead of doing Elemental Lightning (since that can be substituted by just using normal Lightning -> smarter, since it does almost twice the damage), you can put Elemental + Fire combo on an armor and completely put damage normally done by Twin Burner and/or Rolling Fire under complete negation, reducing the need for Cure/All. I definitely suggest removing that Elemental/Poison off of Cloud from the Rufus/Dark Nation fight, since it's immune to Poison status/Bio element. Limit Breaks work like a charm in this fight, so use them at any opportunity, and keep an eye on HP! Since Motor Ball possesses a susceptibility to Slow, you may wish to exploit that to your utilizational and advantageous needs, to more easily bring about a swift derailing of Motor Ball.

```
================================================================================
-   MOVER                                                                      -
================================================================================
```

-> Monster's Name: Mover
-> Monster's Locations:
- North Crater - Near Water
-> Monster's Level: 59
-> EXP for Defeating: 0
-> AP for Defeating: 800
-> Gil for Defeating: 30000
-> Item Dropped from Monster: Turbo Ether x1 (100%)
-> Item Stolen from Monster: Turbo Ether x1 (32)
-> Item Morphed from Monster: Protect Ring x1
-> Monster's HP: 3000
-> Monster's MP: 120
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 150, 10, 200, 98, 250, 50
-> Fire (1/2), Ice (1/2), Lightning (1/2), Earth (1/2), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Stop, Paralysis, Berserk, Frog, Small, Manipulation,
Death Sentence

-> Attacks:

```
* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
^ Triangle Attack         0   1    Phys  Sht   Phys  16      100  X  X
^ Bodyblow                0   1    Phys  Sht   Phys  16      100  X  X
```

--> Attack Pattern:

-> Basic Pattern:
Turns until Mover uses Bodyblow is 0, 1, 2, 3 (chosen randomly)
Is at least ally Mover under KO or have 5 turns passed?
Yes: Is turns until Mover uses Bodyblow 0?
     Yes: Bodyblow on random character
          [Turns until Mover uses Bodyblow is reset to 3]
     No: do nothing
No: Triangle Attack on random character

- Note: Mover will always appear in groups of three (A/B/C); all of their
attack patterns are interchangeable

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================================================================================
```

```
-    MP                                                                    -
===============================================================================

-> Monster's Name: MP
-> Monster's Locations:
- Midgar #1 Mako Reactor - Outside/Train Station
- Midgar #1 Mako Reactor - Catwalk
- Midgar - Sector 5 Slums - Church Floor (forced - only if Aeris is forced to
fight)
-> Monster's Level: 2
-> EXP for Defeating: 16
-> AP for Defeating: 2
-> Gil for Defeating: 10
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Grenade x1 (8)
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 30
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    6,   4,   0,  50,   0,   0,   4
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
  Machine Gun              0   1    Phys  Sht   Phys  16      100  O  X  (1)
* Tonfa                    0   1    Phys  Hit   Phys  24      85   O  X


(1) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Is MP in the front row?
Yes: Are all party members in the front row?
     Yes: 3/4 - Tonfa
          1/4 - Machine Gun
     No: Are all party members in the back row?
         Yes: 7/8 - Machine Gun
              1/8 - Tonfa
     No: Are party members in different rows?
         1/2 - Tonfa on character in the front row
         1/2 - Machine Gun on character in the back row
No: Are all party members in the front row?
    Yes: 3/4 - Machine Gun
         1/4 - Tonfa
    No: Are all party members in the back row?
        Yes: 7/8 - Machine Gun
             1/8 - Tonfa
    No: Are party members in different rows?
        5/6 - Machine Gun on character in the back row
        1/6 - Tonfa on character in the front row


===============================================================================
-    MU                                                                    -
===============================================================================
```

```
-> Monster's Name: Mu
-> Monster's Locations:
- World Map - Kalm Area - Grass
-> Monster's Level: 12
-> EXP for Defeating: 54
-> AP for Defeating: 6
-> Gil for Defeating: 130
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Hi-Potion
-> Monster's HP: 210
-> Monster's MP: 52
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   23,  30,   7,   59,  27,  32,  14
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Petrification, Frog, Small, Slow-Numb, Manipulation


-> Attacks:

* Name                    MP   Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Hot Springs             0    1    MHPr  Res   Cure  170     255   X  X
* Sinking                 0    1    Phys  Eth   Phys  38      100   X  X
* Sewers                  0    1    Mag   Wat   Mag   16      100   X  X
* L4 Suicide              10   A*   Mag   -     Prop  -       I     X  O  (1)(2)
                                                                          (3)(4)
^ Rock Toss               0    1    Phys  Sht   Phys  16      120   X  X  (5)


(1) Enemy Skill
(2) 100% miss if character's lvl is not a multiple of 4
(3) Small [100%]
(4) Dmg = [character HP x 31/32]
(5) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
2/7 - Sinking on random character
2/7 - Sewers on random character
2/7 - Rock Toss on random character
1/14 - Hot Springs on random character
1/14 - Is Mu's MP greater than or equal to 10?
       Yes: L4 Suicide on random character
       No: Hot Springs on random character


===============================================================================
-   MYSTERY NINJA                                                             -
===============================================================================


-> Monster's Name: Mystery Ninja
-> Monster's Locations:
- World Map - Junon Area - Forest (before acquiring Yuffie)
- World Map - Gongaga Area - Forest (before acquiring Yuffie)
- World Map - Nibelheim Area - Forest (before acquiring Yuffie)
- World Map - Rocket Tower Area - Forest (before acquiring Yuffie)
- World Map - Woodlands Area - Forest (before acquiring Yuffie)
- World Map - Mideel Area - Forest (before acquiring Yuffie)
- World Map - Goblin Island - Forest (before acquiring Yuffie)
-> Monster's Level: Cloud's Level | Mystery Ninja Level
```

```
                               1~20           | 17
                               21~25          | 22
                               26~30          | 27
                               31~35          | 32
                               36~40          | 37
                               41~99          | 42
```

Below is a list of all information for Mystery Ninja for all 6 levels it can
be when you fight it.

```
--------------------------------------------------------------------------------
-    MYSTERY NINJA (LEVEL 17)                                                   -
--------------------------------------------------------------------------------
```

-> Monster's Name: Mystery Ninja
-> Monster's Level: 17
-> EXP for Defeating: 160
-> AP for Defeating: 20
-> Gil for Defeating: 400
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 600
-> Monster's MP: 117
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    50, 56, 9,   50, 30, 30, 20
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Peerless, Seizure, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
^ Throw                 0   S    -     -     -     -       I    X  X  (1)
^ Impaler               0   1    Phys  -     -     -       95   X  X  (2)
^ Fight                 0   1    Phys  Cut   Phys  16      95   X  X
^ Spider Web            0   1    Phys  -     -     -       95   X  X  (3)
^ Fire Fang             0   A    Phys  Fir   Phys  16      95   X  X
```

(1) Mystery Ninja escapes from battle
(2) Frog [100%]
(3) Slow [100%]

--> Attack Pattern:

-> Basic Pattern:
Action Count +1 at the beginning of battle
Mystery Ninja uses Fire Fang on all characters on its first turn
For all subsequent turns,
Is Action Count greater than 10?
Yes: remove any negative status effects from Mystery Ninja
     Throw on self (battle ends)
No: 1/2 - Fight on random character
    1/4 - Fire Fang on all characters
    1/8 - Does at least one character not have Slow?
          Yes: Spider Web on random character without Slow
          No: Fire Fang on all characters
    1/8 - Does at least one character not have Frog?

```
                  Yes: Impaler on random character without Frog
                  No: Fire Fang on all characters


--------------------------------------------------------------------------------
-    MYSTERY NINJA (LEVEL 22)                                                   -
--------------------------------------------------------------------------------


-> Monster's Name: Mystery Ninja
-> Monster's Level: 22
-> EXP for Defeating: 240
-> AP for Defeating: 40
-> Gil for Defeating: 800
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 800
-> Monster's MP: 150
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    57,  60,  10,  62,  38,  34,  21
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Peerless, Seizure, Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
^ Throw                   0   S    -     -     -     -       I    X  X  (1)
^ Impaler                 0   1    Phys  -     -     -       95   X  X  (2)
^ Fight                   0   1    Phys  Cut   Phys  16      95   X  X
^ Spider Web              0   1    Phys  -     -     -       95   X  X  (3)
^ Fire Fang               0   A    Phys  Fir   Phys  16      95   X  X

(1) Mystery Ninja escapes from battle
(2) Frog [100%]
(3) Slow [100%]


--> Attack Pattern:

-> Basic Pattern:
Action Count +1 at the beginning of battle
Mystery Ninja uses Fire Fang on all characters on its first turn
For all subsequent turns,
Is Action Count greater than 10?
Yes: remove any negative status effects from Mystery Ninja
     Throw on self (battle ends)
No: 1/2 - Fight on random character
    1/4 - Fire Fang on all characters
    1/8 - Does at least one character not have Slow?
          Yes: Spider Web on random character without Slow
          No: Fire Fang on all characters
    1/8 - Does at least one character not have Frog?
          Yes: Impaler on random character without Frog
          No: Fire Fang on all characters


--------------------------------------------------------------------------------
-    MYSTERY NINJA (LEVEL 27)                                                   -
--------------------------------------------------------------------------------
```

```
-> Monster's Name: Mystery Ninja
-> Monster's Level: 27
-> EXP for Defeating: 320
-> AP for Defeating: 60
-> Gil for Defeating: 1200
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 800
-> Monster's MP: 150
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    64,  68,  11,  64,  43,  40,  23
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Peerless, Seizure, Manipulation, Death Sentence, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Throw                  0   S    -     -     -     -       I    X  X  (1)
^ Leviathan Scales       0   A    Phys  Wat   Phys  20      95   X  X
^ Fight                  0   1    Phys  Cut   Phys  16      95   X  X
^ Spider Web             0   1    Phys  -     -     -       95   X  X  (2)
^ Swift Bolt             0   1    Phys  Lit   Phys  20      95   X  X
^ Fire Veil              0   A    Phys  Fir   Phys  16      95   X  X


(1) Mystery Ninja escapes from battle
(3) Slow [100%]


--> Attack Pattern:

-> Basic Pattern:
Action Count +1 at the beginning of battle
Mystery Ninja uses Fire Veil on all characters on its first turn
For all subsequent turns,
Is Action Count greater than 10?
Yes: remove any negative status effects from Mystery Ninja
     Throw on self (battle ends)
No: 1/4 - Fight on random character
    1/4 - Does at least one character not have Slow?
          Yes: Spider Web on random character without Slow
          No: Fight on random character
    1/8 - Swift Bolt on all characters
    1/8 - Swift Bolt on random character
    1/8 - Leviathan Scales on all characters
    1/8 - Fire Veil on all characters


-------------------------------------------------------------------------------
-    MYSTERY NINJA (LEVEL 32)                                                  -
-------------------------------------------------------------------------------

-> Monster's Name: Mystery Ninja
-> Monster's Level: 32
-> EXP for Defeating: 480
-> AP for Defeating: 80
-> Gil for Defeating: 1600
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
```

```
-> Item Morphed from Monster: None
-> Monster's HP: 1500
-> Monster's MP: 234
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   69,  72,  13,  80,  48,  46,  23
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Peerless, Seizure, Manipulation, Death Sentence, Death

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Throw                  0   S    -     -     -     -       I    X  X  (1)
^ Leviathan Scales       0   A    Phys  Wat   Phys  20      95   X  X
^ Fight                  0   1    Phys  Cut   Phys  16      95   X  X
^ Spider Web             0   1    Phys  -     -     -       95   X  X  (2)
^ Swift Bolt             0   1    Phys  Lit   Phys  20      95   X  X
^ Fire Veil              0   A    Phys  Fir   Phys  16      95   X  X

(1) Mystery Ninja escapes from battle
(3) Slow [100%]


--> Attack Pattern:

-> Basic Pattern:
Action Count +1 at the beginning of battle
Mystery Ninja uses Fire Veil on all characters on its first turn
For all subsequent turns,
Is Action Count greater than 10?
Yes: remove any negative status effects from Mystery Ninja
     Throw on self (battle ends)
No: 1/4 - Fight on random character
    1/4 - Does at least one character not have Slow?
          Yes: Spider Web on random character without Slow
          No: Fight on random character
    1/8 - Swift Bolt on all characters
    1/8 - Swift Bolt on random character
    1/8 - Leviathan Scales on all characters
    1/8 - Fire Veil on all characters


-------------------------------------------------------------------------------
-    MYSTERY NINJA (LEVEL 37)                                                  -
-------------------------------------------------------------------------------

-> Monster's Name: Mystery Ninja
-> Monster's Level: 37
-> EXP for Defeating: 640
-> AP for Defeating: 100
-> Gil for Defeating: 2000
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1950
-> Monster's MP: 280
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   74,  78,  14,  90,  54,  54,  24
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
```

```
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Peerless, Seizure, Manipulation, Death Sentence, Death


-> Attacks:


* Name                    MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
-------------------------------------------------------------------------------
^ Throw                   0   S    -     -     -     -       I   X  X  (1)
^ Leviathan Scales        0   A    Phys  Wat   Phys  20      95  X  X
^ Fight                   0   1    Phys  Cut   Phys  16      95  X  X
^ Spider Web              0   1    Phys  -     -     -       95  X  X  (2)
^ Swift Bolt              0   1    Phys  Lit   Phys  20      95  X  X
^ Fire Veil               0   A    Phys  Fir   Phys  16      95  X  X


(1) Mystery Ninja escapes from battle
(3) Slow [100%]


--> Attack Pattern:


-> Basic Pattern:
Action Count +1 at the beginning of battle
Mystery Ninja uses Fire Veil on all characters on its first turn
For all subsequent turns,
Is Action Count greater than 10?
Yes: remove any negative status effects from Mystery Ninja
     Throw on self (battle ends)
No: 1/4 - Fight on random character
    1/4 - Does at least one character not have Slow?
          Yes: Spider Web on random character without Slow
          No: Fight on random character
    1/8 - Swift Bolt on all characters
    1/8 - Swift Bolt on random character
    1/8 - Leviathan Scales on all characters
    1/8 - Fire Veil on all characters


-------------------------------------------------------------------------------
-   MYSTERY NINJA (LEVEL 42)                                                   -
-------------------------------------------------------------------------------


-> Monster's Name: Mystery Ninja
-> Monster's Level: 42
-> EXP for Defeating: 720
-> AP for Defeating: 120
-> Gil for Defeating: 2400
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1950
-> Monster's MP: 280
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80,  82,  15,  100, 58,  58,  24
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Peerless, Seizure, Manipulation, Death Sentence, Death


-> Attacks:


* Name                    MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
-------------------------------------------------------------------------------
```

```
^ Throw                     0   S    -     -     -     -       I    X  X  (1)
^ Leviathan Scales          0   A    Phys  Wat   Phys  20      95   X  X
^ Fight                     0   1    Phys  Cut   Phys  16      95   X  X
^ Spider Web                0   1    Phys  -     -     -       95   X  X  (2)
^ Swift Bolt                0   1    Phys  Lit   Phys  20      95   X  X
^ Fire Veil                 0   A    Phys  Fir   Phys  16      95   X  X


(1) Mystery Ninja escapes from battle
(3) Slow [100%]


--> Attack Pattern:


-> Basic Pattern:
Action Count +1 at the beginning of battle
Mystery Ninja uses Fire Veil on all characters on its first turn
For all subsequent turns,
Is Action Count greater than 10?
Yes: remove any negative status effects from Mystery Ninja
     Throw on self (battle ends)
No: 1/4 - Fight on random character
    1/4 - Does at least one character not have Slow?
          Yes: Spider Web on random character without Slow
          No: Fight on random character
    1/8 - Swift Bolt on all characters
    1/8 - Swift Bolt on random character
    1/8 - Leviathan Scales on all characters
    1/8 - Fire Veil on all characters


===============================================================================
-    NEEDLE KISS                                                              -
===============================================================================


-> Monster's Name: Needle Kiss
-> Monster's Locations:
- World Map - Mt. Corel Area - Mountain Path
- Mt. Corel - First Screen
- Mt. Corel - Second Screen
- Mt. Corel - Rollercoaster
- Mt. Corel - Rollercoaster (water area)
-> Monster's Level: 17
-> EXP for Defeating: 75
-> AP for Defeating: 8
-> Gil for Defeating: 130
-> Item Dropped from Monster: Bolt Plume x1 (8)
-> Item Stolen from Monster: Soft x1 (32)
-> Item Morphed from Monster: Remedy x1
-> Monster's HP: 180
-> Monster's MP: 40
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   26, 38,  1,   47,  25,  60,  0
-> Fire (normal), Ice (normal), Lightning (immune), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog


-> Attacks:


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Thunder Kiss              4   1    Mag   Lit   Mag   12      255  O  X
^ Chute Attack              0   1    Phys  Pnch  Phys  16      100  O  X  (1)
```

(1) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Needle Kiss' initial IRV is 8
Has 1 been chosen out of Rnd[1..IRV]?
Yes: Does at least one character not have Petrification and is Needle Kiss' MP
     greater than or equal to 4?
      Yes: Thunder Kiss on random character without Petrification
      No: Chute Attack on random character without Petrification
No: Chute Attack on random character without Petrification

-> Counterattack Pattern:
Is Needle Kiss' HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Needle Kiss' HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 4
    No: Is Needle Kiss' HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 6
        No: IRV does not change

==
-   NEROSUFEROTH   -
==

-> Monster's Name: Nerosuferoth
-> Monster's Locations:
- World Map - Junon Area - Grass
- World Map - Junon Area - Beach
-> Monster's Level: 16
-> EXP for Defeating: 53
-> AP for Defeating: 5
-> Gil for Defeating: 146
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 150
-> Monster's MP: 20
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   23, 34, 1,   53, 5,   24, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None

-> Attacks:

* Name	MP	Tar	Type	Elem	Form	PwrCst	%	M	R	+Added
* Heatwing	4	1	Mag	Fir	Mag	16	255	O	X	
^ Beak	0	1	Phys	Pnch	Phys	16	103	O	X	(1)

(1) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Nerosuferoth uses Beak on random character on its first turn
For all subsequent turns,

```
Is Nerosuferoth's HP less than or equal to 1/4 of its MaxHP?
Yes: 3/4 - Is Nerosuferoth's MP greater than or equal to 4?
            Yes: Heatwing on random character
            No: Beak on random character
      1/4 - Beak on random character
No: Is Nerosuferoth's HP less than or equal to 1/2 of its MaxHP?
     Yes: 1/2 - Is Nerosuferoth's MP greater than or equal to 4?
                 Yes: Heatwing on random character
                 No: Beak on random character
          1/2 - Beak on random character
     No: 3/4 - Beak on random character
         1/4 - Is Nerosuferoth's MP greater than or equal to 4?
                 Yes: Heatwing on random character
                 No: Beak on random character


===============================================================================
-   NIBEL WOLF                                                                -
===============================================================================

-> Monster's Name: Nibel Wolf
-> Monster's Locations:
- World Map - Nibelheim Area - Grass
- World Map - Rocket Town Area - Grass
-> Monster's Level: 23
-> EXP for Defeating: 265/530*/795*/1060*
* - after first, second, and third successful use of Howling
-> AP for Defeating: 24
-> Gil for Defeating: 260/520**/780**/1040**
** - after first, second, and third successful use of Howling
-> Item Dropped from Monster: Luchile Nut x1 (8)
-> Item Stolen from Monster: Luchile Nut x1 (8)
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 700
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50, 36, 1,   57, 5,   160, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Howling               0   1A   MHPr  Res   Prop  -       255  X  X  (1)(2)
* Fang                  0   1    Phys  Hit   Phys  16      120  O  X
^ Bodyblow              0   1    Phys  Hit   Phys  16      100  O  X  (3)

(1) reanimate an ally Nibel Wolf model under KO with MaxHP
(2) revive KO [100%]
(3) only attack that will be used if under KO

--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0, 1, 2?
Yes: Bodyblow on random character
     [Action Count +1]
No: Is Action Count 3?
    Yes: Fang on random character
```

```
                 [Action Count +1]
      No: Is at least one ally Nibel Wolf under KO?
           Yes: Has Nibel Wolf used Howling less than three times?
                Yes: 2/3 - Howling on self
                     1/3 - Howling on random ally Nibel Wolf under KO
                No: Fang on random character
                     [Action Count reset to 0]


===============================================================================
-   BOSS: PALMER                                                              -
===============================================================================

-> Monster's Name: Palmer
-> Monster's Locations:
- Rocket Town - Near Tiny Bronco (forced)
-> Monster's Level: 38
-> EXP for Defeating: 1800
-> AP for Defeating: 98
-> Gil for Defeating: 5000
-> Item Dropped from Monster: Edincoat x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 6000
-> Monster's MP: 240
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 100, 50,  60,  25,  200, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Peerless, Manipulation, Death Sentence, Death
- Weak to Sleep


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Mako Gun [Bolt2]        22  1/A  Mag   Lit   Mag   20      100  X  O
* Mako Gun [Fire2]        22  1/A  Mag   Fir   Mag   20      100  X  O
* Mako Gun [Ice2]         22  1/A  Mag   Ice   Mag   20      100  X  O
  Taunt                   0   -    -     -     -     -       I    X  X  (1)

(1) taunts your party - Palmer: "Heh hic heh hic!" appears on screen

--> Attack Pattern:

-> Basic Pattern:
1/4 - Is Palmer's MP greater than or equal to 22?
      Yes: Mako Gun [Bolt2] on random character
      No: do nothing
1/4 - Is Palmer's MP greater than or equal to 22?
      Yes: Mako Gun [Fire2] on random character
      No: do nothing
1/4 - Is Palmer's MP greater than or equal to 22?
      Yes: Mako Gun [Ice2] on random character
      No: do nothing
1/4 - Does at least one character not have Sadness?
      Yes: Taunt
      No: do nothing


-> Special KO Pattern:
```

```
Is Palmer's HP 0?
Yes: remove any status effects from Palmer
     Palmer: "Heh heh hic!" appears on screen
     battle ends
No: follow Basic Pattern
```

- STRATEGY: As the first starts out, you'll probably be disgusted as to how
he's manuevering his body like some twelve year old schoolgirl on heavy doses
of helium. Before the battle (if you can even call this a "battle") truly
begins he slaps his ass in an attempt to sensually distract you, but ultimately
only serves to piss you off and appall you even further. Now, there is an
unwritten rule in RPGs that later bosses in said game doesn't necessarily have
to be harder than any of the last few bosses, but in this scenario, they drive
this point into the ground to the point of ridiculousness. Also, if he had this
6000 HP before in Shinra Tower, and his attack could do around 600+ to you
back then, then why was he scared to the point of nearly pissing himself, and
didn't obliterate you when he had the chance? Perhaps he's been training
somewhere, but that would immensely surprise me beyond fathomability, because
first of all, he's still laughably pathetic and weak, and secondly because
you'd expect him to have trimmed off some of the damn wait in doing so. This
shall remain a mystery throughout the annals of FF7 time. Anyway, as for the
actual strategy, simple. He only has one attack, called Mako Gun, which can
actually serve as three seperate attacks, emulating effects of Fire2, Ice2, or
Bolt2, and this does around 400 damage to one character. There are of course
ways to nullify these, as well, using accessories (at least Fire2's). His
durability definitely is not anything to boast over, and most physical attacks
do quite a bit of damage. If you have some Power Wrist accessories equipped,
it will prove to be quite useful, and serve as a means to strengthen said
physical attacks. Thankfully, the roguish fatass is susceptible and predisposed
to many negative status effects that can actually work advantageously for you.
First of which he's prone to is Poison, which if you inflict with Bio2, can,
first of all, cause the occurrence of a supercilious amount of damage, as well
as the cumulative effect of said augmentation. He is also apt to Paralysis, as
well as Stop, making him a very unprodigious boss encounter. Most summons and
Limit Breaks at this point, along with tons of lvl2 spells will do away with
the fat, chunky tub of lard rather expeditiously. No Gravity, though, as he's
totally and completely immunized himself from its effects, being a boss and
all. Note that some holocaust attacks such as Beta or Aqualung can eradicate
Palmer nicely, too. As the fight ends, the Tiny Bronco starts to fly away, and
he manages to avoid being decapitated by it. But as he chases after it, you
get to relish in him being nailed by a truck. I'd imagine the truck sustained
more damage than Palmer himself. Hilarity ensues.

===
-   PARASITE   -
===

-> Monster's Name: Parasite
-> Monster's Locations:
- North Crater - Descent into the Crater (first area)
- North Crater - Descent into the Crater (second area)
- North Crater - Descent into the Crater (third area - outside)
- North Crater - Descent into the Crater (third area - inside)
- North Crater - Cavern (area where your party splits up)
- North Crater - Graveyard
-> Monster's Level: 51
-> EXP for Defeating: 1100
-> AP for Defeating: 100
-> Gil for Defeating: 1000
-> Item Dropped from Monster: Remedy x1 (8)

```
-> Item Stolen from Monster: Remedy x1 (32)
-> Item Morphed from Monster: Remedy x1
-> Monster's HP: 6000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   120, 150, 1,   90,  100, 140, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (weak), Holy (weak)
-> Immune: Frog


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Para Tail              0   1    Phys  Cut   Phys  16      100  X  X  (1)
* Magic Breath           75  A*   Mag   F/I/L Mag   77      100  O  X  (2)(3)
* L5 Death               22  A    Mag   -     -     -       I    O  X  (4)(5)
                                                                       (6)(7)
* Magic Extinguish       0   1    Mag   -     -     -       100  X  X  (8)
^ Head Attack            0   1    Phys  Hit   Phys  16      100  O  X  (9)


(1) Sadness [100%]
(2) Enemy Skill
(3) only will be used if Manipulated
(4) Enemy Skill
(5) Death [100%]
(6) 100% miss if character's lvl is not a multiple of 5
(7) only will be used if Manipulated
(8) Silence [100%]
(9) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Does at least one character not have Sadness?
Yes: Para Tail on random character without Sadness
No: Head Attack on random character

-> Counterattack Pattern:
Has Parasite been attacked magically?
Yes: Does last character to attack Parasite magically not have Silence?
     Yes: Magic Extinguish on last character to attack Parasite magically
     No: do nothing
No: follow Basic Pattern


================================================================================
-   PEDESTAL                                                                   -
================================================================================

-> Monster's Name: Pedestal (battle object - Roulette Cannon's Pedestal)
-> Monster's Locations:
- Junon (disk 2) - Main Concourse (Roulette Cannon battle)
- Junon (disk 2) - Airship Dock (Roulette Cannon battle)
-> Monster's Level: 1
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
```

```
-> Monster's HP: 1
-> Monster's MP: 1
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   1,   2,   1,   1,   1,   2,   0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:


* Name                       MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
none


--> Attack Pattern:


-> Basic Pattern:
none
Pedestal is untargettable


================================================================================
-    POLLENSALTA                                                               -
================================================================================


-> Monster's Name: Pollensalta
-> Monster's Locations:
- North Crater - Graveyard
-> Monster's Level: 41
-> EXP for Defeating: 1000
-> AP for Defeating: 100
-> Gil for Defeating: 1000
-> Item Dropped from Monster: X-Potion x1 (8)
-> Item Stolen from Monster: Hyper x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 4000
-> Monster's MP: 220
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   110, 60,  1,   85,  90,  136,  0
-> Fire (absorb), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Frog


-> Attacks:


* Name                       MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Cold Breath                12  1    Mag   Ice   Mag   6       90   X  X
* Fascination                5   1    Mag   -     -     -       90   X  X  (1)
* Angel Whisper              50  S    MHPr  Res   Prop  -       255  O  X  (2)(3)
* Fire                       4   1/A  Mag   Fir   Mag   8       100  X  O  (4)
* Fire3                      52  1/A  Mag   Fir   Mag   64      100  O  O  (5)


(1) Confusion [100%]
(2) Enemy Skill
(3) restore 100% MaxHP
(4) remove Darkness [100%], Poison [100%], Silence [100%], Sleep [100%], Slow
    [100%], Stop [100%], Confusion [100%]*, Paralysis [100%], Petrification
    [100%], Berserk [100%], Frog [100%]*, Small [100%], Slow-Numb [100%], Death
    [100%]
    * - Pollensalta is immune, but attack's nature still removes * statuses
```

```
      (5) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Is Pollensalta's HP greater than 4/5 of its MaxHP?
Yes: Does at least one character not have Confusion?
     Yes: Is Pollensalta's MP greater than or equal to 12?
          Yes: Cold Breath on random character without Confusion
          No: do nothing
     No: do nothing
No: Is Pollensalta's HP less than or equal to 4/5 of its MaxHP but greater than
    3/5 of its MaxHP?
    Yes: Does last character to attack Pollensalta not have Confusion?
         Yes: Is Pollensalta's MP greater than or equal to 5?
              Yes: Fascination on last character to attack Pollensalta
              No: do nothing
         No: do nothing
    No: Is Pollensalta's HP less than or equal to 3/5 of its MaxHP but greater
        than 2/5 of its MaxHP?
        Yes: Is Pollensalta's MP greater than or equal to 52?
             Yes: Fire3 on last character to attack Pollensalta
             No: do nothing
        No: Is Pollensalta's HP less than or equal to 2/5 of its MaxHP but
            greater than 1/5 of its MaxHP?
            Yes: Is Pollensalta's MP greater than or equal to 50?
                 Yes: Angel Whisper on self
                 No: do nothing
            No: Is Pollensalta's MP greater than or equal to 52?
                Yes: Fire3 on last character to attack Pollensalta
                No: Is Pollensalta's MP greater than or equal to 50?
                    Yes: Angel Whisper on self
                    No: do nothing


===============================================================================
-   POODLER                                                                   -
===============================================================================

-> Monster's Name: Poodler
-> Monster's Locations:
- Sunken Gelnika - Hallway
-> Monster's Level: 42
-> EXP for Defeating: 900
-> AP for Defeating: 70
-> Gil for Defeating: 2500
-> Item Dropped from Monster: X-Potion x1 (8)
-> Item Stolen from Monster: Turbo Ether x1 (32)
-> Item Morphed from Monster: Speed Source x1
-> Monster's HP: 6000
-> Monster's MP: 220
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   98, 110, 2,   86,  85,  200, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence, Death

-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
```

```
--------------------------------------------------------------------------
* Fire                      4   1/A  Mag  Fir  Mag  8        100  X  O
^ Bodyblow                  0   1    Phys Hit  Phys 16       100  X  X


--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2 (chosen randomly)
Is Action Count 0?
Yes: Is second character in party formation not under KO?
     Yes: Bodyblow on second character in party formation
           [Action Count +1]
     No: do nothing
No: Is Action Count 1?
    Yes: Is first character in party formation not under KO?
         Yes: Bodyblow on first character in party formation
              [Action Count +1]
         No: do nothing
    No: Is third character in party formation not under KO?
        Yes: Bodyblow on third character in party formation
             [Action Count reset to 0]
        No: Game Over

-> Counterattack Pattern:
Has Poodler been attacked?
Yes: Is Poodler's HP less than 1/4 of its MaxHP?
     Yes: 2/3 - follow Basic Pattern
          1/3 - Is Poodler's MP greater than or equal to 4?
                Yes: Fire on last character to attack Poodler
                No: do nothing
     No: follow Basic Pattern
No: follow Basic Pattern


================================================================================
-    SUB-BOSS: POODLER SAMPLE                                                  -
================================================================================

-> Monster's Name: Poodler Sample
-> Monster's Locations:
- Midgar - Mako Cannon - Top of Sister Ray (Hojo battle) (forced)
-> Monster's Level: 42
-> EXP for Defeating: 2000 (only after defeating Lifeform-Hojo N)
-> AP for Defeating: 150 (only after defeating Lifeform-Hojo N)
-> Gil for Defeating: 2000 (only after defeating Lifeform-Hojo N)
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   93,  100, 1,   80,  55,  130, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence

-> Attacks:

* Name                      MP  Tar  Type Elem Form PwrCst  %   M  R  +Added
--------------------------------------------------------------------------
```

```
* Fire2                        22  1/A  Mag   Fir   Mag   20       100  X  O
^ Bodyblow                     0   1    Phys  Hit   Phys  16       100  X  X


--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2 (chosen randomly)
Is Action Count 0?
Yes: Is second character in party formation not under KO?
     Yes: Bodyblow on second character in party formation
           [Action Count +1]
     No: do nothing
No: Is Action Count 1?
    Yes: Is first character in party formation not under KO?
         Yes: Bodyblow on first character in party formation
               [Action Count +1]
         No: do nothing
    No: Is third character in party formation not under KO?
        Yes: Bodyblow on third character in party formation
              [Action Count reset to 0]
        No: do nothing

-> Counterattack Pattern:
Is Poodler Sample's HP less than or equal to 1/4 of its MaxHP?
Yes: 2/3 - do nothing
     1/3 - Is Poodler Sample's MP greater than or equal to 22?
           Yes: Fire2 on last character to attack Poodler Sample
           No: do nothing
No: follow Basic Pattern


================================================================================
-   PROTO MACHINEGUN                                                          -
================================================================================

-> Monster's Name: Proto Machinegun
-> Monster's Locations:
- Midgar #5 Mako Reactor - Pipelines [high]
- Midgar #5 Mako Reactor - Reactor Valve
- Midgar #5 Mako Reactor - Entrance
-> Monster's Level: 4
-> EXP for Defeating: 16
-> AP for Defeating: 2
-> Gil for Defeating: 15
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 100
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   12,  2,   0,   45,  0,   128, 0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Paralysis, Frog, Small, Fury, Sadness,
Death Sentence

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Machine Gun            0   1    Phys  Sht   Phys  16       100  O  X  (1)
```

```
(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0?
Yes: Machine Gun on random character
     [Action Count +1]
No: Action Count reset to 0


===============================================================================
-   BOSS: PROUD CLOD                                                          -
===============================================================================

-> Monster's Name: Proud Clod
-> Monster's Locations:
- Midgar (disk 2) - Mako Cannon (forced)
-> Monster's Level: 53
-> EXP for Defeating: 7000
-> AP for Defeating: 1000
-> Gil for Defeating: 10000
-> Item Dropped from Monster: Ragnarok x1 [100%]
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 60000
-> Monster's MP: 320
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   102, 170, 1,   88,  120, 300, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Wrist Laser             0   1    Phys  Sht   Phys  16      100  X  X
* Beam Cannon             32  A*   Mag   Sht   Mag   20      100  X  X
^ W Machine Gun           0   1    Phys  Sht   Phys  28      100  X  X
* Materia-jammer          16  1    Mag   -     -     -       I    X  X  (1)
* Knee Blender            0   1    Phys  Sht   Phys  16      100  X  X
* Knee Fire               0   1    Phys  Sht   Phys  16      100  X  X
^ Big Hand Clash          0   1    Phys  Sht   Phys  16      100  X  X


(1) Reflect [100%]

--> Attack Pattern:

-> Basic Pattern:
Proud Clod's initial IRV is 5
Action Count is 0, 1, 2, 3, 4, 5, 6 (chosen randomly)
Is Action Count 0, 1?
Yes: W Machine Gun on random character (if 1 has been chosen out of Rnd[1..IRV],
     W Machine Gun x2 in one turn)
     [Action Count is 2, 3 (chosen randomly)]
No: Is Action Count 2?
    Yes: Big Hand Clash on random character (if 1 has been chosen out of
```

```
                Rnd[1..IRV], Big Hand Class x2 in one turn)
                [Action Count is 4, 5 (chosen randomly)]
    No: Is Action Count 3?
        Yes: Wrist Laser on random character (if 1 has been chosen out of
             Rnd[1..IRV], Wrist Laser x2 in one turn)
             [Action Count is 4, 5 (chosen randomly)]
        No: Is Action Count 4?
            Yes: Knee Fire on random character (if 1 has been chosen out of
                 Rnd[1..IRV], Knee Fire x2 in one turn)
                 [Action Count +2]
            No: Is Action Count 5?
                Yes: Knee Blender on random character (if 1 has been chosen out
                     of Rnd[1..IRV], Knee Blender x2 in one turn)
                     [Action Count +1]
                No: Is Action Count 6?
                    Yes: Is Jamar Armor not under KO and does at least one
                         character not have Reflect?
                         Yes: Is Proud Clod's MP greater than or equal to 16 and
                              has 1 been chosen out of Rnd[1..IRV]?
                              Yes: Materia-jammer on random character without
                                   Reflect
                              No: Big Hand Clash on random character (if 1 has
                                  been chosen out of Rnd[1..IRV], Big Hand Clash
                                  x2 in one turn)
                         No: W Machine Gun on random character (if has been
                             chosen out of Rnd[1..IRV], W Machine Gun x2 in one
                             turn)
                             [Is Proud Clod's HP less than or equal to 3/5 of
                              its MaxHP?
                              Yes: Action Count +1]
                              No: Action Count is 0, 1 (chosen randomly)]
                    No: Is Action Count 7?
                        Yes: Action Count +1
                        No: Is Action Count 8?
                            Yes: Charge on self
                                 [Action Count +1]
                            No: Is Action Count 9?
                                Yes: Beam Cannon on all characters
                                     [Action Count +1]
                                No: Action Count is 0, 1 (chosen randomly)


-> Counterattack Pattern:
Is Proud Clod's HP less than or equal to 1/5 of its MaxHP?
Yes: IRV is 1
No: Is Proud Clod's HP less than or equal to 2/5 of its MaxHP?
    Yes: IRV is 2
    No: Is Proud Clod's HP less than or equal to 3/5 of its MaxHP?
        Yes: IRV is 3
        No: Is Proud Clod's HP less than or equal to 4/5 of its MaxHP?
            Yes: IRV is 4
            No: IRV does not change
```

- STRATEGY: Although it's a super-intimidating-looking boss, don't let it fool you, as it's actually not that difficult if you know what you're doing. With its attacks, however, it does have the potential to be catastrophically powerful, but its run by two imbeciles, so I guess that's partially the reason. This time around, two brains are definitely not better than one, in this case. First of all, it comes with somewhat of a mini-boss, which is its armor that is some kind of breastplate, know as the Jamar Armor. It does have too much HP, making it kind of easy to kill off, so don't worry that much about that little

department. What you should concern yourself with about Jamar Armor, though, is its one attack, Materia Jammer. If this attack hits, you can almost guarantee your loss in this fight, and say byebye to that victory you wanted. Hope you saved sometime soon. What it does is disables all ability to use any of your equipped Materia for the rest of the fight, limiting you to only the "attack" and "item" commands. Theoretically, it's possible to win this way, but it is highly improbable. You might want to unleash a few rounds of powerful spells (I'd save some of your more powerful summons until later against the actual Proud Clod's enormous 60000 HP) on the Jamar Armor, and that should be about enough to off it completely. From then on out, all you'll have to worry about is some of Proud Clod's powerful attacks, which is an issue in and of itself.

First attack is Machinegun, which it, a lot of times, uses two in a row of, followed by two Knee Fires on its next round. The Machinegun does about 800+ damage to one character, which isn't that much considering the stage in the game, but should be enough to at least phase you and tell you to "pay attention you lazy ass, you're fighting a fifty foot tall robot run by two morons who make retarded babies look intelligent!" The Knee Fire isn't that dangerous of an attack, and its effects can be drained or nullified using means mentioned previously. It does about 500 damage to one character of Fire elemental damage, obviously, and that alone should ring some bells in your head as to what to do. "Force Punch", I named that, because it looks like it's going to punch you, but all it ultimately ends up doing is almost creating a warped friction attack to hit one character for physical damage inflicting equivalent damage as the Knee Fire. Wrist Laser is its next attack, which it usually does in some sort of attacking pattern after machineguns, Knee Fires, and an attack, but I'm not 100% (reminder for later test: does Proud Clod have an attack pattern?). It does around 450 non-elemental damage points to one character, which is almost completely laughable at this point. Knee Blend is another elemental attack based on Ice (why do all the "knee" attacks possess its elemental properties?). Rainbow Ray, when used, may confuse you at the beginning, as it's seemingly aiding you in derailing the bucket of bolts by casting Reflect unto someone, but, guess what happens as you try to heal that person... that's right. Try to have Destruct Materia handy with DeBarrier, as to remove it right away. And, lastly, there's Beam Cannon, which is all but laughable. Its done after while it's on its hands and knees after being bombarded by damage, and really looks like the dog Heidegger and Scarlet were describing earlier. It does this at regular HP intervals (I believe it does it after every 20000 HP loss), and it does about 1300 of specially based damage to all characters.

All right, strategics in this battle don't play a huge part, as you'll usually just find yourself pummeling it randomly with everything you've got. A few points, though: first and foremost, you may want to keep the Aurora Armlet handy, as to drain the effects of Knee Blend with one character. Another effective way of healing said character is with Freeze on Aurora Armlet-equip character. Regen is useful, and if you have attained it, Cure3, also. If you don't have Cure3 and wish to heal all at one time, I find that the most effective method is the Enemy Skill, White Wind. Both of them are immensely useful after a destructive Beam Cannon. But, if none of them are available, or you're lacking, in shorter supply of MP, Cure2 could always be a mediocre alternative. All right, it's obvious that it is impervious to Gravity, and surprisingly, it's not weak or in any way affiliated with Lightning, so don't try to massacre it with Bolt3s in an attempt to destroy it expeditiously. Barrage it with tons of your most powerful attacks, spells, and summons, and the fight should be over before you know it.

```
==============================================================================
-    PROWLER                                                                 -
==============================================================================
```

```
-> Monster's Name: Prowler
-> Monster's Locations:
- World Map - Outside Midgar - Dirt
- World Map - Outside Midgar - Grass
- World Map - Outside Midgar - Beach
-> Monster's Level: 12
-> EXP for Defeating: 55
-> AP for Defeating: 5
-> Gil for Defeating: 160
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Ether x1 (32)
-> Item Morphed from Monster: Hi-Potion
-> Monster's HP: 150
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   23,  28,  12,  66,  0,   28,  8
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
  Steal                   0   1    -     -     -     -       I    X  X  (1)(2)
  Grind                   0   1    -     -     -     -       I    X  X  (3)(4)
  Seize                   0   1    Phys  -     Phys  16      100  X  X
^ Hit                     0   1    Phys  Hit   Phys  16      100  O  X  (5)(6)
^ Escape                  0   S    -     -     -     -       I    X  X  (7)(8)

(1) steals random item from your inventory
(2) if Prowler is KO'd item is returned to your inventory
(3) steals random item from your inventory
(4) if Prowler is KO'd item is returned to your inventory
(5) only attack that will be used if under Berserk
(6) only will be used if under Berserk or Manipulated
(7) escapes from battle - remove self with no reward
(8) if it has used Steal, your item cannot be returned to your inventory


--> Attack Pattern:

-> Basic Pattern:
Prowler Pre-Selects random character at the beginning of battle
Through battle, Pre-Select character is the last character to attack Prowler
Is Pre-Select character not under KO?
Yes: Is Action Count 0?
    Yes: 1/2 - Action Count +3
         1/4 - Action Count +2
         1/4 - Action Count +1
    No: Is Action Count 1?
        Yes: Steal on Pre-Select character
             [1/2 - Count +4]
             [1/2 - Count +3]
        No: Is Action Count 2?
            Yes: Grind on Pre-Select character
                 [1/2 - Action Count +3]
                 [1/2 - Action Count +2]
            No: Is Action Count 3?
                Yes: Seize on Pre-Select character
                     [1/2 - Action Count +2]
```

```
                         [1/2 - Action Count +1]
                 No: Is Action Count 4?
                     Yes: [Action Count +1]
                     No: Is Action Count 5?
                          Yes: Escape
No: Is Action Count 0?
    Yes: 1/2 - Action Count +3
         1/4 - Action Count +2
         1/4 - Action Count +1
    No: Is Action Count 1?
        Yes: Steal on random character
             [1/2 - Count +4]
             [1/2 - Count +3]
        No: Is Action Count 2?
            Yes: Grind on random character
                 [1/2 - Action Count +3]
                 [1/2 - Action Count +2]
            No: Is Action Count 3?
                Yes: Seize on random character
                     [1/2 - Action Count +2]
                     [1/2 - Action Count +1]
                No: Is Action Count 4?
                    Yes: [Action Count +1]
                    No: Is Action Count 5?
                         Yes: Escape on self
```

```
===============================================================================
-   PYRAMID                                                                   -
===============================================================================
```

-> Monster's Name: Pyramid (permanently-animated attack)
-> Monster's Locations:
- Midgar - Sector 7 Plate Support Tower (top) (Reno battle - only when Pyamid
is used)
-> Monster's Level: 2
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   0,   2,   0,   50, 0,   0,   0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (instadeath), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Petrification, Frog, Small, Slow-Numb, Berserk, Regen,
Peerless, Manipulation

-> Attacks:

```
* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
  Remove                 0   S    -     -     -     -       -    X  X  (1)(2)
```

(1) gets removed from battle
(2) Miscellaneous/Animation

--> Attack Pattern:

```
-> Basic Pattern:
none
Pyramid is used as Turks:Reno's Pyramid attack

-> Special KO Pattern:
Is Pyramid's HP 0 or has Gravity magic been used on it?
Yes: Remove on self
No: do nothing

-> Special Ally KO Pattern:
Is Reno's HP 0?
Yes: Remove on self
No: follow Basic Pattern or Special KO Pattern


===============================================================================
-    QUICK MACHINE GUN                                                        -
===============================================================================

-> Monster's Name: Quick Machine Gun
-> Monster's Locations:
- Junon (disk 2) - Hallways Leading to Underwater
-> Monster's Level: 35
-> EXP for Defeating: 1100
-> AP for Defeating: 80
-> Gil for Defeating: 1200
-> Item Dropped from Monster: Molotov x1 (2)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2200
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   55,  70,  0,   67,  56,  50,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (weak), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Confusion, Sleep, Paralysis, Petrification,
Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Seizure, Peerless,
Manipulation, Death Sentence

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Machine Gun [x1]         0   1    Phys  Sht   Phys  16      100  X  X  (1)
* Machine Gun [x2]         0   1    Phys  Sht   Phys  16      100  X  X  (2)

(1) The animation fires once
(2) The animation fires twice and shows two damage amounts, but it only damages
    once

--> Attack Pattern:

-> Basic Pattern:
Is enemy formation currently Quick Machine Gun + Guard System + Rocket Launcher?
Yes: 1/2 - Is second character in party formation not under KO?
           Yes: Machine Gun [x2] on second character in party formation
           No: Is first character in party formation not under KO?
               Yes: Machine Gun [x2] on second character in party formation
               No: Is third character in party formation not under KO?
                   Yes: Machine Gun [x2] on third character in party
```

```
                                     formation
                         No: Game Over
        1/2 - Machine Gun [x1] on random character
No: Is enemy formation currently Quick Machine Gun + Guard System?
    Yes: 1/4 - Is second character in party formation not under KO?
               Yes: Machine Gun [x2] on second character in party formation
               No: Is first character in party formation not under KO?
                   Yes: Machine Gun [x2] on second character in party formation
                   No: Is third character in party formation not under KO?
                       Yes: Machine Gun [x2] on third character in party
                             formation
                       No: Game Over
         1/4 - Machine Gun [x1] on random character
         1/4 - Quick Machine Gun becomes invisible and turns off solo BSV
         1/4 - Quick Machine Gun becomes invisible
    No: Is enemy formation currently Guard System?
        Yes: Was solo BSV not turned off if party formation was Quick Machine
             Gun + Guard System?
             Yes: Does at least one character not have Confusion?
                 Yes: Quick Machine Gun becomes visible
                      Is second character in party formation not under KO?
                      Yes: Machine Gun [x2] on second character in party
                            formation
                      No: Is first character in party formation not under KO?
                          Yes: Machine Gun [x2] on second character in party
                                formation
                          No: Is third character in party formation not under
                              KO?
                              Yes: Machine Gun [x2] on third character in
                                    party formation
                              No: Game Over
                No: Quick Machine Gun becomes visible
                     Machine Gun [x1] on random character
            No: Quick Machine Gun becomes visible
                 Is second character in party formation not under KO?
                 Yes: Machine Gun [x2] on second character in party
                       formation
                 No: Is first character in party formation not under KO?
                     Yes: Machine Gun [x2] on second character in party
                           formation
                     No: Is third character in party formation not under
                         KO?
                         Yes: Machine Gun [x2] on third character in
                               party formation
                         No: Game Over


===============================================================================
-    BOSS: RAPPS                                                               -
===============================================================================

-> Monster's Name: Rapps
-> Monster's Locations:
- Wutai - Da-Chao Statue (after Materia is stolen by Yuffie)
-> Monster's Level: 39
-> EXP for Defeating: 3200
-> AP for Defeating: 33
-> Gil for Defeating: 200000
-> Item Dropped from Monster: Peace Ring x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
```

```
-> Monster's HP: 6000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   90,  58,  1,   120, 55,  400, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Scorpion's Tail         0   1    Phys  -     Phys  16      95   X  X  (1)
* Aero3                   50  1    Mag   Wnd   Mag   50      100  X  X
^ Wing Cut                0   1    Phys  Cut   Phys  16      95   X  X


(1) Poison [48%]


--> Attack Pattern:


-> Basic Pattern:
Rapps' initial IRV is 9
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Is Action Count 0, 1?
Yes: Wing Cut on random character (if 1 has been chosen out of Rnd[1..IRV],
     Wing Cut x2 in one turn)
     [Action Count +1]
No: Is Action Count 2?
    Yes: Scorpion's Tail on random character (if 1 has been chosen out of
         Rnd[1..IRV], Scorpion's Tail x2 in one turn)
         [Action Count +1]
    No: Is Rapp's MP greater than or equal to 50?
        Yes: Aero3 on random character
        No: Action Count reset to 0
            [Action Count reset to 0]


-> Counterattack Pattern:
Is Rapps' HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 3
No: Is Rapps' HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 5
    No: Is Rapps' HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 7
        No: IRV does not change
```

- STRATEGY: Honestly, Rapps does not pose too much of a challenge aside from
the damage Aero3 will dish out. You cannot actually Reflect the spell, so I
recommend that you use Barret's Mind Blow Limit Break to get rid of Rapps'
MP. Once it is less than 50 (note that at exactly 50, it can still pull off
one last Aero3 spell), it will no longer use the spell, but instead stick to
its Scorpion's Tail and Wing Cut alternatives, which don't do nearly as much,
respectively. What can get frustrating is the 6000 HP you have to deal with.
There are no elemental weaknesses to speak of, and, being a boss, has a bunch
of status effect immunities. Another factor that tips the odds somewhat against
you is the fact that you don't have your Materia available to you. As such,
coming into the fight with full Limit Breaks (especially Barret!) is a great
idea for seeing its HP drop in a hurry. Other than that, there's no real way of
making this fight go to quickly, but at least its HP is not monstrous, and you
can do something about its most devastating attack from the get go. As its HP

gets lower, though, you'll have to deal more frequently with Rapps using its
physical attacks twice in one combination, which can add up in damage somewhat
quickly. Come with plenty of restorative items, if you feel it might be too
much on your party's HP.

```
===============================================================================
-    RAZOR WEED                                                               -
===============================================================================
```

-> Monster's Name: Razor Weed
-> Monster's Locations:
- World Map - Wutai Area - Grass
- Wutai - Da-Chao Statue - Base
- Wutai - Da-Chao Statue - Highest Hand
-> Monster's Level: 27
-> EXP for Defeating: 375
-> AP for Defeating: 30
-> Gil for Defeating: 350
-> Item Dropped from Monster: Tranquilizer x1 (8), Hi-Potion x1 (8), Loco Weed
x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1000
-> Monster's MP: 145
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   58, 50, 1,   60, 25, 100, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None

-> Attacks:

```
* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Spaz Voice             15  1    Mag   -     -     -       95   X  X  (1)
* Magic Hammer           3   1    MMAb  -     Fix   100     100  O  O  (2)(3)
^ Glasscutter            0   1    Phys  Cut   Phys  16      95   O  X  (4)
```

(1) Fury [48]
(2) Enemy Skill
(3) only will be used if Manipulated
(4) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Has Razor Weed used Spaz Voice?
Yes: do nothing
No: 2/3 - do nothing
    1/3 - Glasscutter on random character

-> Counterattack Pattern
Spaz Voice on the last character to attack Razor Weed physically

```
===============================================================================
-    BOSS: RED DRAGON                                                         -
===============================================================================
```

-> Monster's Name: Red Dragon
-> Monster's Locations:

```
- Temple of the Ancients (forced)
-> Monster's Level: 39
-> EXP for Defeating: 3500
-> AP for Defeating: 200
-> Gil for Defeating: 1000
-> Item Dropped from Monster: Dragon Armlet x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 6800
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   95,  80,  5,   90,  85,  260, 5
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Peerless, Seizure, Manipulation, Death Sentence, Death


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Red Dragon Breath        0   1    Mag   Fir   Mag   20      95   X  X
^ Tail Attack              0   1    Phys  Hit   Phys  20      90   X  X
^ Dragon Fang              0   1    Phys  Hit   Phys  40      100  X  X


--> Attack Pattern:

-> Basic Pattern:
On Red Dragon's first turn,
3/4 - Red Dragon Breath on random character
1/4 - Dragon Fang on random character
For all subsequent turns,
1/2 - Dragon Fang on random character
1/4 - Tail Attack on random character
1/4 - Red Dragon Breath on random character


- STRATEGY: Contrary to what you're probably think, this is actually an easy
fight to emerge victorious from. First of all, it's immune to Gravity, like all
bosses, so don't try it. It, being a dragon (biggest reason why), can absorb
Fire and heal itself, so that's an even larger no-no. It's susceptible to
Poison, meaning Bio2 should be used when the fight starts. I suggest Big Guard
placed to cut down on the damage from Red Dragon Attack, which is a powerful
attack. I wish we could Enemy Skill it ;P It has no weaknesses, too, even
though you might think it'd be Ice magic, but it's not. Sorry to burst your
bubble. Healing with Cure2-All will definitely become a necessity in this
fight, so have it pre-linked. Using summons and Limit Breaks in this fight
(after application of Poison) is the way to go. So are lvl2 magics, as they're
really quite useful. I suppose your biggest worry in this fight, even moreso
than Red Dragon Breath, is one of its two regular attacks, Dragon Fang. It'll
do significant damage unless Big Guard is in place. Unfortunately, this is
the attack it uses the most, so you'll have to cope. You can cut down Red
Dragon Breath's damage by having measures of protection against Fire element.
In no time flat you'll have this fight won, with all of its 6800 HP diminished.

==============================================================================
-   SUB-BOSS: RIGHT ARM                                                      -
==============================================================================

-> Monster's Name: Right Arm
-> Monster's Locations:
```

```
- Underwater Mako Reactor (Carry Armor battle) (forced)
-> Monster's Level: 45
-> EXP for Defeating: 1400
-> AP for Defeating: 95
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80, 200, 1,   80,  55,  300, 0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(immune), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Seizure, Haste,
Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Arm Grab                 0   1    -     -     -     -       I    X  X  (1)
^ Arm Punch                0   1    Phys  Hit   Phys  20      100  X  X
^ Damage Attack            0   1    Phys  -     Phys  15      255  X  X
  Release                  0   1    -     -     -     -       I    X  X  (2)(3)

(1) Imprison [100%]
(2) release character from Imprison status
(3) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Right Arm's initial IRV is 12
Is no character in Right Arm's grasp?
Yes: Has 1 been chosen out of Rnd[1..IRV]?
     Yes: Does at least one character not have Imprison?*
          Yes: Arm Grab on random character without Imprison
          No: 1/2 - Arm Punch on random character without Imprison
              1/2 - do nothing
     No: 1/2 - Arm Punch on random character without Imprison
         1/2 - do nothing
No: Damage Attack on character in Right Arm's grasp or,
    Is a character in Left Arm's grasp?
    Yes: Damage Attack on character in Left Arm's grasp
    No: Damage Attack on character in Right Arm's grasp is the only available
        option


* - it is not possible for at least one character to not have Imprison


-> Counterattack Pattern:
Is Right Arm's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Right Arm's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 8
    No: Is Right Arm's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 32
        No: IRV does not change
```

```
-> Special KO Pattern:
Is Right Arm's HP 0?
Yes: Is a character in Right Arm's grasp?
     Yes: Release on character in Right Arm's grasp
     No: KO immediately
No: follow Basic Pattern or Counterattack Pattern


===============================================================================
-   SUB-BOSS: RIGHT ARM                                                       -
===============================================================================


-> Monster's Name: Right Arm
-> Monster's Locations:
- Midgar - Mako Cannon - Top of Sister Ray (Helletic Hojo battle) (forced)
-> Monster's Level: 55
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 5000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   150, 120, 1,   95,  80,  130, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Paralysis,
Petrification, Frog, Small, Slow-Numb, Seizure, Haste, Peerless,
Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar Type Elem Form PwrCst  %   M  R  +Added
-------------------------------------------------------------------------------
  Berserk Text            0   -   -    -    -    -       -   X  X  (1)(2)
                                                                   (3)
(1) only attack that will be used if under Berserk
(2) "Right Arm's skill power is used up." appears on screen
(3) Right Arm will do nothing when under Berserk

- Note: Right Arm does not attack on its own. It is in battle to act as a
medium for Helletic Hojo to attack/perform actions


--> Attack Pattern:

-> Basic Pattern:
none


===============================================================================
-   RILFSAK                                                                   -
===============================================================================


-> Monster's Name: Rilfsak
-> Monster's Locations:
- Ancient Forest - Ground (everywhere)
- Ancient Forest - Treetops
- Ancient Forest - Cave
-> Monster's Level: 40
-> EXP for Defeating: 1000
```

```
-> AP for Defeating: 70
-> Gil for Defeating: 900
-> Item Dropped from Monster: X-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2000
-> Monster's MP: 500
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60,  90,  2,   58,  100, 170, 5
              255*
* - 7/8 chance for every attack against Rilfsak
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog, Small


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Autumn Leaves         0   A/1  Phys  -     Phys  20      95   O  X  (1)
^ Blood Suck            0   1    PhAb  Hit   Phys  16      255  O  X  (2)

(1) Darkness [40]
(2) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0, 1?
Yes: Blood Suck on character with highest HP
     [Action Count +1]
No: Is Action Count 2?
    Yes: Action Count reset to 0
    No: Has Autumn Leaves been used less than twice?
        Yes: Autumn Leaves on all characters
        No: do nothing
             [Action Count is 0, 1, 2 (chosen randomly)]

-> Counterattack Pattern:
Has Rilfsak been attacked magically?
Yes: Is Rilfsak's HP less than or equal to 1/3 of its MaxHP and has Autumn
     Leaves been used less than twice?
     Yes: 1/2 - Autumn Leaves on all characters
          1/2 - do nothing
     No: follow Basic Pattern
No: follow Basic Pattern


================================================================================
-    ROCKET LAUNCHER                                                          -
================================================================================

-> Monster's Name: Rocket Launcher
-> Monster's Locations:
- Midgar - Lower Sector 4 - Train Tunnel
- Midgar - Lower Sector 4 - Lattice
-> Monster's Level: 5
-> EXP for Defeating: 13
-> AP for Defeating: 3
-> Gil for Defeating: 7
```

```
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 50
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   30,  2,   0,   50,  0,   200, 0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Frog, Small, Paralysis, Fury, Sadness,
Death Sentence


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
--------------------------------------------------------------------------------
  Missile                 0   1    Phys  Sht   Phys  24      75    O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Missile on character with lowest HP

================================================================================
-   ROCKET LAUNCHER                                                            -
================================================================================

-> Monster's Name: Rocket Launcher
-> Monster's Locations:
- Junon (disk 2) - Hallways Leading to Underwater
-> Monster's Level: 20
-> EXP for Defeating: 600
-> AP for Defeating: 60
-> Gil for Defeating: 300
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 1000
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   130, 50,  0,   69,  15,  30,  0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Confusion, Sleep, Paralysis, Petrification,
Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Seizure, Peerless,
Manipulation, Death Sentence


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
--------------------------------------------------------------------------------
* Confu Missile           0   1    Phys  -     Phys  20      95    X  X  (1)
* Rocket Launcher         0   1    Phys  Sht   Phys  24      75    X  X


(1) Confusion [100%]


--> Attack Pattern:
```

```
  -> Basic Pattern:


Is enemy formation currently Quick Machine Gun + Guard System + Rocket Launcher?
Yes: Does at least one character not have Confusion
     Yes: Confu Missile on random character without Confusion
     No: Rocket Launcher on random character
No: Is enemy formation currently Rocket Launcher + Guard System?
    Yes: 1/2 - Does at least one character not have Confusion?
               Yes: Confu Missile on random character without Confusion
               No: Rocket Launcher on random character
         1/4 - Rocket Launcher becomes invisible and turns off solo BSV
         1/4 - Rocket Launcher becomes invisible
    No: Is enemy formation currently Guard System?
        Yes: Was solo BSV not turned off if party formation was Rocket Launcher
             + Guard System?
             Yes: Rocket Launcher becomes visible
                  Does at least one character not have Confusion?
                  Yes: 3/4 - Rocket Launcher on random character
                       1/4 - Confu Missile on random character without
                             Confusion
                  No: Rocket Launcher becomes visible
                      Rocket Launcher on random character
             No: Rocket Launcher becomes visible
                  Rocket Launcher on random character


================================================================================
-   ROULETTE CANNON                                                            -
================================================================================


-> Monster's Name: Roulette Cannon
-> Monster's Locations:
- Junon (disk 2) - Main Concourse
- Junon (disk 2) - Airship Dock
-> Monster's Level: 38
-> EXP for Defeating: 1200
-> AP for Defeating: 100
-> Gil for Defeating: 1600
-> Item Dropped from Monster: X-Potion x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 3000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80,  60,  1,  55,  60,  50,  20
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(immune), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Fury, Sadness, Slow-Numb, Seizure, Manipulation, Death
Sentence, Death


-> Attacks:
```

* Name	MP	Tar	Type	Elem	Form	PwrCst	%	M	R	+Added
^ Fire Roulette	0	1	Phys	Sht	Phys	30	255	X	X	
Remove	0	1A	-	-	-	-	I	X	X	(1)(2)

```
(1) removes Pedestal from battle
(2) Miscellaenous/Animation
```

```
--> Attack Pattern:

-> Basic Pattern:
Is more than one character not under KO?
Yes: Fire Roulette on random character not under KO
     Roulette Cannon will face the character Fire Roulette will be used on
No: do nothing

-> Special KO Pattern:
Is Roulette Cannon's HP 0?
Yes: Remove on Pedestal
No: follow Basic Pattern


===============================================================================
-   BOSS: RUBY WEAPON                                                         -
===============================================================================

-> Monster's Name: Ruby Weapon
-> Monster's Locations:
- World Map - Gold Saucer Area - Desert (after defeating Ultimate Weapon - only
in the International version) (fly the Highwind into red arm in the ground)
-> Monster's Level: 59
-> EXP for Defeating: 45000
-> AP for Defeating: 50000
-> Gil for Defeating: 30000
-> Item Dropped from Monster: Desert Rose x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 800000
-> Monster's MP: 2560
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 480, 100, 253, 200, 500, 10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (immune), Wind (normal), Holy (normal)
- Absorb Fire, Ice, Lightning, Earth, and Hidden at the beginning of battle
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death
- Immune to all attacks until Ruby's Tentacles have gone down for the first
time

-> Attacks:

* Name                 MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Big Swing            0   A    Phys  Hit   Phys  100     200  X  X  (1)
* Ruby Flame           0   1    Mag   Fir   Mag   56      255  X  X
* Ruby Ray             0   1    Mag   Shu   Mag   48      255  X  X  (2)
* Shadow Flare         100 1    Mag   -     Mag   125     100  X  O  (3)
* Whirlsand            0   1    -     -     -     -       I    X  X  (4)
^ Big Claw             0   1    Mag   -     Prop  -       200  X  X  (5)
* Ultima               130 A*   Mag   -     Mag   105     100  X  X
^ Left Revenge         0   1    MgMP  Pnch  Prop  -       255  X  X  (6)(7)
^ Right Revenge        0   1    Mag   Pnch  Prop  -       255  X  X  (8)(9)
^ Left Thrust          0   1    MgMP  Pnch  Prop  -       255  X  X  (10)(11)
^ Right Thrust         0   1    Mag   Pnch  Prop  -       255  X  X  (12)(13)
* Comet2               110 R    Mag   -     Mag   30      100  X  X  (14)
  Dig Up               0   AA   -     -     -     -       I    X  X  (15)(16)

(1) Paralysis [40]
(2) Confusion [100]
```

```
(3) Enemy Skill
(4) remove character from battle (KO status)
(5) Dmg = [character HP x 5/8]
(6) Dmg = [character MP x 15/32]
(7) Poison [84], Slow-Numb [84]
(8) Dmg = [character HP x 15/32]
(9) Frog [84], Small [84]
(10) Dmg = [character MP x 25/32]
(11) Poison [84], Slow-Numb [84]
(12) Dmg = [character HP x 15/16]
(13) Frog [84], Small [84]
(14) 4 random hits to random characters (any combination of characters) - each
     hit uses the power constant
(15) revive KO [100%] to Ruby's Tentacles (A/B) with 100% MaxHP
(16) Miscellaneous/Animation


--> Attack Pattern:


-> Basic Pattern:
Battle is Back Attack (100%), Ambush (100%)
Is Action Count less than 250?
Yes: Action Count +1 every turn Ruby Weapon takes
     On Ruby Weapon's first turn,
     Is at least one Ruby's Tentacle under KO?
     Yes: remove Ruby's Tentacles (A/B)
     No: Is Action Count greater than 32?
         Yes: Is there at least 2 targettable characters in party?
               Yes: Whirlsand on random character
               No: 1/6 - Ruby Flame on random character
                   1/6 - Ruby Ray on random character
                   1/6 - Shadow Flare on random character
                   1/6 - Ultima on all characters
                   1/12 - Left Revenge on random character
                   1/12 - Right Revenge on random character
                   1/12 - Left Thrust on random character
                   1/12 - Right Thrust on random character
         No: Is Action Count greater than 25?
             Yes: Is there 3 targettable characters in party?
                   Yes: Whirlsand on random character
                   No: 1/6 - Ruby Flame on random character
                       1/6 - Ruby Ray on random character
                       1/6 - Shadow Flare on random character
                       1/6 - Ultima on all characters
                       1/12 - Left Revenge on random character
                       1/12 - Right Revenge on random character
                       1/12 - Left Thrust on random character
                       1/12 - Right Thrust on random character
                 No: Is Action Count greater than 10?
                     Yes: 1/6 - Ruby Flame on random character
                          1/6 - Ruby Ray on random character
                          1/6 - Shadow Flare on random character
                          1/6 - Ultima on all characters
                          1/6 - Left Revenge on random character
                          1/6 - Right Revenge on random character
                     No: 1/4 - Ruby Flame on random character
                         1/4 - Ruby Ray on random character
                         1/4 - Left Revenge on random character
                         1/4 - Left Revenge on random character
No: Action Count reset to 0
    Action Count +1 every turn Ruby Weapon takes
```

```
          Is Action Count greater than 15?
          Yes: 3/8 - Comet2 on all characters
               1/4 - Dig Up on Ruby's Tentacles (A/B)
               3/16 - Big Swing on all characters
               3/16 - Big Claw on random character
          No: Is Action Count greater than 6?
               Yes: 3/8 - Comet2 on all characters
                    5/16 - Big Swing on all characters
                    5/16 - Big Claw on random character
               No: Is Action Count 6?
                    Yes: Ultima on all characters
                    No: Is Action Count 5?
                         Yes: Big Swing on all characters
                         No: Is Action Count 4?
                              Yes: Big Claw on random character
                              No: Is Action Count 3?
                                   Yes: Ultima on all characters
                                   No: Is Action Count 2?
                                        Yes: Big Swing on all characters
                                        No: Big Claw on random character


-> Counterattack Pattern:
Is there at least 2 targettable characters in party and have Ruby's Tentacles
(A/B) been removed?
Yes: Whirlsand on random character
No: Have Ruby's Tentacles (A/B) not been removed?
    Yes: Has Ruby Weapon been attacked by Knights of the Round?
         Yes: Ultima on last character to attack Ruby Weapon with Knights of
              the Round
         No: 1/2 - Left Thrust on random character
             1/2 - Right Thrust on random character
    No: follow Basic Pattern
No: follow Basic Pattern
```

- STRATEGY: Heh, if you've been following this section thoroughly, you might've
fought Emerald WEAPON first, so you probably know what it's like to do battle
with an insanely powered, super-giant boss. And from that you could conclude a
few facts: 1) you're in for a long, long fight, and some insane preparing
(unless you've already done it for Emerald, in which case you only have to
change a few things in things-to-get); 2) there's a certain point in the game
only, and where to fight it. First of all, you can only go fight it once you
have disposed Ultimate WEAPON. Meaning that you already must have one weapon
for this battle: Ultima Weapon. It's a bit easier to find than the Emerald
WEAPON was, but you at least have to wait until you have received the airship
in the game, just like you had to wait for submarine to become available to
find Emerald WEAPON. Or, if for some strangely Godforsaken reason you do not
wish to make it fifty times easier on yourself, you can breed and raise your
very own Golden Chocobo and then ride it to your destination. Where exactly is
that "destination", you ask? I was just getting to that, actually. You know the
desert near Gold Saucer area that's inaccessible on foot or really by any other
means in this point of the game? Well, Ruby WEAPON can be found there. Yep, but
you may be wondering why I earlier said "super-giant boss". You don't see any-
thing! Yes, it's there, and if it's not, then you have not fully killed the
Ultimate WEAPON yet. You'll probably view a small red -ish looking thing
peering over the sand. You must fly your Highwind or ride your Chocobo into
it to commence in battle. Then it reveals its true large and imposing self to
you, and lemme tell ya brother, it ain't pretty.

First and foremost, first order of business, needed items (I'm doing this
slightly different this time around): Like before Ethers are needed, and even

moreso than when you fought the last mega-powerful WEAPON. Hi-Potions are
another must-have for this battle since you'll quickly be losing HP like crazy.
I suggest armors with tons of slots, and lots of Materia in them, some of these
may include W-Summon, Knights of the Round, Final Attack+Revive, Mime, HP
Absorb, MP Absorb, and Hades, as well. Hades can be used to Paralyze it. With
that, I'll recommend that you should actually kill two characters you do not
want that badly in the battle, so that there's only one to fight with Ruby
WEAPON. There's a reason for this which I cover extensively in the paragraph to
the below. But for now, let's continue just some more with preparations. Said
character should have ultimate Limit Break (namely Cloud and his Omnislash).
He should also have W-Summon with Knights of the Round on. Mime should be used
to save time when selecting options. Unless you're using other characters.
Ribbon could come in useful to nullify Confuse status imperfection.

We're pretty much the same set-up as Emerald WEAPON, but you don't have Under-
water Materia in place for one thing, and in place of that, you've added the
Hades summon Materia, which as previously stated, can afflict Ruby with
Paralysis. Now, about why you should only have one character in: its Whirlsand
move, which is used in the beginning of battle, sends one character at a time
out of the fight. It does it twice, leaving one standing. It can take out your
most powerful character... at random, so, that's why I suggested taking out
your less wanted fighters and leaving your strongest asset in to fight bravely.
It has many dreaded attacks at its disposal, such as Ruby Ray, Ultima, Ruby
Fire, and Shadow Flare. You need not worry too much about the other attacks
like Grand Sweep (and if it uses Tentacles, it prevents this attack, along with
its other two physical type moves), and this is almost fully bound to happen
sooner or later. Only negative side to that is that it removes your ability to
flee from the scene of battle. Drain Tentacle[HP] attack is no real threat,
either. Just have Regen if you wish to continually heal. MP drainage isn't
an attack to fret over, just use Ethers constantly to maintain a respectable
Magic Point supply. Note: if you use Phoenix, Ifrit, Fire, or any other type
of attack with a fire penchant. For some inexplicapable reason it regains HP
when you use them (maybe being in the desert so long acclimized it to extreme
heats?). I hope you've accrued a lot of Ethers, by the way. Note: like some
people I know used to think, Ruby WEAPON does not have an inparadoxically set
attack pattern, so don't hope for anything. Stringing together Knights of the
Round summon attacks and Omnislash or any other final Limit Break should do him
in quickly. Also, remember to use Hades frequently.

```
================================================================================
-   SUB-BOSS: RUBY'S TENTACLE                                                  -
================================================================================
```

-> Monster's Name: Ruby's Tentacle (both of Ruby's tentacles)
-> Monster's Locations:
- World Map - Gold Saucer Area - Desert (after defeating Ultimate Weapon - only
in the International version) (Ruby Weapon battle) (fly the Highwind into red
arm in the ground)
-> Monster's Level: 37
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 40000
-> Monster's MP: 1000
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 100, 100, 253, 150, 100, 10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison

(normal), Gravity (immune), Water (immune), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Petrification, Berserk, Frog,
Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
none
```

- Note: Ruby's Tentacles (A/B) does not attack on its own. It is in battle to
act as mediums for Ruby Weapon to attack/perform actions

--> Attack Pattern:

-> Basic Pattern:
none

```
================================================================================
-   BOSS: RUFUS                                                                -
================================================================================
```

-> Monster's Name: Rufus
-> Monster's Locations:
- Midgar - Shinra Headquarters - Roof (forced)
-> Monster's Level: 21
-> EXP for Defeating: 240
-> AP for Defeating: 35
-> Gil for Defeating: 400
-> Item Dropped from Monster: Protect Vest (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 500
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   35, 32, 14, 72, 0,   160, 8
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death, Death Sentence

-> Attacks:

```
* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Shotgun                 0   1    Phys  Sht   Phys  16      100  X  X
```

--> Attack Pattern:

-> Basic Pattern:
2/3 - Shotgun on Cloud (Shotgun will always be the first attacked used)
1/3 - Is Rufus' HP greater than 200? and is [Rufus' MaxHP - Rufus' current HP]
     less than 100?
     Yes: Rufus: "Heh, Heh, Heh..." appears on screen
     No: Shotgun on Cloud

- STRATEGY: When you're back at the scene with Cloud and Rufus, you first get
to choose to remove Materia and set them up on Cloud him. I would like to make
one suggestion first. Set Elemental + Poison on his weapon, plus, Fire is a
very useful magic spell in this face-off. If Cloud needs to be healed before

the bout (due to Materia change) with HP or MP, do so, because chances are,
he's going to need all of it due to Rufus' Shotgun attack - usually does 45+
damage at one time. Plus he has a lot of Spd, so, he does it on a lot of turns.
He also has his Dark Nation hell hound, as I like to call it, which can help
him out. One thing it can do is use Bolt magic on you, which reallt starts to
add up insanely in the long run. Not only that, but its physcial attack does
about 20 damage with frequency, as well as accuracy. It also helps him out in
another wat, but I shall get into that in just a little bit later in the next
paragraph that's coming up.

All right, as you know, Rufus only has one attack Shotgun. Now, I already
covered it previously at the above, so I shan't at this time. Anyway, the dmg
can truly add up. Dark Nation has one technique known as Barrier, This is a lot
different from Reno's Pyramid. This is mainly because instead of putting it on
one of your characters and preventing them from attacking, it places a
protective barrier on Rufus and/or itself. This increases his Def and halves
all damage from physical attacks. When these occur, you'll want to resort to
using magical instead of physical moves. Spells like Fire or Bolt will do quite
nicely. About two of those spells are enough to murder Dark Nation. Also, Dark
Nation has MBarrier, which halves magically based damage. If both of these are
placed unto one of them, then you're pretty much screwed, as not even Braver or
Cross Slash can penetrate the regular Barrier. Your only best best at this
point is to use your Poison Elemental weapon, although Limits can still do in
the 100s of dmg. Rufus has 500 HP, so, attack as much as you need to in order
to defeat him. When the fight is over, he submits a Report, and if Dark Nation
is not already KO'd, he removes Dark Nation, then flies off.

==
-   BOSS: SAFER-SEPHIROTH   -
==

-> Monster's Name: Safer-Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return)
-> Monster's Level: 87
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 80000 (base)
- Safer-Sephiroth receives 30000 HP for every character in your party at lvl 99
- Safer-Sephiroth receives 80000 HP if you used Knights of the Round in the
Jenova-SYNTHESIS battle
-> Monster's MP: 680
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   230, 100, 1,   160, 100, 180, 0
   +2* +20*   +5* +16*
* - stats increase by this much for every character in your party at lvl 99
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Reflect, Peerless,
Manipulation, Death Sentence, Death

-> Attacks:

* Name   MP Tar Type Elem Form PwrCst %   M R +Added

```
* Pale Horse               0   1    Mag   -    Mag   35    255  X  X  (1)(2)
* Heartless Angel          0   A*   Phys  -    Spec  -     255  X  X  (3)
* Shadow Flare             100 1    Mag   -    Mag   125   100  X  O
* Break                    86  1    Mag   Eth  Mag   100   100  X  O  (4)
^ Wing Slash               0   1    Phys  Cut  Phys  24    255  X  X  (5)(6)
* Deen                     0   A    Mag   -    Mag   25    255  X  X
* DeSpell                  20  1/S  Mag   -    -     -     I    X  X  (7)
* Wall                     58  S    Mag   -    -     -     I    X  O  (8)(9)
* Super Nova               0   A*   Mag   -    Prop  -     255  X  X  (10)(11)
  Fly High                 0   S    -     -    -     -     I    X  X  (12)(13)
  Fly Down                 0   S    -     -    -     -     I    X  X  (14)(15)
```

(1) Frog [100%], Small [100%]
(2) Sadness [100%]
(3) Dmg = [character HP - 1]
    (leaves characters with only 1 HP)
(4) Petrification [32]
(5) Darkness [100%]
(6) Paralysis [100%]
(7) remove Slow [100%], Stop [100%], Haste [100%], Reflect [100%], Shield
    [100%], Barrier [100%], Magic Barrier [100%], Regen [100%], Resist [100%],
    Death Force [100%]
(8) Barrier [100%]
(9) Magic Barrier [100%]
(10) Dmg = [character HP x 15/16]
(11) Silence [100%], Slow [100%], Confusion [100%]
(12) Safer-Sephiroth flies higher off the ground - range is far
(13) Miscellaneous/Animation
(14) Safer-Sephiroth flies lower to the ground again - range is close
(15) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Action Count increases by 1 every turn Safer-Sephiroth takes
Is Action Count 1?
Yes: Does Safer-Sephiroth have Slow?
     Yes: DeSpell on self
     No: Has Safer-Sephiroth used Wall?
         Yes: DeSpell on all characters
         No: Wall on self
No: Is Action Count 2?
    Yes: Has Safer-Sephiroth used DeSpell on all characters?
         Yes: Deen on all characters
         No: Shadow Flare on random character
    No: Is Action Count 3?
        Yes: Wing Slash on character with highest HP
        No: Is Action Count 4?
            Yes: Fly High on self
            No: Is Action Count 5?
                Yes: Pale Horse on random character
                No: Is Action Count 6?
                    Yes: Super Nova on all characters
                    No: Is Action Count 7?
                        Yes: Is Safer-Sephiroth's HP less than or equal to 1/4
                             of its MaxHP?
                             Yes: Heartless Angel on all characters
                             No: Break on random character
                        No: Fly Down on self
                           [Action Count reset to 0]
```
```

- STRATEGY: As the remnants from Bizarro fight clear away, you start
hearing the ominously resounding song, One Winged Angel start to play. And how
fitting it is. "Burning inside with violent anger" (translated from the Latin).
This guy is quite the tough battle, but, since you can't prepare with anything
but what you had with the Bizarro-Sephiroth, which I recommend to be the
absolute strongest stuff you have, but however, I do not recommend having used
a lot of MP on Bizarro, as you'll need it all here during this ferocious
battle. First of all, let's get really in-depth into his attacks, and cover
some of the punishing possibilities, as he's not as friggin' forgiving as
he was in his Bizarro stage, as now he's the "One Winged Angel". First of all,
Shadow Flare; it's perhaps the most roborant attack he has singularly. First of
all, when he uses it, if you don't have it, you can learn it with Enemy Skill,
that is, as long as he attacks the character equipped with it, in which case
they'll learn it. Otherwise, they won't, unless multiple characters possess the
Enemy Skill. However, be warned that it does carry out a lot of Sephiroth's
fury, and executes assloads of damage. So, make sure to keep your HP's high. In
retrospect, once you learn it (unless you didn't get it previously from
Ultimate WEAPON), it's a decent attack against him, but certainly not your best
bet. Deen, unlike what you might expect, already learning the excrutiating way,
that in Final Fantasy VII, when the name of an attack sounds like it can't do
crap, it usually does some moderate to high damage. This attack falls into the
category of unadulterated mediocracy. It does about 1200 damage to all
characters, which is a damage threshold which you should have grown accustomed
to by this point in time (it's the last damn battle!...sorta...) Having Regen
in place should null its effects in no time, but, if you wish for more
expeditious recovery, you can cast something like Cure2 (no need to waste all
of Cure3's precious MP on rejuvenating such a pitiful attack).

Next up, we Wall, which isn't offensive at all, but rather, defensive on his
part, as seen by its effect. First off, what it does is implements Barrier on
himself, which in itself halves the damage done by physical attacks. The last
part about it is that it also incoporates MBarrier, which is the opposite of
Barrier, in that instead of halving physical damage, it halves magical attacks
instead. This move sucks, as he usually has enough (a lot) of HP to deal with,
and by instating these nuisance limitations, he makes it almost twice as hard.
Although, there is a counter-action to do here, and that's to utilize your
Destruct Materia with DeBarrier, and that shall remove all effects created by
this move. Pale Horse gets annoying, but we've seen worse. It, first of all,
does non-elemental magically inclined damage versus the entire band of
characters battling, but, that's not it; we also experience status effects.
Ribbon is useful on all characters here. This is why I mainly recommend
having Ribbon equipped rather than Tetra Elemental for Bizarro, as you can't
resuit yourselves, so, you might as well possess adequate preparations in
the much harder of the two. Also because, as you can plainly see, Safer-
Sephiroth does not use any elemental attacks whatsoever, thus rendering the
protective qualities of any Tetra Elemental utterly useless, when you can
actually do something condusive you this major fight, and have Ribbon on.
All right, for his one physical attack; it's more powerful than most other
physical attacks you've faced, and rightfully so, as he is, in fact the final
boss in a way. It does around 1500+ damage to one character, leaving them
with a rather high HP load to replenish thereafterwards. He also can fly
higher or lower depending on current altitude, as well as how you've attacked
him so far. If you've shotoff on him with mainly physical attacks, he flies
higher, and after you've devastated him with enough magics, he comes back down,
and you can repeat that in somewhat of a cycle.

Lastly, we come to his ultimate attack, one that is bound to leave many of
you speechless, and in awe, questioning your mortal sanity. This, folks, is
Super Nova. Not only does it have the most impressive looking animation for

any attack in the game, and looks totally the most omnipresently cataclysmic, but it backs it up with quite a large amount of damage, usually. This attack, being his most dynamically powerful attack, surprisingly, is used on a more usual basis than you'd may think. I say it happens about every 5+ turns that Safer gets, which is annoying. What occurs is that Sephiroth summons a huge rift from a far out galaxy in the cosmos, probably not in this dimension, and first sends it through a blackhole, which means it must be unimagineably powerful, as scientifically, nothing can withstand the gravity and density of a blackhole, but this manages to cut through. From here, it starts decimating many planets, starting with Pluto, then Neptune, followed by Jupiter, then Saturn, then it cuts straight to the Sun, and totally annihilates it, almost personificationally reinacting the Big Bang, which is actually a cyclopean Super Nova! It then consumes Mercury, and totally incinerates the hell out of it, and following it is Venus, which is also disintegrated. Of course, next comes Earth, when it gets dramatic, and it engulfs the minuscule planet, and Sephiroth is unphased, and totally undamaged by the impending disaster, but, your characters receive damage, but surprising *can't EVER* get KOed from this onslaught. The planet, however, remains intact, and I assume every other planet in the solar system was demolished, or sent out of orbit, but you know... Anyway, your characters sustain 93.8% of their current HP experiencing deletion, which obviously signifies that they cannot die from this. And it's funny, that no matter how much he does this, the planets always seem to be reanimated and then obliterated again.

With all of that attacking information and mumbo-jumbo out of the way, let's cut straight to the heart of the strategy. First of all, let me correct myself, as this doesn't require much strategy, as it usually ultimately turns out with you unleashing all of your most powerful attacks with the utmost insanity, in a seemingly vague attempt of annihilating Safer. But, I'll list what you should need, and how you should be by this end of the game. First of all, we shall definitely be in need of the Destruct Materia (preferrably mastered), for reasons touted above (mainly his Wall). Also, you'll be in desperate need of the Restore Materia, which I hope to Jesus that you've been carrying and have equipped throughout the bulk of the game, as it's your main lifesaver in this intense final confrontation. Also, in this bout, you'll want to have some of the game's higher summons, such as Bahamut ZERO and Hades. Make sure a lot of them can hit for 9999 damage. But note, that if you wish to end this fight in a matter of ONE TURN, you can use the Knights of the Round summon, which puts Sephy to shame completely. But, since that's quite difficult and time consuming to obtain, you should have a plethora of other powerful attacks in your repertoire. For instance, some of your black magics should be enough in itself repetitively to bring him down, such as Comet2 and Ultima, plus some Contains of higher levels, such as Flare. They can do from 8000 damage to 9999 each time of usage, but can really send your MP on a downward spiral. Let loose on him with them, and, of course, you always have Lv4 or high Lv3 Limit Breaks to fall back on. Omnislash, for one, can sometimes finish him with one fell swoop, as well as some others on a good hit, like Lv4s. Having Regen, as well as Big Guard in place on your whole entire party is useful to have in this fight, too, as it saves some HP, and also recovers HP continually, evening all his attacks out. With tons of attacks, and some luck, you'll have him beaten.

```
================================================================================
-   SAHAGIN                                                                    -
================================================================================
```

-> Monster's Name: Sahagin
-> Monster's Locations:
- Midgar - Sewer Under Sector 6
-> Monster's Level: 10
-> EXP for Defeating: 30

```
-> AP for Defeating: 3
-> Gil for Defeating: 89
-> Item Dropped from Monster: Potion x1 (8), Hyper x1 (2)
-> Item Stolen from Monster: Hyper x1 (8)
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 150
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   23,  32,  2,   59,  8,   64,  12
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (absorb), Wind (normal), Holy (normal)
- Cannot evade Punch
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Water Gun               0   1    Phys  Sht   Phys  22      90   O  X
^ Harpoon                 0   1    Phys  Pnch  Phys  16      100  O  X  (1)
  Shell Defense           0   -    -     -     -     -       -    X  X  (2)(3)

(1) only attack that will be used if under Berserk
(2) Def = 512
(3) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
3/4 - Water Gun on random character
1/4 - 1/2 - Harpoon on random character
      1/2 - Water Gun on random character

-> Counterattack Pattern:
15/16 - do nothing
1/16 - Shell Defense against any ally or character attack that effects Sahagin


===============================================================================
-   BOSS: SAMPLE: HO512                                                       -
===============================================================================

-> Monster's Name: Sample: HO512
-> Monster's Locations:
- Midgar - Shinra Headquarters - 68th Floor (forced)
-> Monster's Level: 19
-> EXP for Defeating: 300
-> AP for Defeating: 30
-> Gil for Defeating: 250
-> Item Dropped from Monster: Talisman x1 (100%), Grenade x[number of -opts
killed] (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1000
-> Monster's MP: 120
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   40,  60,  1,   65,  35,  64,  1
-> Fire (normal), Ice (normal), Lightning (1/2), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence, Death
```

```
- Absorbs Poison

-> Attacks:

* Name                       MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Shady Breath               4   A    Mag   Psn   -     -       255  X  X  (1)
* Reanimagic                 40  AA*  MHPr  Res   Prop  2390    255  X  X  (2)(3)
                                                                            (4)

^ Keyclaw                    0   1    Phys  Cut   Phys  16      100  X  X


(1) Poison [72%]
(2) revive a Sample: HO512-opt from KO [100%]
(3) revives with MaxHP
(4) Sample: HO512-opts disappear when KO'd; this attack reanimates their model


--> Attack Pattern:


-> Basic Pattern:
Shady Breath on all characers
Is at least on Sample: HO512-opt under KO and inanimated and is Sample: HO512's
MP great than or equal to 40?
Yes: Reanimagic on random Sample: HO512-Opt under KO and inanimated (if more
     than Sample: HO512-opt is under KO and inanimated, Reanimagic on all
     Sample: HO512-opts under KO and inanimated)
No: Does at least one character have not Poison?
    Yes: 3/4 - do nothing
         1/4 - Shady Breath on all characters
    No: Keyclaw on random character with Poison


- STRATEGY: This is totally a strategy fight. The boss has a few attacks, and
one of which is Shady Breath. This does Poison to possibly all of your group's
members, however, the Acc% of this attack is a discrepant factor in this
attack. It pretty much negates the possibility (doesn't completely diminish it)
of it connecting and executing its maximum effect and potential on all of the
party. Meaning, that it's totally redundant to even have such an attack. It
usually only gets one character, and sometimes two, in which case you should
take the following precautions on two characters. In the unlikely event that it
makes contact with all three characters, you'll definitely need to be in
possession of a few Antidotes for possible future utilization. The before-the-
battle precaution I implore you to make is to have Star Pendant which you ought
to have obtained from the 63rd story. Also, if need be, I make the suggestion
and strong recommendation that you equip the linked Materia combination,
Elemental=Poison on an armor. And, of course, in the event that you need to
nullify Poison from all three active characters, you can use Antidotes. Just
about after every single Shady Breath attack, it's followed by Rolling Attack,
but not in all scenarios, as I have found irreconcilable break in this (and is
a major inconsistency at times -> I have discovered that it is variable from
file to file). Its "slash" attack just does facetious amounts of damage, and
no special exceptions or trick additions. HO512-opts (its henchmen, which I
cover in just a second) have their own miniature attack, as well. Now, the
HO512-opt enemies have 200 HP, and quite easy to kill if you're around lvl15+.
But, there is no point at all in doing so since the boss puts them under total
reanimation right afterwards, so you can never have a bare boss. HO512 is in
the back row, connotating that Cloud and Red XIII do less damage with physical
attacks, and Barret is the only one that can do respectable damage - that's why
I allude bringing in him over Tifa.

Again, don't bother killing HO512-opts as they only respawn afterwards. But,
there is one minor beneficial part of killing them, and that is that you
```

receive an amount of Grenades that is correspondant to the number of them you kill. Also, the mini foes, HO512-opts, have the Rolling Attack as part of their offensive armamentarium. This attack is more roborantly oppressive than its normal strike, and the average damage range is from 25-40 -> not much, is it? Each one's HP are depletable when 200 damage has been dispersed onto them, but it's really pointless to do so, sans the fact of Grenade accumulation which equates to amount of opts disposed of, as touted previously. HO512 itself isn't really a lot to deal with by itself, but, when you have four enemies at one time with their dmgs accumulating, it can really rack up. I'd say in an average "round" they can dish out seperated 90 damage points at least, and 125 at most. A way to heal all of your characters' diminished Hit Points at once, a quite effective method at that (although it costs some MP), is to link Restore and All, and that revalesces everyone's lost HP in just one turn rather than doing it all seperately. As you can see, this is a gigantic strategic expedite. Alleviating Poison imperfection dealt by Shady Breath would be much easier if we had Heal Materia. If you're wondeing why Red XIII's and Cloud's physical attacks do so little, it's because HO512 is located in the back enemy row, reducing damage. Barret's attack is the only attack at this point which can do regular damage. I suggest putting him in the front row, though. Atypically, Cloud or Red do over 55 damage with normal attacks. Consistently their damages do in the 40- vicinity, and they should most definitely be placed in the front row of the battle. Heh, you'd probably think by looking at HO512 it would go under some transubstantiation or transmogrification due to its biologically and freakishly disgusting appearance, however, it's quite the contrary. HO512 also possesses a medium amount of HP for this point in the game, 1800, but it's easy to beat if you follow the following agglomeration of gathered and formulated tips, and intelligence information.

Now, since you already are aware of the fact that HO512 is in the back row, and Cloud and Red cannot hit for optimum damage or perform at maximum potential, this is where we begin. This is why I recommend that Cloud be equipped with some useful long-distance magic Materia, such as Fire, Bolt, or Ice. If you truly wish to inflict harm upon HO512 and HO512-opts as well, link the magic(s) with All. However, this does subtract damage dispensed on four enemies by nearly half. So, since our primary focus is the main boss HO512, I seriously do not suggest linking All to them. A good suggestion is that if you wish to add an extra 15-20 dmg to Red/Cloud's normal strikes, link Elemental Materia to Fire on their weapon(s). This cannot happen with Red, though, but he does come with Fire and All pre-linked, but it's only useable once, so take heed to that fact. It may not be much, but think of it as such: in three turns alone, that's 54+ damage extra. I have discovered that Fire does slightly more than Bolt and Ice does about the same as Bolt, give or take a few dmg pts. I've found out also that adding Elemental=Fire to Barret's weapon helps to increase his average damage by nearly 13 or so. If you've collected enough Potions, use them if you've a picky fetish about maintaining your perfect HP at all times. And in conjunction to curing minused HP, you ought to use Ethers for MP rejuventation. In this insinuendo of a situation rarity, it's the *only* time you should use that Elixir: your health is in critical state, and MP is < 4 -> only can heal one person, however. Anyways, obviously, we're going to be utilizing Limit Breaks, and of course you, as I already mentioned, will be in the front row, thus amplifying them as much as possible. Cross Slash will probably be the second most useful, with Big Shot being the most, and Red's Sled Fang (Lv1 Limit Break) will be least. If you're hurting for MP, Mindblow is good. I'd say, altogether, that if you follow these instructions and this strategic prepping, you should not have any/much trouble in defeating HO512. If you kill the HO512, its opts die along side it, yet they don't count towards the amount of Grenades you receive.

```
================================================================================
-    SUB-BOSS: SAMPLE: HO512-OPT                                               -
```

```
================================================================================

-> Monster's Name: Sample: HO512-opt
-> Monster's Locations:
- Midgar - Shinra Headquarters - 68th Floor (Sample: HO512 battle) (forced)
-> Monster's Level: 7
-> EXP for Defeating: 20
-> AP for Defeating: 2
-> Gil for Defeating: 0
-> Item Dropped from Monster: Tranquilizer x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 300
-> Monster's MP: 48
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   22,  46,  4,   45,  18,  32,  2
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog, Small, Manipulation


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
  Rolling Attack           0   1    Phys  Hit   Phys  48      90   X  X
* Fire                     4   1/A  Mag   Fir   Mag   8       100  X  O
* Ice                      4   1/A  Mag   Ice   Mag   8       100  X  O
^ Bodyblow                 0   1    Phys  Hit   Phys  16      95   X  X  (1)


(1) only attack that is used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
BSV is 0, 1, 2, 3 (chosen randomly)
Is BSV 0?
Yes: Bodyblow on random character
No: Is BSV 1?
    Yes: Does at least one character not have Paralysis?
         Yes: Rolling Attack on random character without Paralysis
    No: Is BSV 2?
        Yes: Is Sample: HO512-opt's MP greater than or equal to 4?
             Yes: 2/3 - Bodyblow on random character
                  1/3 - Fire on random character
            No: Bodyblow on random character
        No: Is BSV 3?
            Yes: Is Sample: HO512-opt's MP greater than or equal to 4?
                 Yes: 2/3 - Bodyblow on random character
                      1/3 - Fire on random character
                No: Bodyblow on random character


- Note: Sample: HO512-opt is reanimated infinitely until Sample: HO512 is KO'd


================================================================================
-   BOSS: SCHIZO (LEFT)                                                        -
================================================================================

-> Monster's Name: Schizo (left)
-> Monster's Locations:
- Gaea's Cliff - Final Area (forced)
```

```
-> Monster's Level: 43
-> EXP for Defeating: 2200
-> AP for Defeating: 120
-> Gil for Defeating: 1500
-> Item Dropped from Monster: Dragon Fang x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 18000
-> Monster's MP: 350
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    57, 52,  1,   72,  40,  94,  0
-> Fire (normal), Ice (absorb), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless, Manipulation, Death
Sentence, Death


-> Attacks:

* Name                     MP  Tar  Type  Elem   Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
^ Double Breath            10  1    Mag   Fi/Ic  Mag   55      255  X  X
^ Left Breath              10  1/A  Mag   Ice    Mag   35      255  X  X
^ Left Breath 2            0   A*   Mag   Lit    Mag   35      255  X  X
^ Tremor                   8   A*   Mag   Eth    Mag   25      255  X  X


--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0, 1, 2?
Yes: Is Schizo (right) not under KO?
     Yes: Left Breath on random character
    No: Left Breath on all targettable characters
         [Action Count +1]
No: Is Action Count 3, 4?
    Yes: Action Count +1
    No: Is Schizo (right) not under KO?
        Yes: Double Breath on random character
        No: Is second character in party formation not under KO?
            Yes: Left Breath on all targettable characters
            No: Is first character in party formation not under KO?
                Yes: Left Breath on all targettable characters
                No: Is third character in party formation not under KO?
                    Yes: Left Breath on all targettable characters
                    No: Game Over
                        [Action Count reset to 0]


-> Counterattack Pattern:
Has Schizo (left) had five turns?
Yes: Tremor on all characters (used every sixth turn)
No: follow Basic Pattern

-> Special KO Pattern:
Is Schizo (left)'s HP 0?
Yes: Left Breath 2 on all characters
No: follow Basic Pattern

- STRATEGY: As you can see, Schizo is actually two bosses for the price of one,
and this will escalate the difficulty level, as well as the need for actual
strategic tactics as opposed to randomly and aimlessly bashing away
```

significantly increases. What you see is actually two dragon-like heads on one body, thus, you can move your attack confirmation arrow left and right in accordance to where they are. You'll get nowhere if you don't know which ones they are, as both of them have elemental inclinations to one specific element, and the rest are normal, even the one that their particular element is supposedly weaker to. The one on the left is Ice based and absorbs Ice type attacks, of course, whilst the right one thusly absorbs Fire as it's based on Fire. And when you think about it, it's truly an easy concept to grasp. All this in mind, we need to make some preparations that can be benefical to us, and prove to us advantageous in this conflict. Also first note that, like all bosses, Schizo is consummately immune to Gravity attacks and magic. First of all, I suggest that you have the Enemy Skill Materia equipped, for reasons discussed later in the strategy, as it'll prove to be a lifesaver... literally. The Restore-All combination is a must have (with Regen), so if you don't, take your scrawny little ass back out for some more training to level it up. Note that all subsequent Restore spells after Cure are necessities in this fight, however, Cure won't prove to be of much use. As for another thing, Barrier leveled to M-Barrier is immensely useful, as it helps reduce said enormous damage from the magic attacks by half, but be sure to pair it with an All. You theoretically could have Ice2 and Fire2 on, but they serve no major purpose, as one side is immune and it only does mundane damage to the other. You even might also want to consider equipping one character with Aurora Armlet and the other with Fire Armlet, for obvious reasons. Haste Materia at this point is useful, too, when used, so, it's a good suggestion, especially for you people negligent to lvling up.

First off, as we've covered, everyone of this boss' attacks does monstrous amounts of damage. The elemental attacks usually do within a huge damage spectrum of 1000+. I know, that's a lot, but it's the truth. Tremor, on the other hand, does from 700+ damage to above... on all characters! So, needless to say, you need to keep your HP up. Ok, prioritizationally speaking you should really focus on attacking whenever you get the right opportunity (mainly when your HP is comfortably high), and that should normally be with some ultra-powerful attacks. Some of these include but are not limited to: most summons past Ramuh (be careful with Kjata, as it heals him), Cloud's Lv2 Limit Breaks (if he's developed his first Lv3 one, great. OMG Cloud's hit Limit Break puberty!), Death Gigas with Vincent, or most any other Lv2 or higher Limits with other characters. You can free up a Materia slot by substituting Haste for Red XIII and use his Lunatic High, but it's more appropriate to have him in with higher Limits such as Lv2s+. Howling Moon can elevate his attack damage to about 1000+, given he has the right weapon. Note: sometimes the bosses combine both of their unique elemental attacks into one, causing overly catastrophic damage to one character. As I said, Bahamut and Odin are summons that can do about 2500 or more damage, and Alexander (if you have him) can hit for 3000+. Comet can do 1000+ damage, and Comet2 (gratz if you have it), can even hit for 2000+ damage, which is a nice asset to you in this battle. Three last notes: In order to kill off this boss completely, both heads have to say byebye. Its Breath 2 attack, each head does as it's dying, and does for about 1400 damage to all characters, this is why I recommended Big Guard. But note that if a character has Aurora or Fire Armlet on, HP healed will also be sliced in half. And also, its Agl becomes drastically slower once it loses a head, and one remains. For winning you get a Dragon Fang, but I suggest that at least at some point you steal a Protect Ring from Schizo (right).

```
================================================================================
-   BOSS: SCHIZO (RIGHT)                                                       -
================================================================================
```

-> Monster's Name: Schizo (left)
-> Monster's Locations:

```
- Gaea's Cliff - Final Area (forced)
-> Monster's Level: 43
-> EXP for Defeating: 2200
-> AP for Defeating: 120
-> Gil for Defeating: 1500
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Protect Ring x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 18000
-> Monster's MP: 350
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   57, 52, 1,   72, 40,  94,  0
-> Fire (normal), Ice (absorb), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Slow, Stop, Confusion, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Haste, Peerless, Manipulation, Death
Sentence, Death


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
^ Double Breath         10  1    Mag   Fi/Ic Mag   55      255  X  X
^ Right Breath          10  1    Mag   Fir   Mag   35      255  X  X
^ Right Breath 2         0  A*   Mag   Lit   Mag   35      255  X  X
^ Tremor                 8  A*   Mag   Eth   Mag   24      255  X  X


--> Attack Pattern:

-> Basic Pattern:
Yes: Is Schizo (left) not under KO?
     Yes: Right Breath on random character
     No: Right Breath on all targettable characters
         [Action Count +1]
No: Is Action Count 3, 4?
    Yes: Action Count +1
    No: Is Schizo (left) not under KO?
        Yes: Double Breath on random character
        No: Is second character in party formation not under KO?
            Yes: Right Breath on all targettable characters
            No: Is first character in party formation not under KO?
                Yes: Right Breath on all targettable characters
                No: Is third character in party formation not under KO?
                    Yes: Right Breath on all targettable characters
                    No: Game Over
                        [Action Count reset to 0]


-> Counterattack Pattern:
Has Schizo (right) had five turns?
Yes: Tremor on all characters (used every sixth turn)
No: follow Basic Pattern

-> Special KO Pattern:
Is Schizo (right)'s HP 0?
Yes: Right Breath 2 on all characters
No: follow Basic Pattern

- STRATEGY: As you can see, Schizo is actually two bosses for the price of one,
and this will escalate the difficulty level, as well as the need for actual
strategic tactics as opposed to randomly and aimlessly bashing away
```

significantly increases. What you see is actually two dragon-like heads on one body, thus, you can move your attack confirmation arrow left and right in accordance to where they are. You'll get nowhere if you don't know which ones they are, as both of them have elemental inclinations to one specific element, and the rest are normal, even the one that their particular element is supposedly weaker to. The one on the left is Ice based and absorbs Ice type attacks, of course, whilst the right one thusly absorbs Fire as it's based on Fire. And when you think about it, it's truly an easy concept to grasp. All this in mind, we need to make some preparations that can be benefical to us, and prove to us advantageous in this conflict. Also first note that, like all bosses, Schizo is consummately immune to Gravity attacks and magic. First of all, I suggest that you have the Enemy Skill Materia equipped, for reasons discussed later in the strategy, as it'll prove to be a lifesaver... literally. The Restore-All combination is a must have (with Regen), so if you don't, take your scrawny little ass back out for some more training to level it up. Note that all subsequent Restore spells after Cure are necessities in this fight, however, Cure won't prove to be of much use. As for another thing, Barrier leveled to M-Barrier is immensely useful, as it helps reduce said enormous damage from the magic attacks by half, but be sure to pair it with an All. You theoretically could have Ice2 and Fire2 on, but they serve no major purpose, as one side is immune and it only does mundane damage to the other. You even might also want to consider equipping one character with Aurora Armlet and the other with Fire Armlet, for obvious reasons. Haste Materia at this point is useful, too, when used, so, it's a good suggestion, especially for you people negligent to lvling up.

First off, as we've covered, everyone of this boss' attacks does monstrous amounts of damage. The elemental attacks usually do within a huge damage spectrum of 1000+. I know, that's a lot, but it's the truth. Tremor, on the other hand, does from 700+ damage to above... on all characters! So, needless to say, you need to keep your HP up. Ok, prioritizationally speaking you should really focus on attacking whenever you get the right opportunity (mainly when your HP is comfortably high), and that should normally be with some ultra-powerful attacks. Some of these include but are not limited to: most summons past Ramuh (be careful with Kjata, as it heals him), Cloud's Lv2 Limit Breaks (if he's developed his first Lv3 one, great. OMG Cloud's hit Limit Break puberty!), Death Gigas with Vincent, or most any other Lv2 or higher Limits with other characters. You can free up a Materia slot by substituting Haste for Red XIII and use his Lunatic High, but it's more appropriate to have him in with higher Limits such as Lv2s+. Howling Moon can elevate his attack damage to about 1000+, given he has the right weapon. Note: sometimes the bosses combine both of their unique elemental attacks into one, causing overly catastrophic damage to one character. As I said, Bahamut and Odin are summons that can do about 2500 or more damage, and Alexander (if you have him) can hit for 3000+. Comet can do 1000+ damage, and Comet2 (gratz if you have it), can even hit for 2000+ damage, which is a nice asset to you in this battle. Three last notes: In order to kill off this boss completely, both heads have to say byebye. Its Breath 2 attack, each head does as it's dying, and does for about 1400 damage to all characters, this is why I recommended Big Guard. But note that if a character has Aurora or Fire Armlet on, HP healed will also be sliced in half. And also, its Agl becomes drastically slower once it loses a head, and one remains. For winning you get a Dragon Fang, but I suggest that at least at some point you steal a Protect Ring from Schizo (right).

```
===============================================================================
-    SCISSORS                                                                 -
===============================================================================
```

-> Monster's Name: Scissors
-> Monster's Locations:

```
- North Crater - Descent into the Crater (second area)
- North Crater - Descent into the Crater (third area - outside)
- North Crater - Descent into the Crater (third area - inside)
- North Crater - Cavern (area where your party splits up)
-> Monster's Level: 33
-> EXP for Defeating: 1000
-> AP for Defeating: 90
-> Gil for Defeating: 1400
-> Item Dropped from Monster: X-Potion x1 (8)
-> Item Stolen from Monster: Ether x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 2900
-> Monster's MP: 88
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   72,  58,  1,   70,  65,  80,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Sleep, Slow, Stop, Confusion, Paralysis, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Haste, Peerless, Manipulation, Death
Sentence


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Scissor Kick             0   1    Phys  Sht   Phys  16      100  X  X
* Scissor Attack           0   1    Phys  -     Phys  1       100  X  X  (1)(2)
* Cross Scissor            0   1    Phys  Sht   Phys  16      100  X  X

(1) Scissors divides into Scissors (Upper) and Scissors (Lower)
(2) Death [100%]


--> Attack Pattern:

-> Basic Pattern:
Is Scissor's HP less than or equal to 1/2 of its MaxHP?
Yes: Scissor Attack on last character to attack Scissor
     split into Scissors (Upper) and Scissors (Lower)
No: 1/2 - Scissor Kick on random character
    1/2 - Cross Scissor on random character


===============================================================================
-   SCISSORS (UPPER)                                                          -
===============================================================================


-> Monster's Name: Scissors (Upper)
-> Monster's Locations:
- North Crater - Descent into the Crater (second area) (Scissors battle)
- North Crater - Descent into the Crater (third area - outside) (Scissors
battle)
- North Crater - Descent into the Crater (third area - inside) (Scissors
battle)
- North Crater - Cavern (area where your party splits up) (Scissors battle)
-> Monster's Level: 33
-> EXP for Defeating: 1200
-> AP for Defeating: 90
-> Gil for Defeating: 1400
-> Item Dropped from Monster: X-Potion x1 (8)
-> Item Stolen from Monster: Ether x1 (32)
-> Item Morphed from Monster: None
```

```
-> Monster's HP: 2900
-> Monster's MP: 88
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   72, 58, 1,   60, 65, 80, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Sleep, Slow, Stop, Confusion, Paralysis, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Haste, Peerless, Manipulation, Death
Sentence


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Bloody Nail              0   1    PhAb  -     Phys  16      255  X  X
* Cross Scissor            0   1    Phys  Sht   Phys  16      100  X  X
* Scissor Tornado          0   1    -     -     -     -       I    X  X  (1)


(1) remove character from battle (escape status)


--> Attack Pattern:


-> Basic Pattern:
Is Action Count 0, 1?
Yes: Does at least one character not have Confusion?
     Yes: Cross Scissor on random character without Confusion
     No: do nothing
         [Action Count +1]
No: Is Action Count 2?
    Yes: Does at least one character not have Confusion?
         Yes: Is Scissor (Upper)'s HP less than its MaxHP?
              Yes: Bloody Nail on random character without Confusion
              No: Cross Scissor on random character without Confusion
         No: do nothing
             [Has Scissor Tornado not been used?
              Yes: Action Count +1]
              No: Action Count reset to 0]
    No: Does at least one character not have Confusion?
        Yes: Has Scissor Tornado not been used?
             Yes: 2/3 - Cross Scissor on random character without Confusion
                  1/3 - Scissor on random character without Confusion
             No: Cross Scissor on random character without Confusion
        No: do nothing
            [Action Count reset to 0]


===============================================================================
-   SCISSORS (LOWER)                                                          -
===============================================================================


-> Monster's Name: Scissors (Lower)
-> Monster's Locations:
- North Crater - Descent into the Crater (second area) (Scissors battle)
- North Crater - Descent into the Crater (third area - outside) (Scissors
battle)
- North Crater - Descent into the Crater (third area - inside) (Scissors
battle)
- North Crater - Cavern (area where your party splits up) (Scissors battle)
-> Monster's Level: 33
-> EXP for Defeating: 1200
-> AP for Defeating: 90
```

```
-> Gil for Defeating: 1400
-> Item Dropped from Monster: X-Potion x1 (8)
-> Item Stolen from Monster: Ether x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 2900
-> Monster's MP: 88
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   72, 58,  1,   60,  65,  80,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Sleep, Slow, Stop, Confusion, Paralysis, Petrification, Berserk,
Frog, Small, Slow-Numb, Seizure, Haste, Peerless, Manipulation, Death
Sentence


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Scissor Kick            0   1    Phys  Sht   Phys  16      100  X  X
* Cure3                   64  1A/A Mag   Res   Cure  2876    255  X  O
* Confu                   18  1/A  Mag   -     -     -       100  X  O  (1)


(1) Confusion [60]


--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0, 1?
Yes: Does at least one character not have Confusion?
     Yes: Scissor Kick on random character without Confusion
     No: do nothing
         [Action Count +1]
No: Is Action Count 2?
    Yes: Does at least one character not have Confusion?
         Yes: Is Scissors (Lower)'s MP greater than or equal to 18?
              Yes: Confu on random character without Confusion
              No: Scissor Kick on random character without Confusion
         No: do nothing
             [Action Count +1]
    No: Is Scissors (Upper) not under KO and has Scissors (Lower) not used
        Cure3 on Scissors (Upper)?
        Yes: Is Scissors (Lower)'s MP greater than or equal to 64 and is
             Scissors (Upper)'s HP less than or equal to 1/3 of its MaxHP?
             Yes: Cure3 on Scissors (Upper)
             No: do nothing
        No: Is Scissors (Lower)'s MP greater than or equal to 64 and is
            Scissors (Lower)'s HP less than or equal to 1/3 of its MaxHP?
            Yes: Cure3 on Scissors (Lower)
            No: do nothing
                [Action Count reset to 0]


=======================================================================
-   SCOTCH                                                            -
=======================================================================

-> Monster's Name: Scotch
-> Monster's Locations:
- Midgar - Wall Market - Don Corneo's Mansion
-> Monster's Level: 11
-> EXP for Defeating: 22
```

```
-> AP for Defeating: 0
-> Gil for Defeating: 60
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 150
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   22,  32,  5,   44,  33,  18,  10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Machine Gun              0   1    Phys  Sht   Phys  16      100  X  X
^ Hit                      0   1    Phys  Hit   Phys  16      100  O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Scotch Pre-Selects a random character at the beginning of battle
Has Scotch been attacked, and/or is at least one Corneo's Lackeys under KO?
Yes: Is Pre-Select character not under KO?
     Yes: Machine Gun x2 on Pre-Select character
     No: Machine Gun x2 on random character
No: Is at least one Corneo's Lackey's HP less than or equal to 1/2 of its
    MaxHP?
    Yes: Is Pre-Select character no under KO?
         Yes: Machine Gun on Pre-Select character
         No: Machine Gun on random character
No: Have none of the above conditions been met?
    Yes: Is Pre-Select character not under KO?
         Yes: Hit on Pre-Select character
         No: Hit on random character
Pre-Select character can be the last character to attack Scotch


===============================================================================
-    SCREAMER                                                                 -
===============================================================================


-> Monster's Name: Screamer
-> Monster's Locations:
- Mt. Nibel - Nearing Mako Reactor (present)
- Mt. Nibel - Mako Reactor Vicinity (present)
- Mt. Nibel - Outside Mako Reactor (present)
-> Monster's Level: 26
-> EXP for Defeating: 400
-> AP for Defeating: 33
-> Gil for Defeating: 400
-> Item Dropped from Monster: Earth Drum x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Power Source x1
-> Monster's HP: 800
-> Monster's MP: 40
-> Att, Def, Df%, Dex, MAt, MDf, Luck
```

```
        67,  44,  1,   68,  40,  120, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* War Cry                  4   1    Mag   -     -     -       -    O  X  (1)
^ Ironball                 0   1    Phys  Hit   Phys  20      115  O  X  (2)
* Iron Attack              0   A    Phys  Eth   Phys  40      100  O  X


(1) Sadness [100%]
(2) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Is Action Count 0?
Yes: Action Count +1
No: Is Action Count 1?
    Yes: Does at least one character have Paralysis?
         Yes: Ironball on random character with Paralysis
         No: Does at least one character have Sadness?
             Yes: Ironball on random character with Sadness
             No: Ironball on character with highest HP
    No: Is Action Count 2?
        Yes: Action Count +1
        No: Is Action Count 3?
            Yes: Does at least one character have Paralysis?
                 Yes: Ironball on random character with Paralysis
                 No: Does at least one character have Sadness?
                     Yes: Ironball on random character with Sadness
                     No: Ironball on character with highest HP
                         [2/3 - Action Count reset to 0]
                         [1/3 - Does at least one character not have Sadness?
                                Yes: Action Count +1]
                                No: Action Count reset to 0]
            No: Does at least one character not have Sadness?
                Yes: War Cry on random character without Sadness
                No: War Cry on random character

-> Counterattack Pattern:
Is Screamer's HP less than or equal to 1/8 of its MaxHP?
Yes: 1/2 - Iron Attack on all characters
     1/2 - follow Basic Pattern
No: follow Basic Pattern


===============================================================================
-    SCRUTIN EYE                                                              -
===============================================================================

-> Monster's Name: Scrutin Eye
-> Monster's Locations:
- Shinra Cargo Ship (after crew is killed)
-> Monster's Level: 15
-> EXP for Defeating: 80
-> AP for Defeating: 8
-> Gil for Defeating: 120
```

```
-> Item Dropped from Monster: Ether x1 (2)
-> Item Stolen from Monster: Ether x1 (32)
-> Item Morphed from Monster: Turbo Ether x1
-> Monster's HP: 240
-> Monster's MP: 60
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   20, 20, 16, 36, 5,  96, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (immune), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Ice2                    22  1    Mag   Ice   Mag   20      100  O  O
* Fire2                   22  1    Mag   Fir   Mag   20      100  O  O
^ Drilldrive              0   1    Phys  Pnch  Phys  16      100  O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Is Scrutin Eye in the front row?
Yes: 1/2 - Drilldrive on random character
     1/4 - Is Scrutin Eye's MP greater than or equal to 22?
           Yes: Ice2 on random character
           No: Drilldrive on random character
     1/4 - Is Scrutin Eye's MP greater than or equal to 22?
           Yes: Fire2 on random character
           No: Drilldrive on random character
No: 1/4 - Drilldrive on random character
    3/8 - Is Scrutin Eye's MP greater than or equal to 22?
          Yes: Ice2 on random character
          No: Drilldrive on random character
    3/8 - Is Scrutin Eye's MP greater than or equal to 22?
          Yes: Fire2 on random character
          No: Drilldrive on random character


===============================================================================
-   SCULPTURE                                                                 -
===============================================================================

-> Monster's Name: Sculpture
-> Monster's Locations:
- Whirlwind Maze - Straight Path
-> Monster's Level: 32
-> EXP for Defeating: 860
-> AP for Defeating: 60
-> Gil for Defeating: 640
-> Item Dropped from Monster: Tranquilizer x1 (2)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1700
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   56, 40, 2,  53, 48, 68, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (instadeath)
```

```
-> Immune: Petrification, Slow-Numb

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Fire Shell             0   1    Phys  Fir   Phys  48      90   X  X
^ Bodyblow               0   1    Phys  Hit   Phys  16      100  O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Sculpture's initial IRV is 4
Has 1 been chosen out of Rnd[1..IRV]?
Yes: Is Sculpture's HP less than or equal to 1/3 of its MaxHP?
     Yes: Fire Shell on random character
     No: Is Sculpture's HP less than or equal to 2/3 of its MaxHP?
          Yes: Fire Shell x2 in one turn on random characters
          No: Bodyblow on random character
No: Bodyblow on random character

-> Counterattack Pattern:
Is Sculpture's HP less than or equal to 1/3 of its MaxHP?
Yes: IRV is 2
No: Is Sculpture's HP less than or equal to 2/3 of its MaxHP?
    Yes: IRV is 3
    No: IRV does not change


===============================================================================
-   SEARCH CROWN                                                              -
===============================================================================

-> Monster's Name: Search Crown
-> Monster's Locations:
- Mt. Corel - First Screen
- Mt. Corel - Second Screen
- Mt. Corel - Rollercoaster (water area)
-> Monster's Level: 16
-> EXP for Defeating: 80
-> AP for Defeating: 8
-> Gil for Defeating: 111
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Turbo Ether x1 (8)
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 150
-> Monster's MP: 30
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   20,  26,  1,   40,  30,  70,  0
-> Fire (1/2), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (weak), Holy (normal)
-> Immune: Confusion, Frog, Small, Manipulation


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Four Laser             8   1    Mag   -     Mag   7       100  X  X
  Seed Shooting          0   1    Phys  Sht   Phys  16      100  X  X  (1)
```

```
(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
1/2 - Four Laser on random character
1/2 - Seed Shooting on random character


================================================================================
-    SEA WORM                                                                  -
================================================================================

-> Monster's Name: Sea Worm
-> Monster's Locations:
- World Map - Mideel Area - Beach
- World Map - North Corel Area - Desert
-> Monster's Level: 22
-> EXP for Defeating: 1300
-> AP for Defeating: 200
-> Gil for Defeating: 5000
-> Item Dropped from Monster: Turbo Ether x1 (8)
-> Item Stolen from Monster: Dragon Scales x1 (32)
-> Item Morphed from Monster: Dragon Scales x1
-> Monster's HP: 9000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60, 80, 1,   68, 42,  230, 0
-> Fire (1/2), Ice (weak), Lightning (normal), Earth (absorb), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Stop, Confusion, Petrification, Frog, Small, Manipulation,
Death Sentence, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-------------------------------------------------------------------------------
* Sandstorm              0   A    Phys  Eth   Phys  32      255   O  X  (1)
* Crush                  0   1    Phys  Hit   Phys  48      90    X  X
* Earthquake             10  A*   Mag   Eth   Mag   6       255   O  X  (2)

(1) Darkness [48]
(2) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
15/16 - Action Count is 0 at the beginning of battle
1/16 - Action Count is 5 at the beginning of battle
Is Action Count 0?
Yes: Action Count +1
No: Is Action Count 1?
    Yes: Does at least one character not have Darkness and has Sandstorm not
         been used five times?
         Yes: Sandstorm on all characters
         No: Crush on random character
             [Action Count +1]
    No: Is Action Count 2?
        Yes: Action Count +1
        No: Is Action Count 3?
```

```
            Yes: Does at least one character have Darkness?
                 Yes: Crush on random character with Darkness
               No: 1/2 - Crush on random character
                   1/2 - do nothing
                        [Action Count +1]
         No: Is Action Count 4?
             Yes: Action Count +1
             No: Does at least one character not have Darkness?
                 Yes: Earthquake on all characters
                 No: Crush on random character
                     [Action Count reset to 0]


===============================================================================
-   BOSS: SEPHIROTH                                                          -
===============================================================================

-> Monster's Name: Sephiroth
-> Monster's Locations:
- North Crater - Core (final stages - after point of no return) (final fight)
(forced)
-> Monster's Level: 50
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    0,   0,   0,   100, 0,   0,   0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Reflect, Peerless,
Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Cut                     0   1    Mag   -     Prop  -       255  X  X  (1)

(1) Dmg = [character HP x 31/32]


--> Attack Pattern:


-> Basic Pattern:
Cut on Cloud


-> Counterattack Pattern:
Has Cut been used on Cloud?
Yes: Cloud automatically uses Attack command on Sephiroth (battle ends)
No: follow Basic Pattern

- STRATEGY: Note than you can't lose this battle. It's pretty anticlimactic,
actually. You can attack first and kill him, or wait until until he uses his
only physical attack (which will cut off 96.875% of your HP), and the game will
automatically make Cloud counterattack and kill Sephiroth. He only has 1 HP,
and your attacks can still do up to 9999. You do the math.
```

```
================================================================================
-   SENIOR GRUNT                                                               -
================================================================================

-> Monster's Name: Senior Grunt
-> Monster's Locations:
- Underwater Mako Reactor - Catwalk (above submarine area)
- Underwater Mako Reactor - Hallway (with save point)
- Underwater Mako Reactor - Reactor Chamber
-> Monster's Level: 35
-> EXP for Defeating: 930
-> AP for Defeating: 90
-> Gil for Defeating: 800
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2600
-> Monster's MP: 245
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   75,  70,  12,  69,  80,  90,  5
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (1/2), Wind (normal), Holy (normal)
-> Immune: None

-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Harrier Beam            0   1    Phys  Sht   Phys  20      100  O  X
* Water Wave              0   1    Phys  Shu   Phys  20      100  O  X
^ Handclaw                0   1    Phys  Pnch  Phys  16      100  O  X  (1)

(1) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Is Senior Grunt not in the front row?
Yes: 1/2 - Harrier Beam on random character
     1/4 - Water Wave on random character
     1/4 - Handclaw on random character
No: 1/2 - Handclaw on random character
    1/4 - Harrier Beam on random character
    1/4 - Water Wave on random character


================================================================================
-   SERPENT                                                                    -
================================================================================

-> Monster's Name: Serpent
-> Monster's Locations:
- Sunken Gelnika - Cargo Bay
-> Monster's Level: 40
-> EXP for Defeating: 1400
-> AP for Defeating: 70
-> Gil for Defeating: 2500
-> Item Dropped from Monster: Dragon Scales x1 (8), Stardust x1 (2)
-> Item Stolen from Monster: Water Ring x1 (32)
-> Item Morphed from Monster: Mind Source x1
```

```
-> Monster's HP: 14000
-> Monster's MP: 290
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   140, 120, 1,   110, 80,  324, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (absorb), Wind (weak), Holy (normal)
-> Immune: Silence, Confusion, Paralysis, Petrification, Berserk, Frog, Small,
Slow-Numb, Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Huge Tidal Wave        20  E    Phys  Wat   Phys  20      95   X  X  (1)(2)
* Aqualung               34  A*   Mag   Wat   Mag   52      100  X  O  (3)
* Dragon Dance           0   1    Phys  -     Phys  20      100  X  X
* Viper Breath           20  1    Mag   Ic/Wa Mag   20      100  X  X


(1) characters receive regular damage
(2) Serpent receives back damage (restorative)
(3) Enemy Skill


--> Attack Pattern:


-> Basic Pattern:
Is Serpent's HP greater than 4/5 of party's average HP?
Yes: Is Serpent's HP greater than or equal to 20?
     Yes: Viper Breath on random character
     No: do nothing
No: Is Serpent's HP greater than less than or equal to 4/5 of party's average
    HP but greater than 2/5 of party's average HP?
    Yes: Is Serpent's MP greater than or equal to 34?
         Yes: Aqualung on all characters
         No: do nothing
    No: Is Serpent's HP greater than less than or equal to 2/5 of party's
        average HP but greater than 1/5 of party's average HP?
        Yes: Is Serpent's MP greater than or equal to 20?
             Yes: Huge Tidal Wave on all present
             No: do nothing
        No: Dragon Dance on random character


===============================================================================
-   SHADOW MAKER                                                              -
===============================================================================


-> Monster's Name: Crazy Saw
-> Monster's Locations:
- Midgar - Sector 8 Underground - Train Tunnel
- Midgar - Sector 8 Underground - Train Tunnel Divisions
-> Monster's Level: 42
-> EXP for Defeating: 500
-> AP for Defeating: 25
-> Gil for Defeating: 500
-> Item Dropped from Monster: Turbo Ether x1 (100%)
-> Item Stolen from Monster: Graviball (63)
-> Item Morphed from Monster: None
-> Monster's HP: 2000
-> Monster's MP: 120
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   90, 90, 20,  40,  75,  68,  30
```

-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Paralysis, Frog, Small, Fury, Sadness,
Manipulation, Death-Sentence

-> Attacks:

```
* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Support Beam              8   1    Mag   -     -     -       I    X  X  (1)(2)
```

(1) Slow [100]
(2) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Is Shadow Maker's MP greater than or equal to 8 and does at least one character
not have Slow?
Yes: Support Beam on random character without Slow (1/2 - Support Beam x2 in
     one turn if MP is still greater than or equal to 8 and at least one
     character does not have Slow)
No: do nothing

===
-   BOSS: SHAKE   -
===

-> Monster's Name: Shake
-> Monster's Locations:
- Wutai - Goda's Pagoda - Second Floor
-> Monster's Level: 32
-> EXP for Defeating: 2200
-> AP for Defeating: 50
-> Gil for Defeating: 0
-> Item Dropped from Monster: Turbo Ether x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 4000
-> Monster's MP: 180
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   71, 60, 1,   68, 75, 280, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Rage Bomber               0   1    Phys  Shu   Phs   40      75   X  X  (1)
^ Beak                      0   1    Phys  Pnch  Phys  16      103  X  X
```

(1) Fury [72]

--> Attack Pattern:

-> Basic Pattern:
Does Shake have Poison?

```
Yes: 1/2 - Rage Bomber on random character
     1/2 - Beak on random character
No: Beak on random character


-> Counterattack Pattern:
Is Shake's HP less than or equal to 1/2 of its MaxHP?
Yes: Rage Bomber on last character to attack Shake
No: follow Basic Pattern


- STRATEGY: This battle is nothing at all and is easier than the battle versus
Gorkii. Avoid Poisoning Shake as he can then use Rage Bomber (or he has an
equal chance of using his regular attack), which is significantly more
powerful, and can inflict Fury. He uses none of his MP under any circumstance,
therefore you cannot prevent any attacks, even Rage Bomber - it'll be used
as a counterattack to every attack once its HP reaches 2000 (but you can avoid
it until then!). Slow and Stop are also recommended here. Just continue to
attack him in virtually any manner and the kid will fall soon.


===============================================================================
-   <SHINRA SEMI>                                                             -
===============================================================================

-> Monster's Name: None (battle object - truck that runs over Palmer as he
escapes)
-> Monster's Locations:
- Rocket Town - Near Tiny Bronco (Palmer battle - after battle is over)
(forced)
-> Monster's Level: 1
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
    0,   0,   0,   1,   0,   0,   0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Normal


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
-------------------------------------------------------------------------------
none


--> Attack Pattern:

-> Basic Pattern:
none
<Shinra Semi> is untargettable.


===============================================================================
-   SHRED                                                                     -
===============================================================================

-> Monster's Name: Shred
-> Monster's Locations:
```

```
- Great Glacier - First Area
- Great Glacier - Snow (left/right)
- Great Glacier - Ice (left/right)
- Great Glacier - Forest (left/right)
-> Monster's Level: 32
-> EXP for Defeating: 500
-> AP for Defeating: 40
-> Gil for Defeating: 950
-> Item Dropped from Monster: Ether x1 (2)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 900
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70,  66,  1,   55,  55,  120, 0
-> Fire (weak), Ice (immune), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (immune), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Crazy Claw              0   1    Phys  Hit   Phys  1       95   O  X  (1)
* Cure3                   64  1A/A MHPr  Res   Cure  2876    255  O  O
^ Tail                    0   1    Phys  Hit   Phys  16      100  O  X  (2)


(1) Berserk [100%]
(2) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Is Shred's HP greater than 1/4 of its MaxHP?
Yes: 2/3 - Crazy Claw on character with highest HP
     1/3 - Tail on character with highest HP
No: Is Shred's MP greater than or equal to 64?
    Yes: Is at least one ally's HP less than or equal to 1/4 of their MaxHP?
         Yes: Cure3 on all ally's with HP less than or equal to 1/4 of their
              MaxHP
         No: follow Basic Pattern
    No: 1/2 - Crazy Claw on character with lowest HP
        1/2 - Tail on character with lowest HP


=============================================================================
-   SKEESKEE                                                                -
=============================================================================

-> Monster's Name: Skeeskee
-> Monster's Locations:
- World Map - Cosmo Canyon Area - Canyon
-> Monster's Level: 20
-> EXP for Defeating: 222
-> AP for Defeating: 22
-> Gil for Defeating: 222
-> Item Dropped from Monster: Hyper x1 (8)
-> Item Stolen from Monster: Tranquilizer x1 (32)
-> Item Morphed from Monster: Hyper x1
-> Monster's HP: 540
-> Monster's MP: 0
```

```
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   45, 40, 1,   55, 33,  120, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Rage Bomber               0   1    Phys  Shu   Phys  40      75   O  X  (1)
^ Beak                      0   1    Phys  Pnch  Phys  16      103  O  X  (2)


(1) Fury [72]
(2) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Does Skeeskee have Poison?
Yes: 1/2 - Rage Bomber on random character
     1/2 - Beak on random character
No: Beak on random character

-> Counterattack Pattern:
Is Skeeskee's HP less than or equal to 1/2 of its MaxHP?
Yes: Rage Bomber on the last character to attack Skeeskee
No: follow Basic Pattern


===============================================================================
-   SLALOM                                                                    -
===============================================================================

-> Monster's Name: Slalom
-> Monster's Locations:
- Junon (disk 2) - Outside Execution Room (after escape)
- Junon (disk 2) - Outside Lift
- Junon (disk 2) - Hallways Leading to Underwater
-> Monster's Level: 37
-> EXP for Defeating: 700
-> AP for Defeating: 70
-> Gil for Defeating: 1500
-> Item Dropped from Monster: Deadly Waste x1 (8)
-> Item Stolen from Monster: Smoke Bomb x1 (8)
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 1600
-> Monster's MP: 30
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70, 74, 10,  60, 45,  80,  12
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (1/2), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Paralysis, Frog, Small, Fury, Sadness,
Seizure, Peerless, Death Sentence, Death


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Smog [1]                  0   1    Phys  -     Phys  12      90   O  X  (1)
* Smog [2]                  0   1    Phys  -     Phys  12      105  O  X  (2)
```

```
^ Punch                      0   1    Phys  Hit   Phys  16      100 O  X  (3)


(1) Poison [88]
(2) Darkness [92]
(3) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Slalom's initial IRV is 8
1/2 - Action Count is 2 at the beginning of battle
1/2 - Action Count is 1 at the beginning of battle
Is Action Count 0, 1?
Yes: Punch on random character (if 1 has been chosen out of Rnd[1..IRV], Punch
     x2 in one turn)
      [Action Count +1]
No: Smog [1] on random character (if 1 has been chosen out of Rnd[1..IRV],
    Smog [1] as normal and then Smog [2] in one turn)
     [Action Count reset to 0]


-> Counterattack Pattern:
Is Slalom's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Slalom's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Slalom's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 6
        No: IRV does not change


===============================================================================
-   SLAPS                                                                     -
===============================================================================

-> Monster's Name: Slaps
-> Monster's Locations:
- World Map - Woodlands Area - Jungle
-> Monster's Level: 29
-> EXP for Defeating: 370
-> AP for Defeating: 30
-> Gil for Defeating: 450
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Hyper x1
-> Monster's HP: 900
-> Monster's MP: 50
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   46,  42,  1,   56,  34,  66,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Confusion, Paralysis, Berserk, Frog, Small, Manipulation


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Bug Needle              0   1    Mag   Pnch  Mag   1       120  X  X  (1)(2)
* Paralyzer Needle        0   1    Mag   Pnch  Mag   1       120  X  X  (3)
* Berserk Needle          0   1    Mag   Pnch  Mag   1       120  X  X  (4)


(1) Poison [88]
```

```
(2) Sadness [88]
(3) Paralysis [20]
(4) Berserk [100%]


--> Attack Pattern:

-> Basic Pattern:
3/4 - Berserk Needle on random character
1/8 - Bug Needle on random character
1/8 - Has Paralyzer Needle not been used?
     Yes: Paralyzer Needle on character with lowest HP (can only use once)
     No: Berserk Needle on random character


===============================================================================
-    SMOGGER                                                                  -
===============================================================================

-> Monster's Name: Smogger
-> Monster's Locations:
- Midgar #5 Mako Reactor - Pipelines [high]
- Midgar #5 Mako Reactor - Reactor Valve
-> Monster's Level: 8
-> EXP for Defeating: 32
-> AP for Defeating: 3
-> Gil for Defeating: 60
-> Item Dropped from Monster: Deadly Waste x1 (8)
-> Item Stolen from Monster: Smoke Bomb x1 (8)
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 90
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   22,  24,  1,   47,  8,   64,  1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(absorb), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Frog, Small, Paralysis, Fury, Sadness,
Death Sentence


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Smog                    0   1    Phys  -     Phys  12      90   O  X  (1)
* Smog                    0   1    Phys  -     Phys  12      105  O  X  (2)
^ Punch                   0   1    Phys  Hit   Phys  16      100  O  X  (3)

(1) Poison [88]
(2) Darkness [92]
(3) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Is Action Count 0, 1, 2?
Yes: Does at least one character have Darkness?
     Yes: Punch on random character with Darkness (if no character has
          Darkness, Punch on random character)
     Is current Action Count 0, 1?
     Yes: [Action Count +1]
     No: 1/2 - [Action Count is 0]
```

```
        1/4 - [Action Count is 3]
        1/4 - [Action Count is 4]
Is Action Count 3?
Yes: Does at least one character not have Poison?
    Yes: Smog on random character without Poison and go to
         [Action Count reset to 0]
    No: Does at least one character have Darkness?
        Yes: Punch on random character with Darkness (if no character has
             Darkness, Punch on random character)
             [Action Count is 4]
Is Action Count 4?
Yes: Does at least one character not have Darkness?
    Yes: Smog on random character without Darkness
    No: Does at least one character have Darkness?
        Yes: Punch on random character with Darkness (if no character has
             Darkness, Punch on random character)
             [Action Count reset to 0]


===============================================================================
-   SNEAKY STEP                                                               -
===============================================================================

-> Monster's Name: Sneaky Step
-> Monster's Locations:
- Cosmo Canyon - Cave of the Gi - First Area
- Cosmo Canyon - Cave of the Gi - Second Area
- Cosmo Canyon - Cave of the Gi - Third Area
-> Monster's Level: 21
-> EXP for Defeating: 270
-> AP for Defeating: 24
-> Gil for Defeating: 330
-> Item Dropped from Monster: M-Tentacles x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Ghost Hand x1
-> Monster's HP: 600
-> Monster's MP: 65
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   52,  30,  1,   62,  25,  130, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Triple Attack          0   1    Phys  Hit   Phys  16      100  O  X  (1)
* Death Sentence         10  1    Mag   -     -     -       100  O  X  (2)(3)

(1) only attack that will be used if under Berserk
(2) Enemy Skill
(3) Death Sentence [100%]

--> Attack Pattern:

-> Basic Pattern:
Does at least one character not have Death Sentence?
Yes: 3/4 - Triple Attack on random character without Death Sentence
     1/4 - Is Sneaky Step's MP greater than or equal to 10?
           Yes: Death Sentence on random character without Death Sentence
```

```
          No: Triple Attack on random character without Death Sentence
No: do nothing


=========================================================================
-    SNOW                                                               -
=========================================================================

-> Monster's Name: Snow
-> Monster's Locations:
- Great Glacier - Central Caves
- Great Glacier - North Caves
-> Monster's Level: 32
-> EXP for Defeating: 500
-> AP for Defeating: 42
-> Gil for Defeating: 700
-> Item Dropped from Monster: Ice Crystal x1 (8)
-> Item Stolen from Monster: Circlet x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 4000
-> Monster's MP: 160
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50, 66, 1,   70, 80, 138, 10
-> Fire (weak), Ice (absorb), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Fascination             5   1    Mag   -     -     -       90   X  X  (1)
* Cold Breath             12  1    Mag   Ice   Mag   6       90   X  X
* Ice                     4   1/A  Mag   Ice   Mag   8       100  X  O  (2)
* Ice2                    22  1/A  Mag   Ice   Mag   20      100  X  O

(1) Confusion [100%]
(2) dummy attack

--> Attack Pattern:

-> Basic Pattern:
Snow's initial IRV is 5
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0, 1, 2?
Yes: Does at least one character not have Confusion?
     Yes: Is Snow's MP greater than or equal to 12?
          Yes: Cold Breath on random character without Confusion
          No: do nothing
     No: Is Snow's MP greater than or equal to 12?
          Yes: Cold Breath on random character
          No: do nothing
               [Action Count +1]
No: Does at least one character not have Confusion?
    Yes: Is Snow's MP greater than or equal to 5?
          Yes: Fascination on random character without Confusion
          No: do nothing
    No: Is Snow's MP greater than or equal to 5?
          Yes: Fascination on random character
          No: do nothing
```

```
-> Counterattack Pattern:
Has Snow been attacked magically?
Yes: Does last character to attack Snow magically have Confusion?
     Yes: follow Basic Pattern
     No: Is Snow's MP greater than or equal to 5?
         Yes: Fascination on last character to attack Snow magically
         No: do nothing
No: follow Basic Pattern or "HP%" Counterattack Pattern
Is Snow's HP less than or equal to 1/4 of its MaxHP?
Yes: Is Snow's MP greater than or equal to 22?
     Yes: Ice2 on the last character to attack Snow physically
     No: IRV is 2
         [IRV is 2]
No: Is Snow's HP less than or equal to 1/2 of its MaxHP?
    Yes: Is Snow's MP greater than or equal to 22?
         Yes: Ice2 on the last character to attack Snow physically
         No: IRV is 3
             [IRV is 3]
    No: Is Snow's HP less than or equal to 3/4 of its MaxHP?
        Yes: Is Snow's MP greater than or equal to 22?
             Yes: Ice2 on the last character to attack Snow physically
             No: IRV is 4
                 [IRV is 4]
        No: IRV does not change


===============================================================================
-   SOLDIER:1ST                                                               -
===============================================================================

-> Monster's Name: SOLDIER:1st
-> Monster's Locations:
- Midgar - Mako Cannon - Sister Ray (upper areas)
-> Monster's Level: 44
-> EXP for Defeating: 960
-> AP for Defeating: 90
-> Gil for Defeating: 2400
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Shinra Alpha x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 5000
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 94, 4,   90,  85,  120, 20
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Manipulation


-> Attacks:

* Name                     MP  Tar  Type Elem Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Sword of Doom            0   1    Phys Cut  Phys  48      90   X  X
^ Quadra-Cut               0   1    Phys Cut  Phys  48      90   X  X
^ Fight                    0   1    Phys Cut  Phys  16      95   X  X  (1)
* Silence                  24  1/A  Mag  -    -     -       100  X  O  (2)

(1) only attack that will be used if under Berserk
(2) Silence [60]
```

```
--> Attack Pattern:

-> Basic Pattern:
SOLDIER:1st's initial IRV is 5
Action Count is 0, 1, 2 (chosen randomly)
Is Action Count 0?
Yes: Fight on random character (if 1 has been chosen out of Rnd[1..IRV], Fight
     x2 in one turn)
     [Action Count reset to 0]
No: Is Action Count 1?
    Yes: Is the last character to attack SOLDIER:1st not under KO?
         Yes: Quadra-Cut on last character to attack SOLDIER:1st
         No: Quadra-Cut on random character
             [Action Count reset to 0]
    No: Is the last character to attack SOLDIER:1st not under KO?
        Yes: Sword of Doom on last character to attack SOLDIER:1st
        No: Sword of Doom on random character
            [Action Count reset to 0]


-> Counterattack Pattern:
Has SOLDIER:1st been attacked magically?
Yes: Does last character to attack SOLDIER:1st not have Silence and is
     SOLDIER:1st's MP greater than or equal to 24?
     Yes: Silence on last character to attack SOLDIER:1st magically
     No: follow Basic Pattern
No: follow Basic Pattern
Is SOLDIER:1st's HP less than or equal to 1/4 of its MaxHP?
Yes: Action Count is 2
     IRV is 2
No: Is SOLDIER:1st's HP less than or equal to 1/2 of its MaxHP?
    Yes: Action Count is 1
         IRV is 3
    No: Is SOLDIER:1st's HP less than or equal to 3/4 of its MaxHP?
        Yes: Action Count is 1
             IRV is 4
        No: Action Count remains 0
            IRV does not change


===============================================================================
-   SOLDIER:2ND                                                               -
===============================================================================

-> Monster's Name: SOLDIER:2nd
-> Monster's Locations:
- Junon (disk 2) - Outside Execution Room (during escape)
- Junon (disk 2) - Main Concourse
- Junon (disk 2) - Airship Dock
- Junon (disk 2) - Submarine Dock
- Junon (disk 2) - Hallways Leading to Underwater
-> Monster's Level: 35
-> EXP for Defeating: 1000
-> AP for Defeating: 85
-> Gil for Defeating: 750
-> Item Dropped from Monster: X-Potion x1 (8)
-> Item Stolen from Monster: Remedy x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 4000
-> Monster's MP: 340
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80,  58,  4,   70,  60,  60,  8
```

```
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Sword of Doom            0   1    Phys  Cut   Phys  48      90   O  X
* Quadra-Cut               0   1    Phys  Cut   Phys  48      90   X  X  (1)
^ Fight                    0   1    Phys  Cut   Phys  16      95   O  X  (2)
* Silence                  24  1/A  Mag   -     -     -       100  X  O  (3)(4)


(1) dummy attack
(2) only attack that will be used if under Berserk
(3) Silence [60]
(4) dummy attack


--> Attack Pattern:


-> Basic Pattern:
SOLDIER:2nd's initial IRV is 5
SOLDIER:2nd Pre-Selects a random character at the beginning of battle
Is SOLDIER:2nd's HP greater than 1/2 of its MaxHP?
Yes: Is Pre-Select character not under KO?
     Yes: Fight on Pre-Select character (if 1 has been chosen out of
          Rnd[1..IRV], Fight x2 in one turn)
     No: Fight on random character (if 1 has been chosen out of Rnd[1..IRV],
         Fight x2 in one turn)
No: Is Pre-Select character not under KO?
    Yes: Sword of Doom on Pre-Select character
    No: Sword of Doom on random character


-> Counterattack Pattern:
Has SOLDIER:2nd been attacked magically?
Yes: Sword of Doom on last character to attack SOLDIER:2nd magically
No: follow Basic Pattern
Is SOLDIER:2nd's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is SOLDIER:2nd's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is SOLDIER:2nd's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
        No: IRV does not change


==============================================================================
-   SOLDIER:3RD                                                              -
==============================================================================


-> Monster's Name: SOLDIER:3rd
-> Monster's Locations:
- Midgar - Shinra Headquarters - 67th Floor (before escape from holding cell)
- Midgar - Shinra Headquarters - 68th Floor (before escape from holding cell)
-> Monster's Level: 13
-> EXP for Defeating: 54
-> AP for Defeating: 6
-> Gil for Defeating: 116
-> Item Dropped from Monster: Loco Weed x1 (8)
-> Item Stolen from Monster: Hardedge x1 (8)
-> Item Morphed from Monster: Bolt Plume x1
```

```
-> Monster's HP: 250
-> Monster's MP: 40
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   27,  38,  12,  60,  8,   72,  8
-> Fire (weak), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None

-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Flying Sickle             8   1    Mag   Wnd   Mag   12      255  O  X
^ Split                     0   1    Phys  Cut   Phys  16      100  O  X  (1)
* Sleepel                   8   1/A  Mag   -     -     -       100  O  O  (2)
* Bolt2                     22  1/A  Mag   Lit   Mag   20      100  X  O
* Ice2                      22  1/A  Mag   Ice   Mag   20      100  X  O

(1) only attack that will be used if under Berserk
(2) Sleep [72]


--> Attack Pattern:

-> Basic Pattern:
Soldier:3rd's initial IRV is 4
Soldier:3rd's initial IMV is 4
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0?
Yes: Has 1 been chosen out of Rnd[1..IRV]?
     Yes: Action Count is 2
No: Is Action Count 1?
    Yes: Has 1 been chosen out of Rnd[1..IRV]?
         Yes: Action Count is 2
    No: Is Action Count 2?
        Yes: Does at least one character not have Sleep and has 1 been chosen
             out of Rnd[1..IMV] and is Soldier:3rd's MP great than or equal to
             8?
             Yes: Sleepel on random character without Sleep
             No: IAV is 1, 2 (chosen randomly)
             [1/2 - Action Count is 3]
             [1/2 - Action Count is 4]
        No: Is Action Count 3?
            Yes: Does at least one character have Sleep and has 1 been chosen
                 out of Rnd[1..IMV] and is Soldier:3rd's MP greater than or
                 equal to 22?
                 Yes: Bolt2 on random character with Sleep or random character
                 No: IAV is 1, 2 (chosen randomly)
                 [1/2 - Action Count is 0]
                 [1/2 - Action Count is 1]
            No: Does at least one character have Sleep and has 1 been chosen
                 out of Rnd[1..IMV] and is Soldier:3rd's MP greater than or
                 equal to 22?
                 Yes: Ice2 on random character with Sleep or random character
                 No: IAV is 1, 2 (chosen randomly)
                 [1/2 - Action Count is 0]
                 [1/2 - Action Count is 1]
Has Soldier:3rd taken at least one attack?
Yes: Does at least one character not have Sleep?
     Yes: Is Soldier:3rd's IAV exactly 1?
          Yes: Split on random character without Sleep
```

```
                No: Flying Sickle on random character without Sleep


-> Counter Attack Pattern:
Is Soldier:3rd's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 1
      IMV is 1
No: Is Soldier:3rd's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 2
          IMV is 1
    No: Is Soldier:3rd's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 3
              IMV is 2
        No: IRV does not change
             IMV does not change


===============================================================================
-   SONIC SPEED                                                              -
===============================================================================


-> Monster's Name: Sonic Speed
-> Monster's Locations:
- Mt. Nibel - Base (flashback)
- Mt. Nibel - Base (present)
- Mt. Nibel - West Base after the fall (flashback)
- Mt. Nibel - West Base (present)
- Mt. Nibel - Bridge (flashback)
- Mt. Nibel - Bridge (present)
- Mt. Nibel - Nearing Mako Reactor (flashback)
- Mt. Nibel - Nearing Mako Reactor (present)
- Mt. Nibel - Mako Reactor Vicinity (flashback)
- Mt. Nibel - Mako Reactor Vicinity (present)
- Mt. Nibel - Outside Mako Reactor (flashback)
- Mt. Nibel - Outside Mako Reactor (present)
-> Monster's Level: 26
-> EXP for Defeating: 370
-> AP for Defeating: 28
-> Gil for Defeating: 330
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Ether x1 (8)
-> Item Morphed from Monster: Speed Drink x1
-> Monster's HP: 750
-> Monster's MP: 50
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   52,  52,  1,   60,  44,  96,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog, Manipulation


-> Attacks:


* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Harrier                 0   1    Phys  Hit   Phys  32      100  X  X
^ Sonic Attack            0   1    Phys  Wnd   Phys  16      255  X  X


--> Attack Pattern:


-> Basic Pattern:
Sonic Speed Pre-Selects a random character at the beginning of battle
Throughout battle, Pre-Select character is the last character to attack Sonic
```

```
Speed
1/2 - Is Pre-Select character under KO?
      Yes: Sonic Attack on random character
      No: Harrier on Pre-Select character
1/2 - Sonic Attack on random character (1/3 - Sonic Attack x2 in one turn)


================================================================================
-   SUB-BOSS: SOUL FIRE                                                        -
================================================================================


-> Monster's Name: Soul Fire
-> Monster's Locations:
- Cosmo Canyon - Cave of the Gi (Gi Nattak battle) (forced)
-> Monster's Level: 21
-> EXP for Defeating: 200 (only if KO'd)
-> AP for Defeating: 10 (only if KO'd)
-> Gil for Defeating: 100 (only if KO'd)
-> Item Dropped from Monster: Phoenix Down x1 (8) (only if KO'd)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1300
-> Monster's MP: 220
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   16, 130, 1,   60,  16,  10,  0
-> Fire (absorb), Ice (normal), Lightning (normal), Earth (immune), Poison
(immune), Gravity (immune), Water (immune), Wind (weak), Holy (weak)
-> Immune: Silence, Sleep, Poison, Confusion, Petrification, Paralysis,
Berserk, Frog, Small, Slow-Numb, Manipulation, Death Sentence, Death


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Fire2                 22 S/1/A Mag   Fir   Mag   20      100  X  O
  Relinquish            0  S     -     -     -     -       I    X  X  (1)(2)

(1) relinquish possession over character - return to Gi Nattak side
(2) Miscellaenous/Animation


--> Attack Pattern:

-> Basic Pattern:
Have left or right Soul Fire possessed a character?
Yes: Is possessed character under KO or has possessed character been possessed
     for 4 turns?
     Yes: Relinquish on self
          Left or right Soul Fire is back on Gi Nattak's side
     No: Is Soul Fire's MP greater than or equal to 22?
         Yes: Fire2 on possessed character
         No: do nothing
No: Is Soul Fire's MP greater than or equal to 22?
    Yes: Fire2 on self
    No: do nothing


================================================================================
-   SPECIAL COMBATANT                                                          -
================================================================================


-> Monster's Name: Special Combatant
-> Monster's Locations:
```

```
- Midgar #5 Mako Reactor - Pipelines [high]
- Midgar #5 Mako Reactor - Entrance
-> Monster's Level: 9
-> EXP for Defeating: 28
-> AP for Defeating: 3
-> Gil for Defeating: 40
-> Item Dropped from Monster: Antidote x1 (8), Grenade x1 (2)
-> Item Stolen from Monster: Eye Drop x1 (32)
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 60
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   15,  24,  5,   58,  2,   32,  12
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Beam Gun                0   1    Phys  Sht   Phys  18      100  O  X
* Wave                    0   1    Phys  Shu   Phys  32      92   O  X
^ Handclaw                0   1    Phys  Pnch  Phys  16      100  O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
1/2 - start the battle with Action Count 0
1/2 - start the battle with Action Count 3
Is Action Count 0, 1, 2?
Yes: Handclaw on random character
     Is Action Count 0, 1?
     Yes: [Action Count +1]
     No: [Action Count is 6]
Is Action Count 3, 4, 5?
Yes: Beam Gun on random character
     Is Action Count 3, 4?
     Yes: [Action Count +1]
     No: [Action Count is 6]
Is Action Count 6?
Yes: Wave on character with lowest HP
     [Action Count reset to 0]


===============================================================================
-    SPENCER                                                                  -
===============================================================================

-> Monster's Name: Spencer
-> Monster's Locations:
- World Map - Golden Saucer Area - Grass
-> Monster's Level: 17
-> EXP for Defeating: 110
-> AP for Defeating: 11
-> Gil for Defeating: 175
-> Item Dropped from Monster: Saraha Nut x1 (8)
-> Item Stolen from Monster: Saraha Nut x1 (8)
-> Item Morphed from Monster: None
```

```
-> Monster's HP: 250
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   42, 22, 1,   48, 30, 120, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Upper Cutter              0   1    Phys  Cut   Phys  20      110  O  X
^ Swordblade                0   1    Phys  Cut   Phys  16      95   O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
1/2 - Upper Cutter on random character
1/2 - Swordblade on random character


===============================================================================
-   SPIRAL                                                                    -
===============================================================================

-> Monster's Name: Spiral
-> Monster's Locations:
- World Map - Mideel Area - Grass
- World Map - Mideel Area - Dirt
-> Monster's Level: 39
-> EXP for Defeating: 700
-> AP for Defeating: 80
-> Gil for Defeating: 1300
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: X-Potion x1 (32)
-> Item Morphed from Monster: Guard Source x1
-> Monster's HP: 2800
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80, 80, 2,   65, 80, 80, 8
       320*           320*
* - Spiral's Def and MDf when spinning (second form)
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Berserk, Frog, Small, Manipulation


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Spin                      0   1    Phys  Hit   Phys  20      100  X  X
^ Angle Punch               0   1    Phys  Pnch  Phys  16      100  X  X
  Stop Spinning             0   S    -     -     -     -       I    X  X  (1)(2)
  Start Spinning            0   S    -     -     -     -       I    X  X  (3)(4)


(1) Spiral stops spinning after already using Start Spinning (transform from
    second form to first form)
(2) Miscellaneous/Animation
```

```
(3) Spiral starts spinning (transform from first form to second form) - Def and
    MDf are altered
(4) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Is Spiral not spinning?
Yes: Spiral is in first form
     Angle Punch on random character
No: Spiral is in second form
    Spin on random character
    Has Spin been uses at least four times?
    Yes: Stop Spinning on self
         Spiral is in first form
    No: Spiral is in second form


-> Counterattack Pattern:
Has Spiral been attacked?
Yes: Is Spiral not spinning?
     Yes: Spiral is in first form
          Has Angle Punch been used at least four times?
          Yes: Start Spinning on self
               Spiral is in second form
          No: follow Basic Pattern
     No: Spiral is in second form
No: follow Basic Pattern


================================================================================
-   BOSS: STANIV                                                              -
================================================================================

-> Monster's Name: Staniv
-> Monster's Locations:
- Wutai - Goda's Pagoda - Fourth Floor
-> Monster's Level: 36
-> EXP for Defeating: 3600
-> AP for Defeating: 50
-> Gil for Defeating: 0
-> Item Dropped from Monster: Elixir x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 6000
-> Monster's MP: 240
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   71, 60,  1,   72,  75,  280, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* War Cry                 4   1    Mag   -     -     -       94   X  X  (1)
^ Ironball                0   1    Phys  Hit   Phys  20      115  X  X
* Iron Attack             0   A    Phys  Eth   Phys  40      100  X  X

(1) Sadness [100%]
```

```
--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0?
Yes: Action Count +1
No: Is Action Count 1?
    Yes: Does at least one character have Paralysis?
          Yes: Ironball on random character with Paralysis
         No: Does at least one character have Sadness?
              Yes: Ironball on random character with Sadness
              No: Ironball on character with highest HP
                    [Action Count +1]
    No: Is Action Count 2?
        Yes: Action Count +1
        No: Is Action Count 3?
            Yes: Does at least one character have Paralysis?
                  Yes: Ironball on random character with Paralysis
                 No: Does at least one character have Sadness?
                      Yes: Ironball on random character with Sadness
                      No: Ironball on character with highest HP
                           [Does at least one character not have Sadness?
                            Yes: Action Count +1]
                           No: Action Count reset to 0]
            No: 2/3 - do nothing
                1/3 - Does at least one character not have Sadness?
                      Yes: War Cry on character without Sadness
                      No: do nothing
                          [Action Count reset to 0]


-> Counterattack Pattern:
Is Staniv's HP less than or equal to 1/8 of its MaxHP?
Yes: 1/2 - Iron Attack on all characters
     1/2 - follow Basic Pattern
No: follow Basic Pattern
```

- STRATEGY: First of all, Staniv is really nothing more than a suped-up version
of Screamer. However, notice something pivotal. His HP, therefore is a multiple
of four (divisible by 9). L4 Suicide Enemy Skill comes in really helpful here
for ending the fight in a hurry. Like Screamer, you have nothing much to worry
about, as Staniv's actual attacks are not changed or powered-up at all (well,
the only change is that you can't Manipulate Staniv). His normal attack
Ironball is not too much powerful than a standard attack with a power constant
of 16. You can set up any defense against Sadness, but it's not altogether
necessary or a priority. The only danger at all comes when Staniv's HP reaches
and becomes lower than 750 - he will start using have a 50/50 chance of using
his most physically devastating attack, Iron Attack. Again, you may recognize
this same attack from Screamer in Mt. Nibel. The attack has not changed in
terms of power, and by now you might be able to withstand it even more. The
good news is that at this point (with less than 1/8 of his HP remaining), you
won't have too much longer before he falls. Nothing more than physical attacks
and maybe inflicting some negative status effects (such as Slow) on him, and
some positive ones on yourself (such as Haste and even Big Guard to make it
more uneven of a battle). Looks like you're going to be the first person ever
to make it past the fourth floor of Godo's Pagoda. Not too much of a feat,
really. Prepare for the final battle!

===
-    STILVA   -
===

```
-> Monster's Name: Stilva
-> Monster's Locations:
- Gaea's Cliff - Caves
-> Monster's Level: 40
-> EXP for Defeating: 1000
-> AP for Defeating: 110
-> Gil for Defeating: 1100
-> Item Dropped from Monster: Tent x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Holy Torch x1
-> Monster's HP: 2000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   75,  60,  0,   80,  55,  120, 5
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Berserk, Frog, Small


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Magic Breath           75  A*   Mag   F/L/I  Mag  77      100  O  X  (1)
* Trine                  20  A*   Mag   Lit   Mag   40      100  O  X  (2)(3)
^ Big Red Clipper        0   1    Phys  -     Phys  16      95   O  X
  Horn Attack            0   1    Phys  Pnch  Phys  16      95   X  X
  Jump Attack            0   1    Phys  -     Phys  20      95   X  X

(1) Enemy Skill
(2) Enemy Skill
(3) only will be used if Manipulated

--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3
Is Action Count 0?
Yes: Jump Attack on character with highest HP
     [Action Count +1]
No: Is Action Count 1?
    Yes: 1/2 - Big Red Clipper on random character (if Big Red Clipper is used,
              next time Action Count is 1, 100% - Horn Attack)
         1/2 - Horn Attack on random character (if Horn Attack is used, next
              time Action Count is 1, 100% - Big Red Clipper)
              [Action Count +1]
    No: Is Action Count 2?
        Yes: 1/2 - Big Red Clipper on random character
            1/2 - Horn Attack on random character
                  [Action Count +1]
        No: Is Stilva's MP greater than or equal to 75?
            Yes: Magic Breath on all characters
            No: Jump Attack on random character
                [Action Count reset to 0]

===============================================================================
-   STINGER                                                                   -
===============================================================================

-> Monster's Name: Stinger
```

```
-> Monster's Locations:
- Cosmo Canyon - Cave of the Gi - First Area
-> Monster's Level: 25
-> EXP for Defeating: 290
-> AP for Defeating: 25
-> Gil for Defeating: 358
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Ether x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 2200
-> Monster's MP: 60
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60,  56,  1,   68,  40,  100,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Paralysis, Manipulation


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Sting Bomb              20  1    Mag   Pnch  Prop  -       100  X  X
* Rabbit Gouge            0   1    Phys  Pnch  Phys  32      110  X  X
^ Sting                   0   1    Phys  Pnch  Phys  16      110  X  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Stinger's initial IRV is 4
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0, 1 or has 1 been chosen out of Rnd[1..IRV]?
Yes: Sting on random character
     [Action Count +1]
No: Is Action Count 2?
    Yes: Has 1 been chosen out of Rnd[1..IRV]?
         Yes: Sting Bomb on random character
         No: Sting on random character
             [Has 1 been chosen out of Rnd[1..IRV]?]
              Yes: Action Count +1]
              No: Action Count reset to 0]
    No: Has 1 been chosen out of Rnd[1..IRV]?
        Yes: Rabbit Gouge on random character
        No: Sting on random character
            [Action Count reset to 0]


-> Counterattack Pattern:
Is Stinger's HP less than or equal to 3/4 of its MaxHP and greater than 1/2 of
its MaxHP?
Yes: IRV is 3
No: Is Stinger's HP less than or equal to 1/2 of its MaxHP and greater than 1/4
    of its MaxHP?
    Yes: Sting Bomb on last character to attack Stinger
         [IRV is 2]
    No: Is Stinger's HP less than or equal to 1/4 of its MaxHP?
        Yes: Sting Bomb on random character
             [IRV is 1]
        No: follow Basic Pattern
```

```
===============================================================================
-   SUBMARINE CREW                                                            -
===============================================================================

-> Monster's Name: Submarine Crew
-> Monster's Locations:
- Junon (disk 2) - Submarine Dock
- Junon (disk 2) - Hallways Leading to Underwater
-> Monster's Level: 32
-> EXP for Defeating: 850
-> AP for Defeating: 80
-> Gil for Defeating: 500
-> Item Dropped from Monster: S-Mine x1 (8), Shinra Beta x1 (8)
-> Item Stolen from Monster: 8-inch Cannon x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 1500
-> Monster's MP: 85
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   75,  56,  1,   55,  25,  74,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Hand Grenade           0   1    Phys  Sht   Phys  35      70   O  X  (1)
^ Machine Gun            0   1    Phys  Sht   Phys  16      100  O  X  (2)


(1) only will be used if Manipulated (can only be used thrice)
(2) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Is Submarine Crew's HP greater than 3/4 of its MaxHP?
Yes: Machine Gun on random character
No: Machine Gun on random character


===============================================================================
-   SWEEPER                                                                   -
===============================================================================

-> Monster's Name: Sweeper
-> Monster's Locations:
- Midgar #1 Mako Reactor - Pipelines [below ladder]
- Midgar #1 Mako Reactor - Staircase
- Midgar - Sector 7 - Train Graveyard North [before Aps]
-> Monster's Level: 8
-> EXP for Defeating: 27
-> AP for Defeating: 3
-> Gil for Defeating: 30
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 140
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   18,  20,  0,   48,  0,   4,   1
```

-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Sleep, Poison, Sadness, Frog, Small, Paralysis, Darkness, Death-
Sentence, Fury

-> Attacks:

```
* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Machine Gun              0   1    Phys  Sht   Phys  16      100  O  X  (1)
* Smoke Shot               0   1    Phys  Sht   Phys  24      75   O  X
* W Machine Gun            0   1    Phys  Sht   Phys  28      100  O  X
```

(1) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count is 0?
Yes: Does any character not have Darkness?
     Yes: Smoke Shot on random character without Darkness
     No: Smoke Shot on random character
No: Is Action Count is 1?
     Yes: Machine Gun on character with lowest HP
     No: Is Action Count 2-3?
         Yes: W Machine Gun on character with highest HP

===
-    SWORD DANCE   -
===

-> Monster's Name: Sword Dance
-> Monster's Locations:
- Midgar - Shinra Headquarters - 63rd Floor
- Midgar - Shinra Headquarters - 65th Floor
-> Monster's Level: 11
-> EXP for Defeating: 39
-> AP for Defeating: 6
-> Gil for Defeating: 90
-> Item Dropped from Monster: Loco Weed x1 (8)
-> Item Stolen from Monster: Hyper x1 (8)
-> Item Morphed from Monster: Light Curtain x1
-> Monster's HP: 160
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   22, 24, 5,   52, 0,   32, 0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (immune), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Stop, Paralysis

-> Attacks:

```
* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
  Thrash                   0   1    Phys  Cut   Phys  20      100  O  X
  Slap                     0   1    Phys  Hit   Phys  20      95   X  X  (2)
  Spinning Attack          0   1    Phys  Cut   Phys  30      100  X  X  (3)
* Sawback                  0   A    Phys  Cut   Phys  16      100  X  X
^ Bodyblow                 0   1    Phys  Hit   Phys  16      100  O  X  (4)
```

```
(1) only will be used if Manipulated
(2) Fury [48]
(3) dummy attack
(4) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Sword Dance's Intial IRV is 5
Action Count is 0, 1, 2, 3 (chosen randomly)
Sword Dance chooses a random Pre-Select character at the beginning of battle
Is Action Count 0, 1?
Yes: Bodyblow on random character (if 1 has been chosen out of Rnd[1..IRV],
     Bodyblow x2 in one turn)
      [Action Count +1]
No: Is Action Count 2?
    Yes: Sawback once or twice on all characters (if 1 has been chosen out of
          Rnd[1..IRV], Sawback x2 in one turn)
          [Action Count +1]
    No: Is Pre-Select character not under KO?
        Yes: Slap on Pre-Select character
        No: Slap on random character
             [Action Count reset to 0]

-> Counterattack Pattern?
Is Sword Dance's HP less than or equal to 1/2 of its MaxHP?
Yes: Pre-Select character is the last character to attack Sword Dance
     [IRV is now 3 instead of 5]
     [Action Count is 3]
No: IRV does not change


===============================================================================
-   TAIL VAULT                                                                -
===============================================================================

-> Monster's Name: Tail Vault
-> Monster's Locations:
- World Map - Wutai Area - Grass
- World Map - Wutai Area - Dirt
-> Monster's Level: 28
-> EXP for Defeating: 440
-> AP for Defeating: 36
-> Gil for Defeating: 380
-> Item Dropped from Monster: Phoenix Down x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 960
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   69,  46,  1,   60,  25,  120, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Somersault              0   1    Phys  -     Phys  16      95   O  X
```

```
^ Bite                          0    1    Phys   -      Phys  16      95    O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Tail Vault's initial counter BSV is 3
Has Somersault been used?
Yes: do nothing
No: Bite on random character


-> Counterattack Pattern:
Has Tail Vault been attacked physically?
Yes: Is counter BSV 0?
      Yes: Is first character in party formation not under KO?
            Yes: Somersault on first character in party formation
            No: Is second character in party formation not under KO?
                Yes: Somersault on second character in party formation
                No: Is third character in party formation not under KO?
                    Yes: Somersault on third character in party formation
                          [counter BSV reset to 3]
                    No: Game Over
No: counter BSV -1


===============================================================================
-    THUNDERBIRD                                                               -
===============================================================================


-> Monster's Name: Thunderbird
-> Monster's Locations:
- World Map - Wutai Area - Dirt
-> Monster's Level: 28
-> EXP for Defeating: 385
-> AP for Defeating: 36
-> Gil for Defeating: 420
-> Item Dropped from Monster: Bolt Plume x1 (8), Hi-Potion x1 (8), Echo Screen
x1 (8)
-> Item Stolen from Monster: Bolt Plume x1 (32)
-> Item Morphed from Monster: Swift Bolt x1
-> Monster's HP: 800
-> Monster's MP: 80
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70,  40,  1,   45,  32,  100, 0
-> Fire (normal), Ice (normal), Lightning (absorb), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Stop, Paralysis, Frog


-> Attacks:


* Name                    MP   Tar  Type   Elem   Form  PwrCst  %     M  R  +Added
--------------------------------------------------------------------------------
* Lightning               16   A*   Mag    Lit    Mag   20      95    O  X
^ Stab                    0    1    Phys   Pnch   Phys  16      95    O  X  (1)


(1) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
```

```
3/4 - Stab on random character
1/4 - Is Thunderbird's MP greater than or equal to 16?
      Yes: Lightning on all characters
      No: Stab on random character


===============================================================================
-    <TINY BRONCO>                                                            -
===============================================================================

-> Monster's Name: None (battle object - this is the Tiny Bronco behind Palmer)
-> Monster's Locations:
- Rocket Town - Tiny Bronco (Palmer battle) (forced)
-> Monster's Level: 1
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   1,   2,   0,   1,   1,   2,   0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Manipulation


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
none

--> Attack Pattern:

-> Basic Pattern:
none
<Tiny Bronco> is untargettable.


===============================================================================
-    TONADU                                                                   -
===============================================================================

-> Monster's Name: Tonadu
-> Monster's Locations:
- World Map - Woodlands Area - Dirt
- World Map - Woodlands Area - Beach
- World Map - Icicle Area - Beach
- World Map - North Corel Area - Desert
-> Monster's Level: 30
-> EXP for Defeating: 600
-> AP for Defeating: 45
-> Gil for Defeating: 600
-> Item Dropped from Monster: Bird Wing x1 (100%)
-> Item Stolen from Monster: Bird Wing x1 (63)
-> Item Morphed from Monster: None
-> Monster's HP: 1600
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   54, 52, 5,   66, 55, 150, 0
```

```
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (normal), Water (immune), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Frog


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Great Gale              0   A    Phys  Wnd   Phys  30      100  O  X  (1)
* Big Sound               0   A/1  Phys  Wnd   Phys  20      95   O  X  (2)
^ Claw                    0   1    Phys  Pnch  Phys  32      100  O  X  (3)


(1) Darkness [40]
(2) only will be used if Manipulated
(3) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Tonadu's initial IRV is 8
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0, 1?
Yes: Claw on random character (if 1 has been chosen out of Rnd[1..IRV], Claw x2
     in one turn)
     [Action Count +1]
No: Is Action Count 2?
    Yes: Claw on random character (if 1 has been chosen out of Rnd[1..IRV],
         Claw x2 in one turn)
         [Has 1 been chosen out of Rnd[1..IRV]?
          Yes: Action Count +1]
          No: Action Count reset to 0]
    No: Great Gale on all characters
        [Action Count reset to 0]


-> Counterattack Pattern:
Is Tonadu's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Tonadu's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Tonadu's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
        No: IRV does not change


==============================================================================
-   TONBERRY                                                                  -
==============================================================================


-> Monster's Name: Tonberry
-> Monster's Locations:
- Battle Square (only)
-> Monster's Level: 25
-> EXP for Defeating: 999
-> AP for Defeating: 99
-> Gil for Defeating: 999
-> Item Dropped from Monster: Phoenix Down x1 (8)
-> Item Stolen from Monster: Turbo Ether x1 (8)
-> Item Morphed from Monster: Elixir x1
-> Monster's HP: 15000 / 30000*
* - 15000 is Tonberry's base HP; you will only ever see 30000, however, because
the only Tonberries are encountered is the Battle Square, thus doubling its HP
```

```
-> Monster's MP: 250
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 50,  1,   80,  65,  60,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Manipulation, Death Sentence, Death

-> Attacks:

* Name                 MP  Tar  Type  Elem  Form  PwrCst  %     M  R  +Added
-----------------------------------------------------------------------------
  Chef's Knife         0   1    Mag   -     -     -       255   X  X  (1)
  Time Damage          0   1    Phys  -     Spec  -       255   X  X  (2)
  Move Forward         0   S    -     -     -     -       I     X  X  (3)(4)
  Move Left            0   S    -     -     -     -       I     X  X  (5)(6)
  Move Right           0   S    -     -     -     -       I     X  X  (7)(8)


(1) Death [100%]
(2) Dmg = [(hrs x 100) + min],
    where "hrs" = hours you've played and "min" = minutes you've played
(3) Tonberry moves forward toward the party
(4) Miscellaenous/Animation
(5) Tonberry moves left
(6) Miscellaneous/Animation
(7) Tonberry moves right
(8) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Move Forward on self at the beginning of battle
Tonberry is 1 move away from your party
Has Tonberry not used Move Left or Move Right?
Yes: Is Tonberry 2 moves away from your party?
     Yes: N/A
     No: Is Tonberry 0 or 1 moves away from party?
         Yes: 5/8 - do nothing
              3/8 - Move Left on self
         No: Is second character in party formation not under KO?
             Yes: Knife on first character in party formation
             No: do nothing
No: Has Tonberry used either Move Left or Move Right only once?
    Yes: Is Tonberry 2 moves away from your party?
         Yes: N/A
         No: Is Tonberry 1 move away from your party?
             Yes: 1/2 - do nothing
                  1/4 - Move Left on self
                  1/4 - Move Right on self
             No: Is Tonberry 0 moves away from your party?
                 Yes: 1/4 - do nothing
                      3/8 - Move Left on self
                      3/8 - Move Right on self
                 No: Is first character in party formation not under KO?
                     Yes: 1/2 - do nothing
                          1/2 - Knife on first character character in party
                                formation
                     No: 1/2 - Move Left on self
                         1/2 - Move Right on self
    No: Is Tonberry 2 moves away from your party?
```

```
          Yes: N/A
          No: Is Tonberry 0 or 1 moves away from your party?
               Yes: 5/8 - do nothing
                    3/8 - Move Right on self
               No: Is third character in party formation not under KO?
                    Yes: Knife on third character in party formation
                    No: Move Right on self

-> Counterattack Pattern:
Has Tonberry been attacked three times?
Yes: Time Damage on last character to attack Tonberry
No: follow Basic Pattern


===============================================================================
-    TOUCH ME                                                                 -
===============================================================================

-> Monster's Name: Touch Me
-> Monster's Locations:
- World Map - Gongaga Area - Jungle
- Gongaga - Jungle - First Screen
- Gongaga - Jungle - Second Screen
-> Monster's Level: 18
-> EXP for Defeating: 170
-> AP for Defeating: 23
-> Gil for Defeating: 180
-> Item Dropped from Monster: Maiden's Kiss x1 (8)
-> Item Stolen from Monster: Impaler x1 (32)
-> Item Morphed from Monster: Remedy x1
-> Monster's HP: 300
-> Monster's MP: 74
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   30,  20,  1,   68,  28,  100, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog, Small


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Frog Song               5   1    Mag   -     -     -       100  O  O  (1)(2)
* Frog Jab                0   1    Phys  Hit   Phys  2       85   O  X  (4)(5)

(1) Enemy Skill
(2) Frog [100%] (if character does not have Frog), Sleep [100%] (if character
    does not have Sleep), remove Frog [100%] (if character has Frog), remove
    Sleep [100%] (if character has Sleep)
(4) only attack that will be used if under Berserk
(5) Frog [100%] (if character does not have Frog), remove Frog [100%] (if
    character has Frog)

--> Attack Pattern:

-> Basic Pattern:
Touch Me's Frog Song BSV is 0, 1, 2, 3 (chosen randomly)
Touch Me's Frog Jab BSV is 1, 2 (chosen randomly)
Is Frog Jab BSV 1, 2?
Yes: Frog Jab on random character
     [Frog Jab BSV -1]
```

```
No: Is Frog Song BSV 0?
    Yes: Does at least one character not have Frog?
         Yes: Is Touch Me's MP greater than or equal to 5?
              Yes: Frog Song on random character without Frog
              No: do nothing
                   [Frog Song BSV is 0, 1, 2, 3 (chosen randomly)]
         No: Frog Jab BSV reset to 0
    No: Frog Jab BSV -1

-> Counterattack Pattern:
Has Touch Me been attacked physically?
Yes: 4/5 - follow Basic Pattern
     1/5 - Frog Jab on last character to attack Touch Me physically
No: follow Basic Pattern or "magical" Counterattack Pattern
Has Touch Me been attacked magically?
Yes: 4/5 - follow Basic Pattern
     1/5 - Frog Song on last character to attack Touch Me magically
No: follow Basic Pattern or "physical" Counterattack Pattern


===============================================================================
-   TOXIC FROG                                                               -
===============================================================================

-> Monster's Name: Toxic Frog
-> Monster's Locations:
- Temple of the Ancients - Maze Area
-> Monster's Level: 26
-> EXP for Defeating: 420
-> AP for Defeating: 30
-> Gil for Defeating: 260
-> Item Dropped from Monster: Impaler x1 (8)
-> Item Stolen from Monster: Impaler x1 (32)
-> Item Morphed from Monster: Remedy x1
-> Monster's HP: 500
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   56,  30,  1,   74,  35,  120, 0
-> Fire (normal), Ice (weak), Lightning (normal), Earth (normal), Poison
(absorb), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog, Small


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Frog Song                5   1    Mag   -     -     -       100  O  O  (1)(2)
* Frog Jab                 0   1    Phys  Hit   Phys  2       85   O  X  (4)(5)
* Poisona                  3   1A/A Mag   -     -     -       255  O  O  (6)(7)

(1) Enemy Skill
(2) Frog [100%] (if character does not have Frog), Sleep [100%] (if character
    does not have Sleep), remove Frog [100%] (if character has Frog), remove
    Sleep [100%] (if character has Sleep)
(4) Frog [100%] (if character does not have Frog), remove Frog [100%] (if
    character has Frog)
(5) only attack that will be used if under Berserk
(6) remove Poison [100%]
(7) only will be used if Manipulated (if MP is greater than or equal to 3)

--> Attack Pattern:
```

```
-> Basic Pattern:
Touch Me's Frog Song BSV is 0, 1, 2, 3 (chosen randomly)
Touch Me's Frog Jab BSV is 1, 2 (chosen randomly)
Is Frog Jab BSV 1, 2?
Yes: Frog Jab on random character
     [Frog Jab BSV -1]
No: Is Frog Song BSV 0?
    Yes: Does at least one character not have Frog?
         Yes: Is Touch Me's MP greater than or equal to 5?
              Yes: Frog Song on random character without Frog
              No: do nothing
                   [Frog Song BSV is 0, 1, 2, 3 (chosen randomly)]
         No: Frog Jab on random character
             [Frog Jab BSV reset to 0]
    No: Frog Jab BSV -1


-> Counterattack Pattern:
Has Touch Me been attacked physically?
Yes: 2/3 - follow Basic Pattern
     1/3 - Frog Jab on last character to attack Toxic Frog physically
No: follow Basic Pattern or "magical" Counterattack Pattern
Has Touch Me been attacked magically?
Yes: 2/3 - follow Basic Pattern
     1/3 - Frog Song on last character to attack Toxic Frog magically
No: follow Basic Pattern or "physical" Counterattack Pattern


===============================================================================
-   TRICKPLAY                                                                 -
===============================================================================


-> Monster's Name: Trickplay
-> Monster's Locations:
- World Map - Icicle Area - Grass
- Corral Valley - Conch Shell
-> Monster's Level: 24
-> EXP for Defeating: 480
-> AP for Defeating: 35
-> Gil for Defeating: 800/1600*
* - 1600 only after using Gold Mountain
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1500
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 40,  0,   53,  45,  96,  20
-> Fire (normal), Ice (normal), Lightning (normal), Earth (absorb), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Petrification, Frog, Small, Slow-Numb, Manipulation


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Gold Mountain           0   1    Phys  -     Phys  16      95   X  X  (1)
* Hot Springs             0   1    MHPr  Res   Cure  170     255  X  X
* Sinking                 0   1    Phys  Eth   Phys  16      95   X  X
* Sewers                  0   1    Mag   Wat   Mag   16      100  X  X
* L4 Suicide              10  A*   Mag   -     Prop  -       I    X  O  (2)(3)
```

```
                                                                (4)(5)
^ Rock Toss                  0   1    Phys  Sht   Phys  16    120  X  X  (6)
* Magma                      0   1    Phys  Fir   Phys  16     95  X  X

(1) +800 to Gil for Defeating
(2) Enemy Skill
(3) 100% miss if character's lvl is not a multiple of 4
(4) Small [100%]
(5) Dmg = [character HP x 31/32]
(6) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
4/23 - Gold Mountain on random character
4/23 - Sinking on random character
4/23 - Sewers on random character
4/23 - Rock Toss on random character
4/23 - Magma on random character
2/23 - Is Trickplay's MP greater than or equal to 10?
        Yes: L4 Suicide on all characters
        No: do nothing
1/23 - Hot Springs on random character


===============================================================================
-    BOSS: TURKS:ELENA                                                        -
===============================================================================


-> Monster's Name: Turks:Elena
-> Monster's Locations:
- Midgar (disk 2) - Sector 8 Underground (forced)
-> Monster's Level: 53
-> EXP for Defeating: 6400 (only if KO'd)
-> AP for Defeating: 800 (only if KO'd)
-> Gil for Defeating: 7000 (only if KO'd)
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Minerva Band x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 30000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   75,  90,  5,   85,  100, 190, 20
-> Fire (normal), Ice (absorb), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death
Sentence, Death


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
  Retreat                   0   S    -     -     -     -       I    X  X  (1)(2)
  Advance                   0   S    -     -     -     -       I    X  X  (3)(4)
^ Bewildered                0   1    Mag   -     -     -       90   X  X  (5)
^ Kick                      0   1    Phys  Hit   Phys  40      90   X  X
^ Throw [1]                 0   1    Phys  Sht   Phys  24      90   X  X
^ Throw [2]                 0   A    Phys  Fir   Phys  32      90   X  X
  Escape                    0   AA   -     -     -     -       I    X  X  (6)(7)
```

```
(1) Turks:Elena moves to the back row
(2) Miscellaneous/Animation
(3) Turks:Elena moves to the front row
(4) Miscellaneous/Animation
(5) Confusion [80]
(6) escapes from battle - remove self, Turks:Reno, and Turks:Rude from battle
    - only Turks:Elena leaves reward
(7) Miscellaneous/Animation


Note: Elena says various quotes before many of her attacks


--> Attack Pattern:


-> Basic Pattern:
Elena: "Try this on for size!" appears on screen at the beginning of battle
Throw [2] on all characters at the beginning of battle
Has Elena been attacked less than twice?
Yes: Elena is in the front row
     1/2 - Throw [2] on random character
     1/2 - Kick on random character
No: Elena: "Yeow! That hurts!" appears on screen
    Retreat on self
    Elena is in the back row
    Is Action Count 0?
    Yes: Action Count +1
    No: Is Action Count 1?
        Yes: Elena: "Take THAT!" appears on screen
             Bewildered on all characters
             [Action Count +1]
        No: Is Action Count 2, 3, 4, 5?
            Yes: Throw [1] on random characters
                 [Action Count +1]
            No: Elena: "Take THAT!" appears on screen
                Advance on self
                Throw [2] on all characters
                Elena is in the front row
                [Action Count reset to 0]


-> Special KO Pattern:
Is Elena's HP 0?
Yes: Reno: "Let's call it a day." appears on screen
     Escape on self (battle ends)
     remove self
     remove all allies
No: follow Basic Pattern or Special Ally KO Pattern


-> Special Ally KO Pattern:
Is Reno's or Rude's HP 0?
Yes: Escape on self
No: follow Basic Pattern or Special KO Pattern


- STRATEGY: Jesus H. Christ. You know, we leave 'em alone for a little while,
and they come back triple as powerful as ever before. If anyone knows where
they're training, I sure as hell would like to know. Well anyway, with triple
power, this boss combo can prove to be quite challenging, but nothing
unmanageable. First off, we have Elena, who for some reason, is the strongest
one of the three Turks, which completely baffles me. Please take caution that
unless you're adequately lvled, you will die in this fight, as some of their
attacks are crucifixing, to say the least. I mean, on average, Rude's physical
damn attack does 1700 damage in itself, with medium Acc% frequency. Pair that
```

in with all of their other annoying attacks and you got yourself one serious fight. But, me being the sexy and intelligent person that I am, have incorporated ways for bypassing most of this in this strategy. Who loves ya? All right, first of all, we deal with Elena. Her attacks are mainly Fire-oriented, meaning that if you use Fire Ring, it can drain those attacks and rejuvenate HP. If you were smart and bought some at Mideel. If you didn't, fret not, as I have yet another solution to your problem, but maybe not as favorable in the long run. It's to pair Fire2/3-Elemental on characters, and that nullifies the damage. She also has her "charming confusion" attack which I named that for obvious reasons, and that can be flushed by Ribbon or other accessories which immunize you from Confuse status. Note: don't utilize Ice on her as it's absorbed.

Next up, we have the preparations for Reno at hand, and his attacks are mainly based on the Lightning principles. Of course, if you decided to use your character's accessory slots with protections for Elena (highly recommended, as her "burning flame" hits everyone for about 500 damage), you can use this formulated alternative, which is as simple as 1,2,3. Basically, equip your characters with any Lightning-Elemental Materia on their armor. This shall keep them from sustaining damage from Reno's attacks. Of course, there's the small, microbe -ish detail of his physical attack, which does only around 400 damage, and if you want to be picky, you can use a method I describe in the following paragraph for Rude's physical attack, the one that's actually a nasty little bastard to withstand. Another little idiosyncratic hypersensitiveness to Lightning; he absorbs it, so stay abstain from using them. My God, people... what did you expect? Almost all of his Goddamn attack repertoire is Lightning, and you expect his status information not to be at least be slightly reflective of that!?

Now, next sub-boss in question is Rude, who is unquestionally and undisputedly the second hardest boss of the not-so-dynamic trio. His Grand Spark, as you should know from the fight with him last at Rocket Town (damnit, why couldn't you just gouge your sword through his temple as he was laying there totally unconcious?), is a Lighting-inclined attack, just like some of Reno's moves. It has a slightly more devastating looking appearance to it when utilized this time around, as apparently he's pissed after losing previously, and puts all his furiousness into his blows this time. The obvious way to negate the move's effect goes hand-in-hand with the negation, so refer to the above paragraph on doing Lightning-Elemental on armor(s). Oops, just gave away the answer (^u^)E^ But, his main point of contension is his physical attack, which is highly unordinary, considering that his punch last time (and is usually the case with most bosses, of course) paled in comparison to Grand Spark, or anything for that matter. The damage inflicted by this attack is usually enormous, which is why we'll be needing some protection. The best way I can offer is to have some person that has Enemy Skill Materia equipped, cast Big Guard straight from the beginning of battle, which will greatly reduce damage sustained. Also, avoid any Fire usage against him.

Anyway, with all of the preparations out of the way, we can safely move on to how to beat them successfully. First of all, All combos can be really useful in this battle, as there's three of them attacking en masse, as you know. A few suggestions would be Bio-All, or, powerful attacks that naturally attack all oppositions. One of them being Ultima, and that can do 9999 damage already if you're lvled up high enough. And Comet2 can put a damper of about 2000 damage per hit against all three Turk members. Keep in mind, too, that, since they're bosses, they claim the privelage of unsusceptiblizing Gravity's effects, that's a given. Any powerful summon (summons below Odin are usually pathetically useless in this fight, so you really shouldn't use them. Plus, they bring down HP at the same time) will do nicely, too. Bahamut ZERO should do around 7000 damage by itself, and with MP Plus paired, it could even do up to the 7500s.

Neo Bahamut does around 4700 while Bahamut does around 3600. Alexander is
considerably strong, and so is Odin, but completely avoid usage of Kjata, as
it can heal them all for about 4000 HP! Also, multiple-hitting Limit Breaks can
do the trick well, also. Remember to keep that HP up in this fight.

==
-    BOSS: TURKS:RENO   -
==

-> Monster's Name: Turks:Reno
-> Monster's Locations:
- Midgar - Sector 7 Plate Support Tower (top) (forced)
-> Monster's Level: 17
-> EXP for Defeating: 290
-> AP for Defeating: 22
-> Gil for Defeating: 500
-> Item Dropped from Monster: Ether x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1000
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   32, 52, 6,   50, 20, 62, 15
-> Fire (normal), Ice (normal), Lightning (1/2), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Seizure, Death Sentence, Death

-> Attacks:

* Name   MP Tar Type Elem Form PwrCst %   M R +Added
----
* Electro-mag Rod   0   1   Phys Lit   Phys 24   100 X X (1)
* Pyramid   0   1   Mag   -   -   -   255 X X (2)(3)
^ Short Staff   0   1   Phys Hit   Phys 20   110 X X
  Escape   0   S   -   -   -   -   I   X X (4)

(1) Paralysis [24%]
(2) animate Pyramid around character
(3) Imprison [100%]
(4) escapes from battle - remove self

--> Attack Pattern:

-> Basic Pattern:
Action Count +1 at the beginning of battle
Reno Pre-Selects any character from party formation.
Does Pre-Select character have Imprison or is under KO?
Yes: BSV +1
Is Action Count greater than or equal to BSV +3?
Yes: 1/3 - Is Pre-Select character the first character in your party formation?
          Yes: Does Pre-Select character not have Imprison and is not under KO?
               Yes: Pyramid on the first character in your party formation
                    [Action Count reset to 0]
     1/3 - Is Pre-Select character the second character in your party formation?
          Yes: Does Pre-Select character not have Imprison and is not under KO?
               Yes: Pyramid on the second character in your party formation
                    [Action Count reset to 0]
     1/3 - Is Pre-Select character the third character in your party formation?
          Yes: Does Pre-Select character not have Imprison and is not under KO?

When Pyramid is first used, Reno: "Try and break it if you can." appears on
screen.

-> Counterattack Pattern:
Has Reno been attacked with Lightning magic? (this includes Bolt Plume, Swift
Bolt, and Ice Crystal)
Yes: Electro-mag Rod on last character to use Lightning magic on Reno
No: 2/3 - Short Rod on random character
    1/3 - Electro-mag Rod on random character

-> Special KO Pattern:
Is Reno's HP 0?
Yes: remove Pyramid from characters
     remove any status effects from Reno
     Reno: "It's time." appears on screen
     Escape on self
No: follow Basic Pattern

- STRATEGY: After/during the cutscene, Reno turns on and activates the switch.
Crap. This guy packs a decent repertoire of attacks, but none of them are that
particularly dangerous, but one can get really rather bothersome. It becomes
really old and a nuisance... fast. He's also not that much of a threat as a
fighter altogether, but, if you screw up on too often of occasion, he can start
decimating your party (Barret, Tifa, and Cloud) slowly but surely. His 1000 HP
isn't that much to deal with, either, especially at this point in time. He has
two attacks that actually deal some sort of damage, but the pestering attack
does not lie therein. It's in the attack that encloses your character in a
clear -ish diamond (Pyramid). This prevents that character from attacking for
as long as they are in there, and they're pretty much impregnable from attacks
in this state (can't be too bad then, can it? Yes). But, his or her ATB Guage
does not subliminize, either.

Neither does their Limit Meter, as they can't can't take damage, thus disabling
increase in the bar. Sometimes this happens when a character is about to attack
and it prevents attack from going through and occuring. He uses it about every
other turn if there's not a character on field who's currently barred by the
Pyramid. Getting it off, or, removing it, is more of a simple matter than some
people make it out to be at first. You must use one of your two other free
characters (no more than one will ever be put in this at once) to hit the
Pyramid. It then disappears. If said characters was going to do a command or
action before the barrier was placed, they execute it now. Note that you do not
lose any HP gradually while inside of that enclosement.

One of his other attacks is where he goes up and uses Electro-mag Rod, and in
it Reno uses a giant taser to electrocute the victim. As I said, only really 50
or more dmg is done (and it pretty much ranges from a standpoint of 50 to
mainly a maximum of 70--80 on rare occasions). His other attack is a miniature
one, and it's barely even worth mentioning. It's a regular, normal physical
strike which does about 30, or slightly more, dmg. You can prognosticate that
soon after a character is de-Pyramid-ed, it will be cast unto them or someone
else soon enough, and all you have to do is to keep on busting them out (don't
worry, like I said, no damage can be done). Also, he never uses his other
attacks on an afflicted character who has Pyramid in place as to not free them
himself and negate his own efforts, I suppose.

Time to kill this bastard. He has no susceptibilities/weaknesses to any
elements, really, but Fire and Ice will do about double the amount of damage
as Bolt, since it does 1/2 damage. But, they will do more than just about any

physical type attack could do (spells such as Fire, Bolt). If you can do at
least 70-100 with Cloud's physical attacks, 60-90 with Barret's, and 60-70 with
Tifa's, just use normal attacks throughout the whole time in an effort to
conserve MP and use it for Cure spells on characters. Adumbrately, you could
unload with Limit Breaks on him. I say that Cloud's Cross Slash should do 300+
damage, Barret's Big Shot- ~300, and Tifa's Somersault with all "Yeah!s" could
execute 250-320 or so. These technicaly are not needed considering his low Def
and generally simple to deal with HP. Hell, Aps had 800 more HP than Reno does.
Anyway, once his 1000 HP count has been completedly depleted, the fight ends,
but he runs away.

==
-    BOSS: TURKS:RENO   -
==

-> Monster's Name: Turks:Reno
-> Monster's Locations:
- Gongaga - Jungle (forced)
-> Monster's Level: 22
-> EXP for Defeating: 660 (only if KO'd)
-> AP for Defeating: 60 (only if KO'd)
-> Gil for Defeating: 1500 (only if KO'd)
-> Item Dropped from Monster: Fairy Tale x1 (100%) (only if KO'd)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2000
-> Monster's MP: 80
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   35, 66, 1,   69, 35, 164, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence, Death

-> Attacks:

* Name   MP Tar Type Elem Form PwrCst %   M R +Added
----
* Electropod   0   1   Phys Lit   Phys 48   90   X X
* Turk Light   0   1   Mag   -   Mag   12   90   X X
^ Short Staff   0   1   Phys Hit   Phys 20   110 X X
  Escape   0   S   -   -   -   -   I   X X (1)(2)

(1) escape from battle - remove self with no reward (unless KO'd)
(2) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
On Reno's first turn,
Has Reno been attacked with Lightning magic? (this includes Bolt Plume, Swift
Bolt, and Ice Crystal)
Yes: Electropod on last character to attack Reno with Lightning magic
No: 1/2 - Turk Light on random character
    1/2 - Short Staff on random character
For all subsequent turns,
1/2 - Turk Light on random character
1/2 - Short Staff on random character

-> Special KO Pattern:

```
Is Reno's HP 0?
Yes: remove any status effects from Reno
     Reno: "We may be retreating, but..."
           "we're still victorious." appears on screen
           Escape on self
           follow Rude's Special Ally KO Pattern
No: follow Basic Pattern (unless Rude's HP is 0)

-> Special Ally KO Pattern:
Is Rude's HP 0?
Yes: Escape on self
No: follow Basic Pattern
```

- STRATEGY: Well, this fight can be a little tricky if you don't come into it
prepared. There are, as you can see, two bosses in this, and both of them are
members of the Turks. They're usually not pushovers, but you probably have some
attacks that can make them look awfully pitiful. All right, since there are, in
fact, two bosses you must fight here, any oppressive lvl2 black magic should be
paired with an All Materia in order to achieve the best possible results. Of
course, damage is cut down slightly when this is done, but it's much more
useful than doing it in single moves, and really expedites beating up on the
bosses. Any summon Materia is useful here, especially Choco/Mog, as it can Stop
any one of the bosses (sometimes even both), plus it does some nice damage.
Shiva and Ifrit are mainly there for some high damage (around 300 per hit). But
you do have a summon which can cause an ungodly amount of damage, and that one
being Ramuh, the Lightning summon. It'll usually do 450+ damage to both Reno
and Rude, quickly minusing a lot of their health. Most Limit Breaks will really
help here (yes, even Mindblow).

A lot of times they don't attack one after the other, as one's Spd is a little
faster than the other, that one being Reno. Reno is the more annoying of the
two, mainly due to his Turk Light attack, which does around 200 damage to one
character, and he uses it fairly often. His other attacks aren't really bothers
except for Electropod. Rude, on the other hand, has Cure, so work on killing
him mostly. Fire attack from him does about 140 damage, and sometimes more than
even that. His "punch" isn't very detrimental, and only does around the damage
family of 30-40, unlike Reno's which does 60-75. In conjunction to All magics
and summons, a few attacks that can simply eradicate the two are the following:
Aqualung, as well as Beta. They can probably drop off half of both their HPs in
just one hit, but they do cost quite a large amount of MP. Once they're done,
you may be phlegmatic as to why you didn't kill them. Well, no matter what they
run off with their tails between their legs, as it's part of the story.

```
===============================================================================
-   BOSS: TURKS:RENO                                                          -
===============================================================================
```

-> Monster's Name: Turks:Reno
-> Monster's Locations:
- Sunken Gelnika - Before Cargo Bay
-> Monster's Level: 42
-> EXP for Defeating: 5000
-> AP for Defeating: 300
-> Gil for Defeating: 4000
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Tough Ring x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 15000
-> Monster's MP: 230
-> Att, Def, Df%, Dex, MAt, MDf, Luck

```
     100, 100, 12,  85,  85,  96,  20
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Manipulation, Seizure, Peerless, Death Sentence, Death

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Neo Turk Light         0   1    Mag   Hit   -     -       90   X  X  (1)
* Electropod 2           0   1    Phys  Lit   Phys  68      90   X  X
^ Short Staff            0   1    Phys  Hit   Phys  20      110  X  X
  Escape                 0   S    -     -     -     -       I    X  X  (2)(3)

(1) Confusion [100%]
(2) escapes from battle - remove self
(3) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Has Reno been attacked with Lightning magic? (this includes Bolt Plume, Swift
Bolt, and Ice Crystal)
Yes: Electropod 2 on last character to attack Reno with Lightning magic
No: 1/2 - Neo Turk Light on random character
    1/2 - Short Staff on random character

-> Special KO Pattern:
Is Reno's HP 0?
Yes: remove any status effects from Reno
     Reno: "The guys are pretty tough." appears on screen
     Escape on self
No: follow Basic Pattern
```

- STRATEGY: These guys here actually aren't really much more difficult than
they would be if you battled them in Midgar. Their attacks are the same as
always, so nothing should be of any surprise to you here, either. Anomalously
speaking, they're a tad stronger than before, as they're later in the game,
but analogously, it evens out, as you're that much leveled. Ergonomic attacks
for this battle should consist of a few of your most powerful moves such as
Ultima, or powerful summons, that of course spread damage to all enemies
evenly. Constituents of armor and weapon Materia slots should be some elemental
nullifying combinations, that is, unless, you have proper accessories or some
armors in place on characters. As an encompium to them for all of the pains in
the asses throughout the game, just up and unleash on them with efficacious
attacks, as previously stated. You honestly should not have too much problem
with this fight at the this point in the game (considering you're coming into
the Gelnika at a later stage in the game once you've become more powerful than
you normally have become simply following the main storyline - although, this
is an incredible place to help max out your characters).

```
===============================================================================
-   BOSS: TURKS:RENO                                                          -
===============================================================================
```

-> Monster's Name: Turks:Reno
-> Monster's Locations:
- Midgar (disk 2) - Sector 8 Underground (forced)
-> Monster's Level: 50

```
-> EXP for Defeating: 4500 (only if KO'd)
-> AP for Defeating: 450 (only if KO'd)
-> Gil for Defeating: 3000 (only if KO'd)
-> Item Dropped from Monster: Elixir x1 [100%]
-> Item Stolen from Monster: Tough Ring x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 25000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 5,   80,  105, 106, 20
-> Fire (normal), Ice (normal), Lightning (absorb), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death
Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Turk Light              0   1    Mag   -     Mag   12      90   X  X
* Electropod              0   1    Phys  Lit   Phys  48      90   X  X
^ Short Staff             0   1    Phys  Hit   Phys  20      110  X  X
  Escape                  0   AA   -     -     -     -       I    X  X  (1)(2)

(1) escapes from battle - remove self, Turks:Elena, and Turks:Rude from battle
    - only Turks:Reno leaves reward
(2) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0?
Yes: Short Staff on random character
     [Action Count +1]
No: Is Action Count 1?
    Yes: 1/2 - Electropod on random character
         1/2 - Short Staff on random character
               [Action Count +1]
    No: Turk Light on random character
        [Action Count reset to 0]

-> Special KO Pattern:
Is Reno's HP 0?
Yes: Reno: "Let's call it a day." appears on screen
     Escape on self (battle ends)
      remove self
      remove all allies
No: follow Basic Pattern or Special Ally KO Pattern

-> Special Ally KO Pattern:
Is Elena's or Rude's HP 0?
Yes: Escape on self
No: follow Basic Pattern or Special KO Pattern


- STRATEGY: Jesus H. Christ. You know, we leave 'em alone for a little while,
and they come back triple as powerful as ever before. If anyone knows where
they're training, I sure as hell would like to know. Well anyway, with triple
power, this boss combo can prove to be quite challenging, but nothing
unmanageable. First off, we have Elena, who for some reason, is the strongest
```

one of the three Turks, which completely baffles me. Please take caution that unless you're adequately lvled, you will die in this fight, as some of their attacks are crucifixing, to say the least. I mean, on average, Rude's physical damn attack does 1700 damage in itself, with medium Acc% frequency. Pair that in with all of their other annoying attacks and you got yourself one serious fight. But, me being the sexy and intelligent person that I am, have incorporated ways for bypassing most of this in this strategy. Who loves ya? All right, first of all, we deal with Elena. Her attacks are mainly Fire-oriented, meaning that if you use Fire Ring, it can drain those attacks and rejuvenate HP. If you were smart and bought some at Mideel. If you didn't, fret not, as I have yet another solution to your problem, but maybe not as favorable in the long run. It's to pair Fire2/3-Elemental on characters, and that nullifies the damage. She also has her "charming confusion" attack which I named that for obvious reasons, and that can be flushed by Ribbon or other accessories which immunize you from Confuse status. Note: don't utilize Ice on her as it's absorbed.

Next up, we have the preparations for Reno at hand, and his attacks are mainly based on the Lightning principles. Of course, if you decided to use your character's accessory slots with protections for Elena (highly recommended, as her "burning flame" hits everyone for about 500 damage), you can use this formulated alternative, which is as simple as 1,2,3. Basically, equip your characters with any Lightning-Elemental Materia on their armor. This shall keep them from sustaining damage from Reno's attacks. Of course, there's the small, microbe -ish detail of his physical attack, which does only around 400 damage, and if you want to be picky, you can use a method I describe in the following paragraph for Rude's physical attack, the one that's actually a nasty little bastard to withstand. Another little idiosyncratic hypersensitiveness to Lightning; he absorbs it, so stay abstain from using them. My God, people... what did you expect? Almost all of his Goddamn attack repertoire is Lightning, and you expect his status information not to be at least be slightly reflective of that!?

Now, next sub-boss in question is Rude, who is unquestionally and undisputedly the second hardest boss of the not-so-dynamic trio. His Grand Spark, as you should know from the fight with him last at Rocket Town (damnit, why couldn't you just gouge your sword through his temple as he was laying there totally unconcious?), is a Lighting-inclined attack, just like some of Reno's moves. It has a slightly more devastating looking appearance to it when utilized this time around, as apparently he's pissed after losing previously, and puts all his furiousness into his blows this time. The obvious way to negate the move's effect goes hand-in-hand with the negation, so refer to the above paragraph on doing Lightning-Elemental on armor(s). Oops, just gave away the answer (^u^)E^ But, his main point of contension is his physical attack, which is highly unordinary, considering that his punch last time (and is usually the case with most bosses, of course) paled in comparison to Grand Spark, or anything for that matter. The damage inflicted by this attack is usually enormous, which is why we'll be needing some protection. The best way I can offer is to have some person that has Enemy Skill Materia equipped, cast Big Guard straight from the beginning of battle, which will greatly reduce damage sustained. Also, avoid any Fire usage against him.

Anyway, with all of the preparations out of the way, we can safely move on to how to beat them successfully. First of all, All combos can be really useful in this battle, as there's three of them attacking en masse, as you know. A few suggestions would be Bio-All, or, powerful attacks that naturally attack all oppositions. One of them being Ultima, and that can do 9999 damage already if you're lvled up high enough. And Comet2 can put a damper of about 2000 damage per hit against all three Turk members. Keep in mind, too, that, since they're bosses, they claim the privelage of unsusceptiblizing Gravity's effects, that's

a given. Any powerful summon (summons below Odin are usually pathetically
useless in this fight, so you really shouldn't use them. Plus, they bring down
HP at the same time) will do nicely, too. Bahamut ZERO should do around 7000
damage by itself, and with MP Plus paired, it could even do up to the 7500s.
Neo Bahamut does around 4700 while Bahamut does around 3600. Alexander is
considerably strong, and so is Odin, but completely avoid usage of Kjata, as
it can heal them all for about 4000 HP! Also, multiple-hitting Limit Breaks can
do the trick well, also. Remember to keep that HP up in this fight.

==
-    BOSS: TURKS:RUDE   -
==

-> Monster's Name: Turks:Rude
-> Monster's Locations:
- Gongaga - Jungle (forced)
-> Monster's Level: 22
-> EXP for Defeating: 720 (only if KO'd)
-> AP for Defeating: 70 (only if KO'd)
-> Gil for Defeating: 2000 (only if KO'd)
-> Item Dropped from Monster: X-Potion x1 (100%) (only if KO'd)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2000
-> Monster's MP: 135
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   40, 100, 1,   65, 35, 200, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death Sentence, Death

-> Attacks:

* Name   MP Tar Type Elem Form PwrCst %   M R +Added
----
* Grand Spark   0   1   Mag   Hit   Mag   24   100 X X (1)
* Fire   4   1   Mag   Fir   Mag   8   100 X O
* Cure   5   1A   Mag   Res   Cure 126   255 X O
^ Shoulder Attack   0   1   Phys Hit   Phys 48   90   X X
  Sentinel   0   1A   -   -   -   -   I   X X (2)
  Escape   0   S   -   -   -   -   I   X X (3)(4)

(1) dummy attack
(2) Rude will randomly get in the way and take damage for attacks targetted at
    Reno
(3) escape from battle - remove self with no reward (unless KO'd)
(4) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Is Reno's HP less than 1/2 of his MaxHP?
Yes: Is Rude's MP greater than or equal to 5?
     Yes: Cure on Reno
     No: Is Rude's MP greater than or equal to 4?
          Yes: Fire on random character that is not Tifa
          No: Is any character besides Tifa available?
               Yes: Shoulder on random character that is not Tifa
               No: 2/3 - Shoulder Attack on Tifa

-> Special KO Pattern:
Is Rude's HP 0?
Yes: remove any status effects from Rude
     Rude: "..." appears on screen
     Escape on self
     follow Reno's Special Ally KO Pattern
No: follow Basic Pattern (unless Reno's HP is 0)

-> Special Ally KO Pattern:
Is Reno's HP 0?
Yes: Escape on self
No: follow Basic Pattern

- STRATEGY: Well, this fight can be a little tricky if you don't come into it
prepared. There are, as you can see, two bosses in this, and both of them are
members of the Turks. They're usually not pushovers, but you probably have some
attacks that can make them look awfully pitiful. All right, since there are, in
fact, two bosses you must fight here, any oppressive lvl2 black magic should be
paired with an All Materia in order to achieve the best possible results. Of
course, damage is cut down slightly when this is done, but it's much more
useful than doing it in single moves, and really expedites beating up on the
bosses. Any summon Materia is useful here, especially Choco/Mog, as it can Stop
any one of the bosses (sometimes even both), plus it does some nice damage.
Shiva and Ifrit are mainly there for some high damage (around 300 per hit). But
you do have a summon which can cause an ungodly amount of damage, and that one
being Ramuh, the Lightning summon. It'll usually do 450+ damage to both Reno
and Rude, quickly minusing a lot of their health. Most Limit Breaks will really
help here (yes, even Mindblow).

A lot of times they don't attack one after the other, as one's Spd is a little
faster than the other, that one being Reno. Reno is the more annoying of the
two, mainly due to his Turk Light attack, which does around 200 damage to one
character, and he uses it fairly often. His other attacks aren't really bothers
except for Electropod. Rude, on the other hand, has Cure, so work on killing
him mostly. Fire attack from him does about 140 damage, and sometimes more than
even that. His "punch" isn't very detrimental, and only does around the damage
family of 30-40, unlike Reno's which does 60-75. In conjunction to All magics
and summons, a few attacks that can simply eradicate the two are the following:
Aqualung, as well as Beta. They can probably drop off half of both their HPs in
just one hit, but they do cost quite a large amount of MP. Once they're done,
you may be phlegmatic as to why you didn't kill them. Well, no matter what they
run off with their tails between their legs, as it's part of the story.

===
-   BOSS: TURKS:RUDE   -
===

- Note: look under Attack Squad's enemy entry for its information

-> Monster's Name: Turks:Rude
-> Monster's Locations:
- Rocket Town (disk 2) (forced)
-> Monster's Level: 42
-> EXP for Defeating: 3400
-> AP for Defeating: 80
-> Gil for Defeating: 3000
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Ziedrich x1 (8)

```
-> Item Morphed from Monster: None
-> Monster's HP: 9000
-> Monster's MP: 240
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60, 60, 5,  78,  30,  160, 9
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(immune), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Grand Spark              0   1    Mag   Hit   Mag   20      100  X  X
* Bolt2                    22  1/A  Mag   Lit   Mag   20      100  X  O
* Cure2                    24  1A/A Mag   Res   Cure  786     255  X  O
* MBarrier                 24  1A/A Mag   -     -     -       I    X  O  (1)
^ Shoulder Attack          0   1    Phys  Hit   Phys  48      90   X  X
  Escape                   0   S    -     -     -     -       I    X  X  (2)
  Remove                   0   AA   -     -     -     -       I    X  X  (3)(4)

(1) Magic Barrier [100%]
(2) escape from battle
(3) removes any Attack Squad not under KO
(4) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
If Rude's HP is less than 1/4 of his MaxHP, Pre-Select character is the last
character to attack Rude
On Rude's first turn,
2/3 - Is any character besides Tifa available?
      Yes: Shoulder Attack on random character besides Tifa
      No: 2/3 - Shoulder Attack on Tifa
          1/3 - Rude: "..." appears on screen
1/3 - Grand Spark on random character besides Tifa
For all subsequent turns,
Is Pre-Select character not immune to Lightning?
Yes: Is Rude's MP greater than or equal to 22?
     Yes: Bolt2 on Pre-Select character
     No: do nothing
No: Is Rude's HP less than 1/4 of his MaxHP and is Rude's MP greater than or
    equal to 24?
    Yes: Cure2 on self
    No: Does Rude not have Magic Barrier and is Rude's MP greater than or
        equal to 24?
        Yes: 3/4 - do nothing
             1/4 - MBarrier on self
        No: restart Basic Pattern

-> Special KO Pattern:
Is Rude's HP 0?
Yes: remove any status effects from Rude
     Rude: "Ugh..." appears on screen
     Remove on all allies not under KO
     Escape on self
No: follow Basic Pattern
```

- STRATEGY: Heh, personally, I don't think this should be considered a boss
fight, as it's so easy, but it is, so whatever. No major preparations have to
be made here, as the fight's easy enough as it is, that if you really wanted
to, you could be him, along with his Attack Squad buddies with physical attacks
alone. The only thing I majorly advise outfitting someone with Steal, so that
you can loot one of the game's best armors, Ziedrich, from him. So, just kick
back, relax, and exonerate any worries from your mind about this even
resembling a difficult battle. Just take out his Attack Squad bastards with
little to no effort, and your attacks probably do fairly exorbitant amounts of
damage to them, as well. Or, if you want, just annihilate them with some of
your magics (-All) or summons to take them all out at once.

===
-   BOSS: TURKS:RUDE   -
===

-> Monster's Name: Turks:Rude
-> Monster's Locations:
- Sunken Gelnika - Before Cargo Bay
-> Monster's Level: 49
-> EXP for Defeating: 5500
-> AP for Defeating: 360
-> Gil for Defeating: 5000
-> Item Dropped from Monster: Elixir x1 (100%)
-> Item Stolen from Monster: Ziedrich x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 20000
-> Monster's MP: 280
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   110, 120, 0,   79, 75, 160, 5
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Manipulation, Seizure, Peerless, Death Sentence, Death

-> Attacks:

* Name   MP Tar Type Elem Form PwrCst %   M R +Added
----
* Fire2   22 1/A Mag   Fir   Mag   20   100 X O
* Bolt2   22 1/A Mag   Lit   Mag   20   100 X O
* Ice2   22 1/A Mag   Ice   Mag   20   100 X O
* Grand Spark   0   1   Mag   Hit   Mag   24   100 X X (1)
* Cure2   24 AA   Mag   Res   Cure 786   255 X O
^ Shoulder Attack   0   1   Phys Hit   Phys 48   90   X X
  Escape   0   S   -   -   -   -   I   X X (2)(3)

(1) dummy attack
(2) escape from battle - remove self
(3) Miscellaneous/Animation

--> Attack Pattern:

-> Basic Pattern:
Is it Rude's first turn?
Yes: Is Rude's HP less than 1/2 of his MaxHP?
     Yes: Is Rude's MP greater than or equal to 24?
          Yes: Cure2 on all allies
          No: Is Rude's MP greater than or equal to 22?
               Yes: Is any character besides Tifa available?

```
                     Yes: 2/5 - do nothing
                          1/5 - Fire2 on random character besides Tifa
                          1/5 - Bolt2 on random character besides Tifa
                          1/5 - Ice2 on random character besides Tifa
                      No: do nothing
                  No: Is any character besides Tifa available?
                     Yes: Shoulder Attack on random character besides Tifa
                      No: 2/3 - Shoulder Attack on Tifa
                          1/3 - Rude: "..." appears on screen
No: Was attack used on first turn Shoulder Attack?
    Yes: restart Basic Pattern
    No: do nothing for the rest of battle


-> Special KO Pattern:
Is Reno's HP 0?
Yes: remove any status effects from Reno
     Rude: "..." appears on screen
     Escape on self
No: follow Basic Pattern


- STRATEGY: These guys here actually aren't really much more difficult than
they would be if you battled them in Midgar. Their attacks are the same as
always, so nothing should be of any surprise to you here, either. Anomalously
speaking, they're a tad stronger than before, as they're later in the game,
but analogously, it evens out, as you're that much leveled. Ergonomic attacks
for this battle should consist of a few of your most powerful moves such as
Ultima, or powerful summons, that of course spread damage to all enemies
evenly. Constituents of armor and weapon Materia slots should be some elemental
nullifying combinations, that is, unless, you have proper accessories or some
armors in place on characters. As an encompium to them for all of the pains in
the asses throughout the game, just up and unleash on them with efficacious
attacks, as previously stated. You honestly should not have too much problem
with this fight at the this point in the game (considering you're coming into
the Gelnika at a later stage in the game once you've become more powerful than
you normally have become simply following the main storyline - although, this
is an incredible place to help max out your characters).


================================================================================
-   BOSS: TURKS:RUDE                                                           -
================================================================================


-> Monster's Name: Turks:Rude
-> Monster's Locations:
- Midgar (disk 2) - Sector 8 Underground (forced)
-> Monster's Level: 51
-> EXP for Defeating: 5500 (only if KO'd)
-> AP for Defeating: 600 (only if KO'd)
-> Gil for Defeating: 5000 (only if KO'd)
-> Item Dropped from Monster: Elixir x1 [100%]
-> Item Stolen from Monster: Ziedrich x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 28000
-> Monster's MP: 250
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   110, 130, 0,   70,  83,  190, 20
-> Fire (absorb), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Peerless, Manipulation, Death
Sentence, Death
```

```
-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Grand Spark              0   1    Mag   Hit   Mag   24      100  X  X
* Fire                     4   1    Mag   Fir   Mag   8       100  X  O
* Cure                     5   1A   Mag   Res   Cure  126     255  X  O
^ Shoulder Attack          0   1    Phys  Hit   Phys  48      90   X  X
  Sentinel                 0   1A   -     -     -     -       I    X  X  (1)
  Escape                   0   S    -     -     -     -       I    X  X  (2)(3)


(1) Rude will randomly get in the way and take damage for attacks targetted at
    Reno
(1) escapes from battle - remove self, Turks:Elena, and Turks:Reno from battle
    - only Turks:Rude leaves reward
(2) Miscellaneous/Animation


--> Attack Pattern:

-> Basic Pattern:
Is any character besides Tifa available?
Yes: Is Action Count 0, 1?
     Yes: Shoulder Attack on random character besides Tifa
          [Action Count +1]
     No: Is Action Count 2?
         Yes: Grand Spark on random character besides Tifa
              [Action Count +1]
         No: Is Action Count 3, 4, 5?
             Yes: Shoulder Attack on random character besides Tifa
                  [Action Count +1]
             No: Grand Spark on random character besides Tifa
                 [Action Count reset to 0]
No: 2/3 - Rude: "..." appears on screen
    1/3 - Shoulder Attack on Tifa


-> Special KO Pattern:
Is Rude's HP 0?
Yes: Rude: "Reno! Elena! Let's pull out!" appears on screen
     Escape on self (battle ends)
     remove self
     remove all allies
No: follow Basic Pattern or Special Ally KO Pattern


-> Special Ally KO Pattern:
Is Reno's or Elena's HP 0?
Yes: Escape on self
No: follow Basic Pattern or Special KO Pattern
```

- STRATEGY: Jesus H. Christ. You know, we leave 'em alone for a little while,
and they come back triple as powerful as ever before. If anyone knows where
they're training, I sure as hell would like to know. Well anyway, with triple
power, this boss combo can prove to be quite challenging, but nothing
unmanageable. First off, we have Elena, who for some reason, is the strongest
one of the three Turks, which completely baffles me. Please take caution that
unless you're adequately lvled, you will die in this fight, as some of their
attacks are crucifixing, to say the least. I mean, on average, Rude's physical
damn attack does 1700 damage in itself, with medium Acc% frequency. Pair that
in with all of their other annoying attacks and you got yourself one serious
fight. But, me being the sexy and intelligent person that I am, have

incorporated ways for bypassing most of this in this strategy. Who loves ya?
All right, first of all, we deal with Elena. Her attacks are mainly Fire-
oriented, meaning that if you use Fire Ring, it can drain those attacks and
rejuvenate HP. If you were smart and bought some at Mideel. If you didn't, fret
not, as I have yet another solution to your problem, but maybe not as favorable
in the long run. It's to pair Fire2/3-Elemental on characters, and that
nullifies the damage. She also has her "charming confusion" attack which I
named that for obvious reasons, and that can be flushed by Ribbon or other
accessories which immunize you from Confuse status. Note: don't utilize Ice on
her as it's absorbed.

Next up, we have the preparations for Reno at hand, and his attacks are mainly
based on the Lightning principles. Of course, if you decided to use your
character's accessory slots with protections for Elena (highly recommended, as
her "burning flame" hits everyone for about 500 damage), you can use this
formulated alternative, which is as simple as 1,2,3. Basically, equip your
characters with any Lightning-Elemental Materia on their armor. This shall keep
them from sustaining damage from Reno's attacks. Of course, there's the small,
microbe -ish detail of his physical attack, which does only around 400 damage,
and if you want to be picky, you can use a method I describe in the following
paragraph for Rude's physical attack, the one that's actually a nasty little
bastard to withstand. Another little idiosyncratic hypersensitiveness to
Lightning; he absorbs it, so stay abstain from using them. My God, people...
what did you expect? Almost all of his Goddamn attack repertoire is Lightning,
and you expect his status information not to be at least be slightly reflective
of that!?

Now, next sub-boss in question is Rude, who is unquestionally and undisputedly
the second hardest boss of the not-so-dynamic trio. His Grand Spark, as you
should know from the fight with him last at Rocket Town (damnit, why couldn't
you just gouge your sword through his temple as he was laying there totally
unconcious?), is a Lighting-inclined attack, just like some of Reno's moves.
It has a slightly more devastating looking appearance to it when utilized this
time around, as apparently he's pissed after losing previously, and puts all
his furiousness into his blows this time. The obvious way to negate the move's
effect goes hand-in-hand with the negation, so refer to the above paragraph on
doing Lightning-Elemental on armor(s). Oops, just gave away the answer (^u^)E^
But, his main point of contension is his physical attack, which is highly
unordinary, considering that his punch last time (and is usually the case with
most bosses, of course) paled in comparison to Grand Spark, or anything for
that matter. The damage inflicted by this attack is usually enormous, which is
why we'll be needing some protection. The best way I can offer is to have some
person that has Enemy Skill Materia equipped, cast Big Guard straight from the
beginning of battle, which will greatly reduce damage sustained. Also, avoid
any Fire usage against him.

Anyway, with all of the preparations out of the way, we can safely move on to
how to beat them successfully. First of all, All combos can be really useful in
this battle, as there's three of them attacking en masse, as you know. A few
suggestions would be Bio-All, or, powerful attacks that naturally attack all
oppositions. One of them being Ultima, and that can do 9999 damage already if
you're lvled up high enough. And Comet2 can put a damper of about 2000 damage
per hit against all three Turk members. Keep in mind, too, that, since they're
bosses, they claim the privelage of unsusceptiblizing Gravity's effects, that's
a given. Any powerful summon (summons below Odin are usually pathetically
useless in this fight, so you really shouldn't use them. Plus, they bring down
HP at the same time) will do nicely, too. Bahamut ZERO should do around 7000
damage by itself, and with MP Plus paired, it could even do up to the 7500s.
Neo Bahamut does around 4700 while Bahamut does around 3600. Alexander is
considerably strong, and so is Odin, but completely avoid usage of Kjata, as

it can heal them all for about 4000 HP! Also, multiple-hitting Limit Breaks can
do the trick well, also. Remember to keep that HP up in this fight.


```
===============================================================================
-    TWIN BRAIN                                                               -
===============================================================================
```

-> Monster's Name: Twin Brain
-> Monster's Locations:
- Mt. Nibel - Nearing Mako Reactor (flashback)
- Mt. Nibel - Nearing Mako Reactor (present)
- Mt. Nibel - Mako Reactor Vicinity (flashback)
- Mt. Nibel - Mako Reactor Vicinity (present)
- Mt. Nibel - Outside Mako Reactor (flashback)
- Mt. Nibel - Outside Mako Reactor (present)
- Mt. Nibel - Caves (west base) (flashback)
- Mt. Nibel (after Mako fountain) (flashback)
- Mt. Nibel - Caves (west base) (present)
- Mt. Nibel (after Mako fountain) (present)
-> Monster's Level: 25
-> EXP for Defeating: 340
-> AP for Defeating: 32
-> Gil for Defeating: 320
-> Item Dropped from Monster: Ether x1 (8)
-> Item Stolen from Monster: Ether x1 (32)
-> Item Morphed from Monster: Turbo Ether x1
-> Monster's HP: 400
-> Monster's MP: 20
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   45, 44, 1,   48, 25, 96, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None

-> Attacks:

```
* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Stare Down              5   1    Mag   -     -     -       255  O  X  (1)
* Absorb                  0   1    PhAb  -     Phys  20      255  O  X  (2)
```

(1) Paralysis [100%]
(2) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Is it Twin Brain's first turn?
Yes: Does at least one character not have Paralysis?
     Yes: 1/2 - Stare Down on random character without Paralysis
          1/2 - do nothing
     No: Stare Down on random character
No: Does at least one character have Paralysis?
     Yes: Absorb on random character with Paralysis
     No: Absorb on character with highest HP


```
===============================================================================
-    BOSS: ULTIMATE WEAPON                                                    -
===============================================================================
```

```
-------------------------------------------------------------------------------
-   BOSS: ULTIMATE WEAPON (IN MIDEEL - ACTUAL STORYLINE)                       -
-------------------------------------------------------------------------------


-> Monster's Name: Ultimate Weapon
-> Monster's Locations:
- Mideel (forced)
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Curse Ring x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 100000
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 3,   120, 170, 100, 50
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Peerless, Manipulation, Death
Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Ultima Beam             40  A*   Mag   Hid   Mag   24      100  X  X
^ Claw                    0   1    Phys  Pnch  Phys  32      100  X  X
* Quake2                  28  A/1  Mag   Eth   Mag   24      100  X  O
  Escape                  0   S    -     -     -     -       I    X  X  (1)

(1) Ultima Weapon escapes from battle with no reward

--> Attack Pattern:

-> Basic Pattern:
Action Count increases by 1 every turn Ultimate Weapon takes
Is Action Count 1?
Yes: Quake2 on all characters
No: Is Action Count 2?
    Yes: Claw on random character
    No: Is Action Count 3?
        Yes: Ultima Beam on all characters
        No: Escape on self (battle ends)

-> Special KO Pattern:
Is Ultimate Weapon's HP less than or equal to 20000?
Yes: Escape on self (battle ends)
No: follow Basic Pattern


- STRATEGY: This fight is actually a tough one to beat, but not because of
its HP, as there has been regular enemies that put that to shame, but, its
attacks do a very large amount of damage, that can destroy your party quickly.
You're going to need a lot of preparations to win this fight, trust me, I
guarantee it. First of which should be the Enemy Skill Materia, as it's useful
to have Big Guard, which ultimately comes with Enemy Skill. Another thing you
might want to keep in mind is that you currently have three Elemental Materias,
meaning that if you travel back to Kalm, buy three Quake Materias, and pair
```

them with Elementals on each characters armor before hand, Quake2's effect
shall be negated. Along with that, there's always the issue of curing and
restoring HP when it's down at hand, and that's a simple one to solve. For
certain, you're going to need Restore-All combination on someone, and from the
start of battle, cast Regen. And from there, whenever someone needs curing in
the bout, they can cast Cure2. Of course, like with any of the other bosses in
this game, Ultimate WEAPON is immune to the effects of Gravity. But, as an
added bonus to itself, since it's capable of utilizing the effects of Earth/
Quake magic, it is automatically immune to its effects when harnessed against
it. Now, the Ultima Beam it possesses does a huge amount of damage to all
characters, and so does Quake2 (I've already mentioned how to nullify that,
however). Its physical attack ("Claw") does large (2100) damage to one
character. Note: Haste is always a good Materia to have on a character in this
fight, especially when you want to unload a barrage of strong attacks against
it before it gets to do many of them itself. I strongly recommend linking a
Materia that does not possess any elemental property (such as HP Plus=
Elemental), to cancel out Ultima Beam damage. Before too long, you should have
WEAPON beaten, and watch it fly away, while your battered party semi-celebrates
their hard-fought victory. With WEAPON away, the threat of it is temporarily
over, and the next time you encounter a showdown with it is later on, so quit
your worrying. Note: on its forth turn it will escape (Quake2, Claw, Ultima
Beam, then escape), regardless of whether or not you did any damage to it. If
that is what you decide to make your course of action, I suggest that you at
least steal a Curse Ring from it (making sure you heal your characters
accordingly).

-   BOSS: ULTIMATE WEAPON (WORLD MAP - RANDOM LAND BATTLES)   -
----

-> Monster's Name: Ultimate Weapon
-> Monster's Locations:
- Mideel, Midgar, North Crater, Junon, Cosmo Canyon (fly the Highwind into it)
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Reflect Ring x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 100000 (or whatever you reduced it to in other battles)
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 3,   200, 170, 100, 50
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Peerless, Manipulation, Death
Sentence, Death

-> Attacks:

* Name   MP Tar Type Elem Form PwrCst %   M R +Added
----
* Ultima Beam   40 A*   Mag   Hid   Mag   24   100 X X
^ Claw   0   1   Phys Pnch Phys 32   100 X X
* Quake2   28 A/1 Mag   Eth   Mag   24   100 X O
  Escape   0   S   -   -   -   -   I   X X (1)

(1) Ultima Weapon escapes from battle with no reward

```
--> Attack Pattern:

-> Basic Pattern:
The number of turns Ultimate Weapon can be in battle is 3, 4, 5 (randomly
chosen at the beginning of battle), and decreases by 1 each turn Ultimate
Weapon takes
Does Ultimate Weapon have 4 or 5 turns left in battle?
Yes: Claw on random character
No: Does Ultimate Weapon have 3 turns left in battle?
    Yes: Ultima Beam on random character
    No: Does Ultimate Weapon have 2 turns left in battle?
        Yes: Claw on random character
        No: Does Ultimate Weapon have 1 turn left in battle?
            Yes: Quake2 on random character
            No: Escape on self (battle ends)

-> Special KO Pattern:
Is Ultimate Weapon's HP less than or equal to 20000?
Yes: Escape on self (battle ends)
No: follow Basic Pattern


-------------------------------------------------------------------------------
-   BOSS: ULTIMATE WEAPON (WORLD MAP - RANDOM AIR BATTLES)                     -
-------------------------------------------------------------------------------

-> Monster's Name: Ultimate Weapon
-> Monster's Locations:
- Mideel, Midgar, North Crater, Junon, Cosmo Canyon (fly the Highwind into it)
-> Monster's Level: 61
-> EXP for Defeating: 0
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Circlet x1 (32)
-> Item Morphed from Monster: None
-> Monster's HP: 100000 (or whatever you reduced it to in other battles)
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 3,   215, 170, 100, 50
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Peerless, Manipulation, Death
Sentence, Death

-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Ultima Beam           40  A*   Mag   Hid   Mag   24      100  X  X
^ Thunderball           20  1    Mag   Lit   Mag   34      100  X  X
  Escape                0   S    -     -     -     -       I    X  X  (1)

(1) Ultima Weapon escapes from battle with no reward

--> Attack Pattern:

-> Basic Pattern:
The number of turns Ultimate Weapon can be in battle is 3, 4, 5 (randomly
```

```
chosen at the beginning of battle), and decreases by 1 each turn Ultimate
Weapon takes
Does Ultimate Weapon have 4 or 5 turns left in battle?
Yes: Ultima Beam on all characters
No: Does Ultimate Weapon have 3 turns left in battle?
    Yes: Thunderball on random character
    No: Does Ultimate Weapon have 2 turns left in battle?
        Yes: Ultima Beam on all characters
        No: Does Ultimate Weapon have 1 turns left in battle?
            Yes: Thunderball on random character
            No: Escape on self (battle ends)


-> Special KO Pattern:
Is Ultimate Weapon's HP less than or equal to 20000?
Yes: Escape on self (battle ends)
No: follow Basic Pattern


Note: Ultimate Weapon's range is far in these battles.


--------------------------------------------------------------------------------
-   BOSS: ULTIMATE WEAPON (FINAL BATTLE - WORLD MAP - OVER COSMO CANYON)      -
--------------------------------------------------------------------------------


-> Monster's Name: Ultimate Weapon
-> Monster's Locations:
- Over Cosmo Canyon (fly the Highwind into it)
-> Monster's Level: 61
-> EXP for Defeating: 35000
-> AP for Defeating: 3500
-> Gil for Defeating: 25000
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: If you reduced Ultimate Weapon's HP to 20000 or less in other
battles without killing it, its HP will be between 1~20000. If you reduced its
HP to 0, its HP will inherently be 20000.
-> Monster's MP: 400
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 120, 3,   230, 170, 100, 50
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (immune), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Silence, Sleep, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Seizure, Regen, Peerless, Manipulation, Death
Sentence, Death


-> Attacks:


* Name                     MP  Tar Type Elem Form PwrCst %    M  R  +Added
--------------------------------------------------------------------------------
* Ultima Beam              40  A*  Mag  Hid  Mag  24     100  X  X
^ Thunderball              20  1   Mag  Lit  Mag  34     100  X  X
* Shadow Flare             100 1   Mag  -    Mag  125    100  X  X  (1)


(1) Enemy Skill


--> Attack Pattern:


-> Basic Pattern:
1/2 - Ultima Beam on all characters
1/2 - Thunderball on random character
```

-> Special KO Pattern:
Is Ultimate Weapon's HP 0?
Yes: Shadow Flare on last character to attack Ultimate Weapon
No: follow Basic Pattern

- STRATEGY: This guy, even though you have to fight him a few times, is
definitely the easiest of the weapons, but in the Japanese version, the second
hardest. A few preps that should be made for this fight are:
- Have your party's HP at about an average of 8500 or more. This is mainly so
you can survive all its attacks, and have a decent amount of HP left over.
- The best summon (that's actually *probable* to have obtained at this point)
to have is Bahamut ZERO. It does from 7500-9999 damage to Ultimate Weapon,
making it fly off.
- Each round of Ultimate Weapon has 8000 HPs, and you have to fight it 5
times in total, so that's why it has 40000 in stats above.
- The best Materia setup here is to have any non-elemental + elemental, and
this blocks Ultima Beam.
Now, onto the actual topple-strategy for Ultimate:
The fight starts, you have any character summon forward Bahamut ZERO for
about 7000 damage. It might do over 8000+ and that ends it. Its Quake2 isn't
much to worry about, all you'll have to do is use Cure2/Cure3 to heal it.
Ultima Beam is also nothing to worry about since you've the special Materia
setup I suggested. Have about 120 Spr if you want even less damage by Quake2.
Also, if you never want to worry about having to heal after its attacks, you
can put in place Regen from the start of the fight. Any Limit Breaks like
Meteorain, Ungarmax, Omnislash are great choices. Make sure you have at least
on chr with high than 8500+ HP full before you take final blow. After you've
minused its 8000 HPs, it uses Shadow Flare Enemy Skill (have Enemy Skill
Materia on chr with biggest HP *hint hint*). It does between 8000-9000 damage
when used, so, needless to say, be prepared...! After the fight, you will
receive what you've wanted, Cloud's ultimate weapon: Ultima Weapon.

==
-   UNDER LIZARD   -
==

-> Monster's Name: Under Lizard
-> Monster's Locations:
- World Map - Woodlands Area - Grass
- World Map - Woodlands Area - Dirt
- World Map - Cactus Island - Grass
- World Map - Goblin Island - Grass
- World Map - Goblin Island - Beach
- Temple of the Ancients - Maze Area
-> Monster's Level: 29
-> EXP for Defeating: 440
-> AP for Defeating: 45
-> Gil for Defeating: 420
-> Item Dropped from Monster: Remedy x1 (8)
-> Item Stolen from Monster: Remedy x1 (32)
-> Item Morphed from Monster: Remedy x1
-> Monster's HP: 1400
-> Monster's MP: 140
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70, 50, 1, 66, 50, 130, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None

```
-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------
* Petrified Frog          45  1    Mag   -     -     -       95   O  X  (1)(2)
^ Bodyblow                0   1    Phys  Hit   Phys  16      100  O  X  (3)


(1) Slow-Numb [84]
(2) Frog [84]
(3) only attack that will be used when under Berserk


--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0, 1?
Yes: Does at least one character not have Petrification?
     Yes: Bodyblow on random character without Petrification
           [Action Count +1]
     No: Game Over
No: Is Action Count 2?
    Yes: Does at least one character not have Petrification?
         Yes: Bodyblow on random character without Petrification
              [1/2 - Action Count +1]
              [1/2 - Action Count is 0, 1 (chosen randomly]
         No: Game Over
    No: Does at least one character not have Slow-Numb and Petrification?
        Yes: Petrified Frog on random character without Slow-Numb without
             Petrification
        No: Does at least one character not have Petrification?
            Yes: Bodyblow on random character without Petrification
                 [Action Count is 0, 1 (chosen randomly)
            No: Game Over


===============================================================================
-   UNDERWATER MP                                                             -
===============================================================================


-> Monster's Name: Underwater MP
-> Monster's Locations:
- Underwater Mako Reactor - Catwalk (above submarine area)
- Underwater Mako Reactor - Hallway (with save point)
- Underwater Mako Reactor - Reactor Chamber
-> Monster's Level: 34
-> EXP for Defeating: 820
-> AP for Defeating: 80
-> Gil for Defeating: 600
-> Item Dropped from Monster: Grenade x1 (100%)
-> Item Stolen from Monster: Shinra Alpha x1 (8)
-> Item Morphed from Monster: None
-> Monster's HP: 1000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   70, 80, 4, 62, 65, 124, 2
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:
```

```
* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Hand Grenade              0   1    Phys  Sht   Phys  35      70   O  X
^ Machine Gun               0   1    Phys  Sht   Phys  16      100  O  X  (1)(2)


(1) will always be used thrice in one turn
(2) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Machine Gun x3 in one turn on random characters
Hand Grenade will be randomly used on random character


================================================================================
-   UNKNOWN                                                                    -
================================================================================


-> Monster's Name: Unknown
-> Monster's Locations:
- Sunken Gelnika - North Room
- Sunken Gelnika - Cargo Bay
-> Monster's Level: 50
-> EXP for Defeating: 1500
-> AP for Defeating: 150
-> Gil for Defeating: 5000
-> Item Dropped from Monster: Light Curtain x1 (2)
-> Item Stolen from Monster: Fire Armlet x1 (8)
-> Item Morphed from Monster: Power Source x1
-> Monster's HP: 11000
-> Monster's MP: 110
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   110, 110, 1    110, 110, 110, 10
-> Fire (absorb), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:


* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Blaster                   20  1    Mag   -     Mag   28      255  X  X
* Tongue                    0   1    Phys  Hit   Phys  48      90   X  X  (1)
  Bite                      0   1    Phys  Hit   Phys  16      110  X  X


(1) has two seperate attack animations; no change in effect or damage


--> Attack Pattern:


-> Basic Pattern:
Action Count is 0, 1 (chosen randomly)
Is Unknown's HP greater than 1/3 of its MaxHP?
Yes: Is Action Count 0?
     Yes: Tongue on random character
          [2/3 - Action Count +1]
          [1/3 - Action Count +2]
     No: Is Action Count 1?
          Yes: Tongue on random character
               [Action Count reset to 0]
```

```
         No: Bite on random character
             [Action Count reset to 0]
No: Action Count increases by 1 each turn Unknown takes at or below 1/3 of its
    MaxHP, starting at 2
    Is Action Count 2?
    Yes: Is Unknown's MP greater than or equal to 20?
         Yes: Blaster on random character
         No: do nothing
    No: Is Action Count 3?
        Yes: Action Count reset to 0
        No: Is Action Count 0?
            Yes: Is Unknown's MP greater than or equal to 20?
                 Yes: Blaster x3 in one turn on random characters
                 No: do nothing
            No: Is Action Count 1?
                Yes: Is Unknown's MP greater or equal to 20?
                     Yes: Blaster x2 in one turn on random characters
                     No: do nothing
```

```
================================================================================
-   UNKNOWN 2                                                                  -
================================================================================
```

-> Monster's Name: Unknown 2
-> Monster's Locations:
- Sunken Gelnika - North Room
- Sunken Gelnika - Cargo Bay
-> Monster's Level: 51
-> EXP for Defeating: 900
-> AP for Defeating: 300
-> Gil for Defeating: 10000
-> Item Dropped from Monster: Lunar Curtain x1 (2)
-> Item Stolen from Monster: Aurora Armlet x1 (8)
-> Item Morphed from Monster: Guard Source x1
-> Monster's HP: 13000
-> Monster's MP: 130
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   130, 130, 1,   150, 130, 130, 13
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(absorb), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                  MP  Tar  Type  Elem  Form  PwrCst  %   M  R  +Added
--------------------------------------------------------------------------------
* Abnormal Breath       11  1    Mag   Hit   -     -       90  X  X  (1)
* ? Needle              0   1    Mag   Hit   -     -       90  X  X  (2)
* Tentacle              0   1    Phys  Hit   Phys  48      90  X  X
```

(1) Confusion [100%]
(2) Paralysis [100%]

--> Attack Pattern:

-> Basic Pattern:
On its first turn,
Does at least one character not have Confusion?
Yes: Abnormal Breath on random character without Confusion

```
No: Abnormal Breath on random character
For all subsequent turns,
Does at least one character not have Confusion?
Yes: Tentacle on random character without Confusion
No: Tentacle on random character

-> Counterattack Pattern:
Has Unknown 2 been attacked physically?
Yes: Is Unknown's HP less than or equal to 1/4 of its MaxHP?
     Yes: ? Needle on last character to attack Unknown 2 physically
     No: Is Unknown 2's HP less than or equal to 1/2 of its MaxHP?
          Yes: Abnormal Breath on last character to attack Unknown 2 physically
          No: follow Basic Pattern
No: follow Basic Pattern


===============================================================================
-   UNKNOWN 3                                                                 -
===============================================================================

-> Monster's Name: Unknown 3
-> Monster's Locations:
- Sunken Gelnika - North Room
- Sunken Gelnika - Cargo Bay
-> Monster's Level: 52
-> EXP for Defeating: 900
-> AP for Defeating: 200
-> Gil for Defeating: 7500
-> Item Dropped from Monster: Holy Torch x1 (2)
-> Item Stolen from Monster: Bolt Armlet x1 (8)
-> Item Morphed from Monster: Magic Source x1
-> Monster's HP: 15000
-> Monster's MP: 150
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   150, 150, 1,   130, 150, 150, 12
-> Fire (normal), Ice (normal), Lightning (absorb), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Stop, Confusion, Paralysis, Petrification, Berserk, Frog,
Small, Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Creepy Touch           13  1    Mag   Hit   -     -       90   X  X  (1)
* Poison Fang            0   1    Phys  Psn   Phys  48      90   X  X  (2)
* Bolt2                  22  1/A  Mag   Lit   Mag   20      100  X  X  (3)
* Slap                   0   1    Phys  Hit   Phys  48      90   X  X  (4)

(1) Sadness [100%]
(2) Poison [100]
(3) even if Unknown 3's MP is 0, it can still use this because it checks for
    Fire's MP; since it does not exist in Unknown 3's case, it never knows it
    has 0 MP available for Bolt2
(4) Fury [100%]

--> Attack Pattern:

-> Basic Pattern:
Does at least one character not have Poison?
Yes: Is Unknown 3's MP greater than or equal to 4?
```

```
        Yes: IRV is 7
        No: IRV is 6
        Has 0, 1, 2, 3 been chosen out of Rnd[1..IRV]?
        Yes: Poison Fang on random character without Poison
        No: Has 4 been chosen out of Rnd[1..IRV]?
            Yes: Slap on random character without Poison
            No: Bolt2 on random character without Poison
No: do nothing

-> Counterattack Pattern:
Is Unknown 3's HP less than or equal to 1/2 of its MaxHP?
Yes: Creepy Touch on last character to attack Unknown 3
No: follow Basic Pattern


===============================================================================
-    VALRON                                                                   -
===============================================================================

-> Monster's Name: Valron
-> Monster's Locations:
- World Map - Nibelheim Area - Grass
- World Map - Nibelheim Area - Forest
- World Map - Rocket Town Area - Forest
-> Monster's Level: 24
-> EXP for Defeating: 300
-> AP for Defeating: 30
-> Gil for Defeating: 300
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 950
-> Monster's MP: 80
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50,  50,  1,   49,  45,  180, 0
            21*
* - Valron's Df% when flying in the air
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Berserk, Frog, Small

-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Demi3                  48  1/A* Mag   Grav  Prop  -       75   X  X  (1)
* MBarrier               24  1A/A Mag   -     -     -       I    X  O  (2)
* DeSpell                20  1/A  Mag   -     -     -       255  X  X  (3)
* Jump Kick              0   1    Phys  Hit   Phys  20      95   O  X
^ Speed Punch            0   1    Phys  Hit   Phys  16      110  O  X
^ Dive Kick              0   1    Mag   Hit   Prop  -       100  O  X  (4)
  Fly                    0   S    -     -     -     -       I    X  X  (5)(6)
  Land                   0   S    -     -     -     -       I    X  X  (7)(8)

(1) Dmg = [character HP x 3/4]
(2) Magic Barrier [100%]
(3) remove Barrier [100%], Magic Barrier [100%], Reflect [100%], Shield [100%],
    Haste [100%], Regen  [100%], Resist [100%], Slow [100%], Stop  [100%],
    Death Force [100%]
(4) Dmg = [character HP x 1/4]
(5) Valron flies into the air - Df% is altered
```

```
(6) Miscellaenous/Animation
(7) Valron lands on the ground
(8) Miscellaenous/Animation

--> Attack Pattern:

-> Basic Pattern:
1/2 - Valron is on the ground at the beginning of battle
1/2 - Valron is in the air at the beginning of battle
Is Valron on the ground?
Yes: 1/2 - Jump Kick on random character
     1/4 - Speed Punch on random character
     1/4 - Fly on self
           Valron is in the air
No: Does Valron not have Magic Barrier?
    Yes: 1/2 - Is Valron's MP greater than or equal to 24?
                Yes: MBarrier on self
                No: Dive Kick on random character
         12/64 - Is Valron's MP greater than or equal to 20?
                Yes: Does at least one ally have Slow?
                     Yes: DeSpell on random ally with Slow
                     No: Does at least ony ally have Stop?
                         Yes: DeSpell on random character with Stop
                         No: Does at least one ally have Silence?
                             Yes: DeSpell on random ally with Silence
                             No: Does at least one character have Barrier?
                                 Yes: DeSpell on random character with Barrier
                                 No: Does at least one character have Magic
                                     Barrier?
                                     Yes: DeSpell on random character with
                                          Magic Barrier
                                     No: Does at least one character have
                                         Haste?
                                         Yes: DeSpell on random character with
                                              Haste
                                         No: Does at least one character have
                                             Regen?
                                             Yes: DeSpell on random character
                                                  with Regen
                                             No: Does at least one character
                                                 have Reflect?
                                                 Yes: DeSpell on random
                                                      character with Reflect
                                                 No: Does Valron have Slow?
                                                     Yes: DeSpell on self
                                                     No: Dive Kick on random
                                                         character
                No: Dive Kick on random character
         11/64 - Land on self
                 Valron is on the ground
         3/64 - Dive Kick on random character
         3/64 - Is Valron's MP greater than or equal to 24 and does at least
                one ally not have Magic Barrier?
                Yes: MBarrier on random ally without Magic Barrier
                No: Dive Kick on random character
         3/64 - Is Valron's MP greater than or equal to 48?
                Yes: Demi3 on character with highest HP
                No: Dive Kick on random character
    No: 1/2 - Is Valron's MP greater than or equal to 20?
              Yes: Does at least one ally have Slow?
```

```
                        Yes: DeSpell on random ally with Slow
                      No: Does at least ony ally have Stop?
                          Yes: DeSpell on random character with Stop
                        No: Does at least one ally have Silence?
                            Yes: DeSpell on random ally with Silence
                          No: Does at least one character have Barrier?
                              Yes: DeSpell on random character with Barrier
                            No: Does at least one character have Magic
                                Barrier?
                                Yes: DeSpell on random character with
                                    Magic Barrier
                              No: Does at least one character have
                                  Haste?
                                  Yes: DeSpell on random character with
                                      Haste
                                  No: Does at least one character have
                                      Regen?
                                      Yes: DeSpell on random character
                                          with Regen
                                      No: Does at least one character
                                          have Reflect?
                                          Yes: DeSpell on random
                                              character with Reflect
                                        No: Does Valron have Slow?
                                            Yes: DeSpell on self
                                              No: Dive Kick on random
                                                  character
              No: Dive Kick on random character
        1/8 - Dive Kick on random character
        1/8 - Is Valron's MP greater than or equal to 24 and does at least
              one ally not have Magic Barrier?
              Yes: MBarrier on random ally without Magic Barrier
              No: Dive Kick on random character
        1/8 - Is Valron's MP greater than or equal to 48?
              Yes: Demi3 on character with highest HP
              No: Dive Kick on random character
        1/8 - Land on self
              Valron is on the ground


===============================================================================
-    VARGID POLICE                                                            -
===============================================================================

-> Monster's Name: Brain Pod
-> Monster's Locations:
- Midgar - Shinra Headquarters - 67th Floor (after escape from holding cell)
- Midgar - Shinra Headquarters - 68th Floor (after escape from holding cell)
- Midgar - Shinra Headquarters - 69th Floor
-> Monster's Level: 9
-> EXP for Defeating: 44
-> AP for Defeating: 7
-> Gil for Defeating: 40
-> Item Dropped from Monster: Phoenix Down x1 (100%)
-> Item Stolen from Monster: Tranquilizer x1 (32)
-> Item Morphed from Monster: Tranquilizer x1
-> Monster's HP: 140
-> Monster's MP: 28
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   12, 16, 5,  48, 24, 20, 2
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
```

```
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                      MP  Tar  Type Elem Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Needle                    1   1    Phys -    Phys  1       10   O  X  (1)(2)
* Suicide                   10  A    Mag  -    Prop  -       255  X  X  (3)(4)


(1) Paralysis [8]
(2) only attack that will be used if under Berserk
(3) Dmg = [character HP x 3/16]
(4) removes Vargid Police from battle with no reward


--> Attack Pattern:


-> Basic Pattern:
Yes: 3/4 - Is at least one ally under KO or is Vargid Police's HP less than or
           equal to 1/4 of its MaxHP?
           Yes: Suicide on all characters
           No: Needle on random character
     1/4 - Suicide on all characters
No: Is at least one ally under KO or is Vargid Police's HP less than or equal
    to 1/4 of its MaxHP?
    Yes: Suicide on all characters
    No: Needle on random character


===============================================================================
-   VELCHER TASK                                                              -
===============================================================================

-> Monster's Name: Velcher Task
-> Monster's Locations:
- World Map - Rocket Town Area - Grass
- World Map - Rocket Town Area - Forest
-> Monster's Level: 26
-> EXP for Defeating: 320
-> AP for Defeating: 31
-> Gil for Defeating: 350
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: Remedy x1 (32)
-> Item Morphed from Monster: Remedy x1
-> Monster's HP: 900
-> Monster's MP: 28
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   50,  50,  1,   58,  45,  130,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(absorb), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                      MP  Tar  Type Elem Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Poison Blow               4   1    Mag  Sht  -     -       100  O  X  (1)
^ Claw                      0   1    Phys Hit  Phys  16      100  O  X  (2)


(1) Poison [72]
(2) only attack that will be used if under Berserk
```

```
--> Attack Pattern:

-> Basic Pattern:
On Velcher Task's first turn,
Does at least one character not have Poison?
Yes: 3/4 - Claw on random character without Poison
     1/4 - Poison Blow on random character without Poison
No: do nothing
For all subsequent turns,
Does at least one character not have Poison?
Yes: 2/3 - Claw on random character without Poison
     1/3 - Poison Blow on random character without Poison
No: do nothing

-> Counterattack Pattern:
Does Velcher Task have Poison?
Yes: Does at least one character not have Poison?
     Yes: Poison Blow on random character without Poison
     No: do nothing
No: Is Velcher Task's HP less than or equal to 1/8 of its MaxHP?
    Yes: Claw on the last character to attack Velcher Task
    No: follow Basic Pattern


===============================================================================
-   VICE                                                                      -
===============================================================================

-> Monster's Name: Vice
-> Monster's Locations:
- Midgar - Sector 5 Slums
-> Monster's Level: 7
-> EXP for Defeating: 24
-> AP for Defeating: 3
-> Gil for Defeating: 80
-> Item Dropped from Monster: Potion x1 (8)
-> Item Stolen from Monster: Speed Drink x1 (32)
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 68
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   14,  14,  16,  62,  0,   0,   6
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Frog

-> Attacks:

* Name                MP  Tar Type Elem Form PwrCst %   M  R  +Added
-------------------------------------------------------------------------------
  Steal               0   1   -    -    -    -      I   X  X  (1)(2)
  Grind               0   1   -    -    -    -      I   X  X  (3)(4)
  Seize               0   1   Phys -    Phys 16     100 X  X  (5)
^ Hit                 0   1   Phys Hit  Phys 16     100 O  X  (6)(7)
^ Escape              0   S   -    -    -    -      I   X  X  (8)(9)

(1) steals random item from your inventory
(2) if Vice is KO'd item is returned to your inventory
(3) steals random item from your inventory
(4) if Vice is KO'd item is returned to your inventory
```

```
(5) dummy attack
(6) only attack that will be used if under Berserk
(7) only will be used if under Berserk
(8) escapes from battle - remove self with no reward
(9) if it has used Steal, your item cannot be returned to your inventory


--> Attack Pattern:


-> Basic Pattern:
Vice Pre-Selects a random character at the beginning of battle
Is Pre-Select character not under KO?
Yes: Pre-Select character is Selected for the rest of battle (if Pre-Select
     character is KO'd, choose random character) (Pre-Select character can
     also be the last character to attack it)
No: Pre-Select random character
Is Action Count 0?
Yes: 2/3 - Action Count does not change
     1/6 - Action Count +1
     1/6 - Action Count +2
No: Is Action Count 1?
    Yes: Grind on Pre-Select character
         [2/3 - Action Count +2]
         [1/3 - Action Count +3]
    No: Is Action Count 2?
        Yes: Steal on Pre-Select character
             [2/3 - Action Count +1]
             [1/3 - Action Count +2]
        No: Is Action Count 3?
            Yes: 1/2 - Action Count does not change
                 1/2 - Action Count +1
            No: Escape on self


===============================================================================
-    VLAKORADOS                                                               -
===============================================================================

-> Monster's Name: Vlakorados
-> Monster's Locations:
- World Map - Icicle Area - Grass
-> Monster's Level: 33
-> EXP for Defeating: 510
-> AP for Defeating: 40
-> Gil for Defeating: 460
-> Item Dropped from Monster: Carob Nut x1 (32)
-> Item Stolen from Monster: Carob Nut x1 (32)
-> Item Morphed from Monster: Elixir x1
-> Monster's HP: 33333
-> Monster's MP: 333
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60,  60,  10,  73,  57,  48,  15
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (1/2), Water (normal), Wind (normal), Holy (normal)
-> Immune: Confusion, Petrification, Berserk, Frog, Small, Slow-Numb,
Manipulation, Death


-> Attacks:


* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Violent Advance           0   1   Phys  Pnch  Phys   16     95   X  X
```

```
* Bolt Ball                  22  1    Mag   Lit   Mag  16      95   X  X
^ Tail Attack                 0  1    Phys  Hit   Phys 20      90   X  X


--> Attack Pattern:


-> Basic Pattern:
Vlakorados' initial IRV is 5
Action Count is 0, 1, 2 (chosen randomly)
Is Action Count 0?
Yes: Is Vlakorados' MP greater than or equal to 22?
     Yes: Bolt Ball on random character
     No: do nothing
         [Has 1 been chosen out of Rnd[1..IRV]?
          Yes: Action Count +3]
          No: Action Count is 0, 1 (chosen randomly)]
No: Is Action Count 1?
    Yes: Tail Attack on random character
         [Has 1 been chosen out of Rnd[1..IRV]?
          Yes: Action Count +3]
          No: Action Count is 0, 1 (chosen randomly)]
    No: Violent Advance on random character
        [Action Count is 0, 1 (chosen randomly)]


-> Counterattack Pattern:
Is Vlakorados' HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
     Action Count is 3
No: Is Vlakorados' HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
         Action Count is 3
    No: Is Vlakorados' HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
             Action Count is 3
        No: IRV does not change


===============================================================================
-   WARNING BOARD                                                             -
===============================================================================


-> Monster's Name: Warning Board
-> Monster's Locations:
- Midgar - Shinra Headquarters - 67th Floor (before escape from holding cell)
- Midgar - Shinra Headquarters - 68th Floor (before escape from holding cell)
-> Monster's Level: 12
-> EXP for Defeating: 38
-> AP for Defeating: 4
-> Gil for Defeating: 75
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 270
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   10, 10,  0,  40,  0,  14,  0
-> Fire (normal), Ice (normal), Lightning (immune), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Confusion, Petrification, Paralysis,
Berserk, Frog, Small, Fury, Sadness, Manipulation, Death-Sentence, Death


-> Attacks:
```

```
* Name                    MP  Tar Type Elem Form PwrCst  %    M  R  +Added
-------------------------------------------------------------------------
  Vanish                  0   S   -    -    -    -       -    X  X  (1)(2)
  Warning                 0   -   -    -    -    -       -    X  X  (3)(4)

(1) Warning Board exits battle
(2) Miscellaneous/Animation
(3) 100% first action
(4) text appears on screen


--> Attack Pattern:

-> Basic Pattern:
Use Warning as First Attack
1/2 - "Leave at once!!" appears on screen
1/2 - "Warning! Warning!" appears on screen

-> Counterattack Pattern:
Is Warning Board's HP 0?
Yes: Vanish on self
No: Is it not the beginning of battle?
    Yes: do nothing
    No: follow Basic Pattern


===============================================================================
-    WATERPOLO                                                                -
===============================================================================

-> Monster's Name: Waterpolo (permanently-animated attack)
-> Monster's Locations:
- Junon - Mr. Dolphin Area (disk 1) (Bottomswell battle - only when Waterball
is used)
-> Monster's Level: 4
-> EXP for Defeating: 10 (only if not KO'd)
-> AP for Defeating: 0
-> Gil for Defeating: 0
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 40
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   1,   100, 1,   1,   1,   254, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Silence, Sleep, Stop, Confusion, Petrification,
Paralysis, Berserk, Frog, Small, Slow-Numb, Regen, Peerless, Manipulation,
Death Sentence, Death
- Immune to physical damage


-> Attacks:

* Name                    MP  Tar Type Elem Form PwrCst  %    M  R  +Added
-------------------------------------------------------------------------
  Remove                  0   S   -    -    -    -       I    X  X  (1)

(1) gets removed from battle

--> Attack Pattern:
```

```
-> Basic Pattern:
none
Waterpolo is used as Bottomswell's Waterball attack

-> Special KO Pattern:
Is Waterpolo's HP 0?
Yes: Remove on self
No: do nothing

-> Special Character KO Pattern:
Has character with Waterpolo been KO'd?
Yes: Remove on Waterpolo
No: follow Special KO Pattern


===============================================================================
-    WHOLE EATER                                                              -
===============================================================================

-> Monster's Name: Whole Eater
-> Monster's Locations:
- Midgar - Sector 5 Slums
- Midgar - Sector 6 Rubble (before playground)
-> Monster's Level: 9
-> EXP for Defeating: 24
-> AP for Defeating: 2
-> Gil for Defeating: 70
-> Item Dropped from Monster: None
-> Item Stolen from Monster: Potion x1 (32)
-> Item Morphed from Monster: Potion x1
-> Monster's HP: 72
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   30, 14,  2,  58,  0,  80,  4
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
^ Sickle                 0   1    Phys  Cut   Phys  16      100  O  X  (1)


(1) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
Whole Eater's IRV is 8 and chooses a Pre-Select character to attack at the
beginning of battle
Is Pre-Select character not under KO?
Yes: Has 1 been chosen out of Rnd[1..IRV]?
     Yes: Sickle on Pre-Select character
No: Sickle on random character

-> Counterattack Pattern:
Whole Eater Pre-Selects the last character to attack it
Is Whole Eater's HP less than or equal to 1/2 of its MaxHP?
Yes: IRV is 2
```

```
No: IRV does not change


===============================================================================
-    WIND WING                                                               -
===============================================================================

-> Monster's Name: Wind Wing
-> Monster's Locations:
- Whirlwind Maze - Winding Path (only if you run into the whirlwinds)
-> Monster's Level: 36
-> EXP for Defeating: 800
-> AP for Defeating: 60
-> Gil for Defeating: 500
-> Item Dropped from Monster: Phoenix Down x1 (8)
-> Item Stolen from Monster: Hi-Potion x1 (32)
-> Item Morphed from Monster: Phoenix Down x1
-> Monster's HP: 1900
-> Monster's MP: 350
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   75,  60,  3,   65,  45,  64,  20
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Sham Seal                0   1    Phys  Cut   Phys  35      100  O  X
* White Wind               34  AA*  PHPr  Res   Spec  -       255  X  X  (1)(2)
                                                                         (3)(4)
^ Tailbeat                 0   1    Phys  Hit   Phys  16      255  O  X  (5)
* Aero3                    50  1    Mag   Wnd   Mag   50      100  O  X

(1) Enemy Skill
(2) cures by Wind Wing's HP
(3) remove Darkness [100%], Poison [100%], Silence [100%], Sleep [100%],
    Slow [100%], Stop [100%], Confusion [100%], Petrification [100%], Paralysis
    [100%], Berserk [100%], Frog [100%], Small [100%], Slow-Numb [100%], Resist
    [100%], Death Force [100%]
(4) can only be learned if under Confusion and it randomly uses White Wind
(5) only attack that will be used if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0?
Yes: Is Wind Wing's HP less than its MaxHP and is Wind Wing's MP greater than
     or equal to 34?
     Yes: White Wind on all allies
     No: Is Wind Wing's MP greater than or equal to 50?
          Yes: Aero3 on random character
          No: Sham Seal on random character
               [Action Count +1]
No: Is Action Count 1, 2?
    Yes: Is Wind Wing's HP less than or equal to 1/2 of its MaxHP?
         Yes: Sham Seal on random character
         No: Tailbeat on random character
              [Action Count +1]
```

```
      No: Is Wind Wing's HP less than or equal to 1/2 of its MaxHP and is Wind
          Wing's MP greater than or equal to 50?
          Yes: Aero3 on random character
          No: Tailbeat on random character
              [Action Count reset to 1]


-> Counterattack Pattern:
Is Wind Wing's HP less than or equal to 1/4 of its MaxHP?
Yes: Action Count is 0
No: Is Wind Wing's HP less than or equal to 1/2 of its MaxHP?
    Yes: Action Count is 0
    No: Action Count follows Basic Pattern


===============================================================================
-   WOLFMEISTER                                                               -
===============================================================================


-> Monster's Name: Wolfmeister
-> Monster's Locations:
- Corel Reactor - Coal Train
-> Monster's Level: 43
-> EXP for Defeating: 10000
-> AP for Defeating: 100
-> Gil for Defeating: 600
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 10000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   140, 100, 1,   124, 100, 240, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (weak), Wind (normal), Holy (normal)
-> Immune: Silence, Stop, Confusion, Paralysis, Petrification, Berserk, Frog,
Small, Slow-Numb, Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Heavy Sword           0   1    Phys  Cut   Phys  20      100  X  X
* Atomic Ray            20  1    Mag   -     Mag   18      100  X  X
* Big Guard             56  S    Mag   -     -     -       255  X  X  (1)(2)
                                                                      (3)
^ Big Punch             0   1    Phys  Hit   Phys  16      100  X  X


(1) Haste [100%]
(2) Barrier [100%]
(3) Magic Barrier [100%]


--> Attack Pattern:

-> Basic Pattern:
Wolfmeister's initial IRV is 8
Action Count is 0, 1, 2, 3, 4 (chosen randomly)
Is Action Count 0, 1?
Yes: Big Punch on random character
     [Action Count +1]
No: Is Action Count 2?
    Yes: Heavy Sword on random character
```

```
                [Action Count +1]
      No: Is Action Count 3?
          Yes: Is Wolfmeister's MP greater than or equal to 20 and has 1 been
               chosen out of Rnd[1..IRV]?
                Yes: Atomic Ray on random character
                No: Big Punch on random character
                   [Action Count +1]
          No: Is Wolfmeister's MP greater than or equal to 56 and does
              Wolfmeister not have Haste, Barrier, Magic Barrier and has 1 been
              chosen out of Rnd[1..IRV]?
               Yes: Big Guard on self
               No: Big Punch on random character
                   [Action Count reset to 0]


-> Counterattack Pattern:
Is Wolfmeister's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Wolfmeister's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Is Wolfmeister's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
        No: IRV does not change


===============================================================================
-   XCANNON                                                                   -
===============================================================================


-> Monster's Name: XCannon
-> Monster's Locations:
- Midgar - Mako Cannon - Sister Ray (upper areas)
-> Monster's Level: 46
-> EXP for Defeating: 2000
-> AP for Defeating: 90
-> Gil for Defeating: 3000
-> Item Dropped from Monster: Turbo Ether x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 20000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   80, 120, 1,   80,  60,  400, 0
-> Fire (normal), Ice (normal), Lightning (weak), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Darkness, Poison, Sleep, Slow, Stop, Confusion, Berserk, Paralysis,
Petrification, Frog, Small, Fury, Sadness, Slow-Numb, Haste, Manipulation,
Death-Sentence


-> Attacks:

* Name                  MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Dragon Cannon         0   A    Phys  Sht   Phys  16      100  X  X
^ Drain                 1   1    MgAb  -     Mag   6       255  X  X  (1)
  Search                0   1    -     -     -     -       I    X  X  (2)(3)
  Countdown             0   -    -     -     -     -       I    X  X  (4)(5)

(1) dummy attack
(2) selects targets for Dragon Cannon
(3) Miscellaneous/Animation
(4) starts 3-turn countdown until Dragon Cannon; 3, then 2, then 1 appear on
```

```
      screen after each turn passes, and finally 0 followed by the use of Dragon
      Cannon.
(5) Miscellaneous/Animation


--> Attack Pattern:


-> Basic Pattern:
Is Action Count 0?
Yes: Search on all targettable characters
      "Target: set" appears on screen
      "Countdown" appears on sceen
      [Action Count +1]
No: Is Action Count 1?
    Yes: "3" appears on screen
          [Action Count +1]
    No: Is Action Count 2?
        Yes: "2" appears on screen
              [Action Count +1]
        No: Is Action Count 3?
            Yes: "1" appears on screen
                  [Action Count +1]
            No: Is Action Count 4?
                Yes: "0" appears on screen
                      Dragon Cannon on all characters
                      [Action Count +1]
                No: Action Count reset to 0


===============================================================================
-    YANG                                                                     -
===============================================================================


-> Monster's Name: Yang
-> Monster's Locations:
- Nibelheim - Shinra Mansion - Underground Caves (always with Ying)
-> Monster's Level: 24
-> EXP for Defeating: 300
-> AP for Defeating: 40
-> Gil for Defeating: 400
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1200
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   5,   50,   1,   75,   32,   420,   0
  +10*                 +10**
* - add after every time Yang is attacked physically (max = 255)
** - add after every time Yang is attacked magically (max = 255)
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (1/2), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Sleep, Slow, Stop, Confusion, Paralysis, Petrification,
Berserk, Frog, Small, Slow-Numb, Haste, Peerless, Manipulation, Death Sentence,
Death


-> Attacks:


* Name                    MP   Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Suicide Yang             0   1    Mag   -     Prop  -       100  X  X  (1)(2)
* Bolt2                    22  1/A  Mag   Lit   Mag   20      100  X  O
```

```
 * Ice2                        22  1/A  Mag   Ice   Mag   20       100  X  O
   Happy Yang                   0  S    -     -     -     -         I   X  X   (3)(4)
   Enchanted Yang               0  S    -     -     -     -         I   X  X   (5)(6)
   Vanish                       0  S    -     -     -     -         I   X  X   (7)(8)

(1) Dmg = [character HP x 31/32]
(2) removes Yang from battle with no reward
(3) Att +10 - "Yang's happy." appears on screen
(4) Miscellaenous/Animation
(5) MAt +10 - "Yang's excited." appears on screen
(6) Miscellaenous/Animation
(7) Yang removes self from battle
(8) Miscellaneous/Animation


--> Attack Pattern:


-> Basic Pattern:
Is Yang's HP less than or equal to 1/8 of its MaxHP?
Yes: Suicide Yang on random character (battle ends)
No: 1/2 - Is Yang's MP greater than or equal to 22?
          Yes: Bolt2 on random character
          No: Suicide Yang on random character (battle ends)
    1/2 - Is Yang's MP greater than or equal to 22?
          Yes: Ice2 on random character
          No: Suicide Yang on random character (battle ends)


-> Special Ally KO Pattern:
If Ying's HP is 0, Vanish on self


-> Counterattack Pattern:
Has Yang been attacked physically?
Yes: Has Yang used Happy Yang less than 25 times?
     Yes: Happy Yang on self
     No: follow Basic Pattern or "magical" Counterattack Pattern
No: Has Yang been attacked magically?
    Yes: Has Yang used Enchanted Yang less than 25 times?
         Yes: Enchanted Yang on self
         No: follow Basic Pattern or "physical" Counterattack Pattern


===============================================================================
-   YING                                                                      -
===============================================================================


-> Monster's Name: Ying
-> Monster's Locations:
- Nibelheim - Shinra Mansion - Underground Caves (always with Yang)
-> Monster's Level: 24
-> EXP for Defeating: 400
-> AP for Defeating: 30
-> Gil for Defeating: 400
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1200
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   75,  420,  1,   75,  5,   50,  0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (1/2), Water (normal), Wind (normal), Holy (normal)
-> Immune: Poison, Sleep, Slow, Stop, Confusion, Paralysis, Petrification,
```

```
Berserk, Frog, Small, Slow-Numb, Haste, Peerless, Manipulation, Death Sentence,
Death


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Sadistic Attack          0   1    Phys  Hit   Phys  20      100  X  X
^ Ying Punch               0   1    Phys  Hit   Phys  16      100  X  X
  Vanish                   0   S    -     -     -     -       I    X  X  (1)(2)


(1) Ying removes self from battle
(2) Miscellaenous/Animation


--> Attack Pattern:

-> Basic Pattern:
3/4 - Ying Punch on random character
1/4 - Sadistic Attack on character with highest HP

-> Special Ally KO Pattern:
If Yang's HP is 0, Vanish on self


===============================================================================
-   YING/YANG                                                                 -
===============================================================================


-> Monster's Name: Chain (battle object - Ying and Yang's legs)
-> Monster's Locations:
- Nibelheim - Shinra Mansion - Underground Caves (Yang and Yang battle)
-> Monster's Level: 24
-> EXP for Defeating: 700
-> AP for Defeating: 80
-> Gil for Defeating: 800
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 1200
-> Monster's MP: 0
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   0,   0,   0,   0,   0,   0,   0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Manipulation


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
none


--> Attack Pattern:

-> Basic Pattern:
none
Ying/Yang is untargettable.


===============================================================================
-   ZEMZELETT                                                                 -
===============================================================================
```

```
-> Monster's Name: Zemzelett
-> Monster's Locations:
- World Map - Junon Area - Grass
- World Map - Junon Area - Dirt
-> Monster's Level: 17
-> EXP for Defeating: 70
-> AP for Defeating: 7
-> Gil for Defeating: 165
-> Item Dropped from Monster: Hi-Potion x1 (8)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: Hi-Potion x1
-> Monster's HP: 285
-> Monster's MP: 36
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   30,  50,  1,   58,  30,  50,  0
         20*  60*
* - second form
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (immune), Wind (weak), Holy (normal)
-> Immune: Stop, Confusion, Paralysis, Berserk, Frog, Small


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-----------------------------------------------------------------------------
* Thunderbolt             4   1    Mag   Lit   Mag   15      75   O  X
^ Clap                    0   A    Phys  Wnd   Phys  16      100  X  X
* White Wind              34  AA*  PHPr  Res   -     -       255  O  X  (1)(2)
                                                                       (3)(4)


(1) Enemy Skill
(2) cures by Zemzelett's HP
(3) remove Darkness [100%], Poison [100%], Silence [100%], Sleep [100%],
    Slow [100%], Stop [100%], Confusion [100%], Petrification [100%], Paralysis
    [100%], Berserk [100%], Frog [100%], Small [100%], Slow-Numb [100%], Resist
    [100%], Death Force [100%]
    * - Zemzelett is immune, but attack's nature still removes * statuses
(4) only will be used if Manipulated


--> Attack Pattern:

-> Basic Pattern:
Is Zemzelett in first form (on ground)?
Yes: Zemzelett uses Clap on all characters on its first turn
     For all subsequent turns,
     1/2 - Clap on all characters
     1/4 - Is Zemzelett's MP greater than or equal to 4?
           Yes: Thunderbolt on random character
           No: Clap on all characters
     1/4 - randomly enter second form (flying)
No: Zemzelett is in second form (flying)
    Zemzelett's range is far (16)
    Zemzelett uses Thunderbolt on random character on its first turn (if MP is
    less than 4, Clap on all characters)
    For all subsequent turns,
    1/2 - Clap on all characters
    1/4 - Is Zemzelett's MP greater than or equal to 4?
          Yes: Thunderbolt on random character
          No: Clap on all characters
```

```
    1/4 - randomly enter first form (on ground)
    In second form (flying), Thunderbolt and Clap animation changes to reflect
    a change in altitude


================================================================================
-   ZENENE                                                                     -
================================================================================

-> Monster's Name: Zenene
-> Monster's Locations:
- Midgar - Shinra Headquarters - 68th Floor (after escape from holding cell)
- Midgar - Shinra Headquarters - 69th Floor
-> Monster's Level: 14
-> EXP for Defeating: 58
-> AP for Defeating: 6
-> Gil for Defeating: 60
-> Item Dropped from Monster: Ether x1 (8)
-> Item Stolen from Monster: Deadly Waste x1 (32)
-> Item Morphed from Monster: Remedy x1
-> Monster's HP: 250
-> Monster's MP: 93
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   26,  20,  8,   60,  16,  20,  5
-> Fire (1/2), Ice (normal), Lightning (normal), Earth (normal), Poison
(absorb), Gravity (normal), Water (normal), Wind (normal), Holy (weak)
- Absorb Restorative magic, Death
-> Immune: Poison


-> Attacks:

* Name                     MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Piazzo Shower            6   1    Mag   Psn   Mag   8       255  O  X  (1)
* Ghenghana               6   1    Mag   Fir   Mag   10      255  O  X
^ Tail                     0   1    Phys  Hit   Phys  16      120  O  X  (2)

(1) Poison [72]
(2) only attack that will be used if under Berserk

--> Attack Pattern:

-> Basic Pattern:
1/2 - Tail on random character
1/4 - Piazzo Shower on random character
1/4 - Ghenghana on random character


================================================================================
-   ZOLOKALTER                                                                 -
================================================================================

-> Monster's Name: Zolokalter
-> Monster's Locations:
- Gaea's Cliff - Cliffs
- Gaea's Cliff - Caves
-> Monster's Level: 30
-> EXP for Defeating: 700
-> AP for Defeating: 60
-> Gil for Defeating: 700
-> Item Dropped from Monster: X-Potion x1 (8)
-> Item Stolen from Monster: None
```

```
-> Item Morphed from Monster: Antidote x1
-> Monster's HP: 950
-> Monster's MP: 90
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   1,   2,   1,   1,   1,   2,   1
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(absorb), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: None


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Toxic Barf                58  AN-S Mag   -     -     -       95   O  X  (1)(2)
^ Bite                      0   AN   Phys  Shu   Phys  16      95   O  X  (3)


(1) Poison [100%]
(2) Slow [100%]
(3) only attack that will be use if under Berserk


--> Attack Pattern:

-> Basic Pattern:
Do any present have Poison?
Yes: Bite on any present with Poison
No: Is Zolokalter's MP greater than or equal to 58?
    Yes: Toxic Barf on random character
    No: do nothing

-> Counterattack Pattern:
Has Zolokalter been attacked physically?
Yes: Is Zolokalter's MP greater than or equal to 58?
     Yes: Toxic Barf on any present except self
     No: do nothing
No: follow Basic Pattern


===============================================================================
-   ZUU                                                                       -
===============================================================================

-> Monster's Name: Zuu
-> Monster's Locations:
- Mt. Nibel - Bridge (present)
- Mt. Nibel - Nearing Mako Reactor (present)
- Mt. Nibel - Mako Reactor Vicinity (present)
- Mt. Nibel - Outside Mako Reactor (present)
-> Monster's Level: 27
-> EXP for Defeating: 450
-> AP for Defeating: 38
-> Gil for Defeating: 430
-> Item Dropped from Monster: Bird Wing x1 (8)
-> Item Stolen from Monster: Bird Wing x1 (32)
-> Item Morphed from Monster: Bird Wing x1
-> Monster's HP: 1200
-> Monster's MP: 40
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   55,  50,  1,   64,  40,  150, 0
-> Fire (normal), Ice (normal), Lightning (normal), Earth (immune), Poison
(normal), Gravity (immune), Water (normal), Wind (weak), Holy (normal)
-> Immune: Stop, Paralysis, Petrification, Frog, Small, Peerless, Manipulation,
```

```
Death Sentence, Death


-> Attacks:

* Name                      MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Great Scale               0   A    Phys  Wnd   Phys  30      100  X  X  (1)
^ Claw                      0   1    Phys  Pnch  Phys  32      100  X  X  (2)


(1) Darkness [40]
(2) only attack that will be used if under Berserk


--> Attack Pattern:


-> Basic Pattern:
Is Zuu battle on Bridge (present)?
Yes: Range is flying
No: Range is close
Zuu's initial IRV is 8
Action Count is 0, 1, 2, 3 (chosen randomly)
Is Action Count 0, 1?
Yes: Claw on random character (if 1 has been chosen out of Rnd[1..IRV], Claw x2
     in one turn)
     [Action Count +1]
No: Is Action Count 2?
    Yes: Claw on random character (if 1 has been chosen out of Rnd[1..IRV],
         Claw x2 in one turn)
         [Has 1 has been chosen out of Rnd[1..IRV]?
          Yes: Action Count is 3]
          No: Action Count reset to 0
    No: Great Scale on all characters
        [Action Count reset to 0]


-> Counterattack Pattern:
Is Zuu's HP less than or equal to 1/4 of its MaxHP?
Yes: IRV is 2
No: Is Zuu's HP less than or equal to 1/2 of its MaxHP?
    Yes: IRV is 3
    No: Zuu's HP less than or equal to 3/4 of its MaxHP?
        Yes: IRV is 4
        No: IRV does not change


--------------------------------------------------------------------------------


With all that out of the way, I feel it is time to touch on enemy encounters
and formations. There is a significant amount you need to be aware of in order
to understand most of the data listings that follow. First of all, this section
is not solely going to be devoted to -random- encounters, but all encounters,
and will encompass all aspects of those encounters. The game, as per enemy
encounters, is divided into two types of areas. Field Maps (which is all of the
locations in the game, other than the World Map - ie. Temple of the Ancients
and North Crater), and the World Map. Field Maps, however, can be divided
further into individual areas (such as the Train Graveyard in Midgar), and also
by specific times in the game (such as Train Graveyard before and after Aps).

On the World Map, there is a variable known as the World Danger Counter. The
World Map performs Battle Checks 1 time per second while moving. The World
Danger Counter (WDC from now on) is implemented at every single Battle Check
(or once per second) as WDC = [Enemy Lure Rating x 16384 / Encounter Value],
where Encounter Value is the specific way an area modifies the Danger Counter
```

(and will be referred to as EV from now on). The effects of Enemy Lure can
stack, and if the rating is greater than 16/16 (or 1), it immediately jumps to
32/16 (or 2), with the max cap being 64/16 (or 4). You will encounter a random
battle if Rnd[0..255] < [WDC / 256]. WDC is typically reset when you exit and
enter the World Map.

If Rnd[0..255] was indeed less than [WDC / 256], then the game checks to see
if the battle is either a Mystery Ninja battle or a Chocobo battle. First, if
you are in any of the following forests before acquiring Yuffie, the chances
that you will automatically run into a Mystery Ninja battle are listed in its
designated section below.

If game determines that the battle is not a Mystery Ninja battle, the same
check is done at the same time to see if the battle will end up to be a Chocobo
encounter. This is only possible with a Chocobo Lure Materia equipped and while
on Chocobo Tracks on the World Map. It is determined through the following:
Chance = [Rnd[0..255] x 4096 / Chocobo Lure Rating]. Initial Chocobo Lure
Rating (when it is unequipped), is 0. When it is equipped, Chocobo Lure Rating
is 8 at Lv1, 12 at Lv2, 16 at Lv3. The effects can stack as well, for a max of
32. Now, if from the above formula Chance ends up being less than
[1st Battle Chance x 1024 + Battle ID], then the first of the four Chocobo
battles an area can support is chosen. Otherwise, the check is run thrice more
under the circumstance Chance = [nth Battle Chance - xth Battle Chance]. In
this "nth Battle Chance" is the current Battle Chance, while xth Battle Chance
is the last one that occured in that area's sequence of Chocobo battles. If
that chance is less than nth Battle Chance, Chocobo encounter is true. For all
specific battle chances, refer to the Chocobo formations to the below.

The above checks for Mystery Ninja are -only- done -always- on the World Map.
The rest of the checks apply to to both Field Maps and World Map. However,
before detailing the remainder of the battle stipulation checks, I will cover
more fully Field Map encounters as I did for World Map encounters.

First of all, there is still a Danger Counter on Field Maps (hereinafter
referred to as FDC), and is also subject to the EV of the particular Field Map.
However, there is a modification to FDC on Field Maps that is not present on
the World Map, and that is difference between walking and running (you cannot
do anything but run on the World Map). The difference between walking and
running is Walk Speed = [Run Speed / 4] or Run Speed = [Walk Speed x 4]. As
such, FDC is modified by [4096 / EV] while running and [1024 / EV] while
walking (because [4096 / 1024 = 4]). The other difference between World Map
and Field Maps is that the Battle Effects touted earlier occur thrice per
second as opposed to once, thus increasing your chances for a random battle.
The calculation performed at every Battle Check is the same for both Maps.
Note that I will be listing each EV for each designated area below.

Now, if on a Field Map, once it has been decided that that a random battle
will occur, it moves immediately to Pre-Emptive strike check. If on the World
Map, it must first go through the abnormal battle check (outlined above), then
to this one. Base chance for Pre-Emptive strikes is 1/16. This can be modified
through Pre-Emptive Materia and stacked for a total of no more -ever- than
85/256. Now, if Rnd[0..255] is less than Pre-Emptive strike chance, and the
battle permits, you begin battle in Pre-Emptive. If Pre-Emptive is not true,
and the Map you are on allows for either Back Attacks, Side Attacks, or
Ambushed, then the game will run two checks before even deciding upon you
seeing one of the special battles. These two checks are based on Mastered
Pre-Emptive Materia. The first check is performed when you change Materia on
a character. If that character does not have Mastered Pre-Emptive Materia,
the game reads it as them not having one at all. On the character changing the
Materia in this check is considered. The second check is when you enter the

Main Menu or leave the PHS Menu (on the World Map or Save Points). Here it
determines whether the third character in your party formation has a Mastered
Pre-Emptive Materia. If either of these checks prove to be true, then you
receive a bonus. This bonus (PEB henceforth) ultimately becomes a modifier
for the area's base chance of 2 out of the 3 special battles.

The checks for special battles now begin. First, if the game calculates that
the battle is a Back Attack, then Pre-Emptive is impossible. But, if PEB is
true in either case, the area's base chance for a Back Attack becomes
[Back Attack Chance / 2]. Next comes the check for Side Attacks. If the
game calculates from the area's base chance for Side Attacks that one is meant
to be, then it will be true (Pre-Emptive is possible in this). Next, the chance
for Ambuses occurs. If the game calculates that the battle is an Ambush, it
will be so. Pre-Emptive is still possible in this case. Also, if you received
PEB from either check, then Ambush Battle Chance = [Ambush Battle Chance / 2].
In all special battles, Rnd[0..63] decides if you get a special battle and
which one is chosen. Each one has a [#/64] chance of occuring. Lastly, if none
of the above are true, a normal battle is true (normal battles have a chance of
[1 - sum of special battle chances]). This also includes Mystery Ninja or
Chocobo battles, which automatically negate normal battles if true. If you
get the same ID you did with the initial Rnd[0..63] that determined your
normal battle, then it does the game runs Rnd[0..63] one more time. If you
-still- get the same ID, you fight the same battle. This check is not done
for special battles.

Also, a note about forced battles (boss battles, or the Attack Squads which
attack you when your Materia is stolen): if you are in the area or the
prerequisites for the forced battle are met, then you have a 100% chance of
encountering that battle, and usually cannot escape from them. Note that
some forced battles (such as Ruby Weapon - only when run into), come with
certain special battle attributes.

Enemy formations come in Rows, which is the distance they are from your
party, and this affects the damage done, or if they can even be hit or not from
their current range. Note that larger the number preceeding the Row, the
farther the enemy is. If an enemy is flying, its Row is known to be 16, and
cannot be hit from its current altitude. The Row an enemy is in can sometimes
be changed throughout battle based on its attack pattern. Before we begin, let
me inform you as to how I will denote Row. Formations will be listed as "enemy
+ enemy" and so forth. The first enemy shall always be Row 1, then next enemy
after the the "+" will be Row 2, then Row 3. If there is more than one enemy in
a Row, they will be separated by a comma instead. If an enemy is flying, I will
put "(flying)" next to their entry. In terms of Ambuses, they will be divided
into the sides they attack you on. If they're in front of the "+," they're the
side that's in front of you, and vice versa. In terms of Chocobo encounters,
they do not receive the same "#/#" value that normal encounters do; what will
instead be shown is their Chance (for more on how that factors into their
encounters, please see above). Now, without further adieu, let's begin.

==
-    FIELD MAP ENEMY ENCOUNTERS   -
==

I will only be listing herein "Forced Battles" for the areas in which they are
possible. Otherwise, the entries are excluded entirely.

-    MIDGAR - #1 MAKO REACTOR - OUTSIDE/TRAIN STATION   -

```
-> Normal Battles:
   3/8 - MP x2
   11/32 - Guard Hound
   9/32 - MP, Guard Hound
-> Special Battles:
   1/8 - Back Attack - Guard Hound
-> Forced Battles:
   100% - MP x2
   100% - MP, Guard Hound
-> EV = 128


--------------------------------------------------------------------------------
-   MIDGAR - #1 MAKO REACTOR - CATWALK                                          -
--------------------------------------------------------------------------------


-> Normal Battles:
   29/64 - MP x2
   9/32 - Mono Drive x2
   17/64 - MP x2
-> Special Battles:
   None
-> EV = 48


--------------------------------------------------------------------------------
-   MIDGAR - #1 MAKO REACTOR - ENTRANCE                                         -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Grunt x2
   17/64 - 1st Ray, Grunt + 1st Ray
   15/64 - 1st Ray x3
   7/32 - Grunt + Grunt x2
-> Special Battles:
   None
-> EV = 48


--------------------------------------------------------------------------------
-   MIDGAR - #1 MAKO REACTOR - STAIRCASE                                        -
--------------------------------------------------------------------------------


-> Normal Battles:
   7/32 - Mono Drive x2 + 1st Ray
   3/16 - 1st Ray x2
   11/64 - Grunt x2
   5/32 - 1st Ray, Grunt + 1st Ray
   9/64 - 1st Ray x3
   1/8 - Grunt + Grunt x2
-> Special Battles:
   1/16 - Back Attack - Mono Drive x2
   1/16 - Back Attack - Grunt + Grunt x2
-> EV = 128

--------------------------------------------------------------------------------
-   MIDGAR - #1 MAKO REACTOR - PIPELINES [BELOW LADDER]                         -
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Sweeper
   11/32 - Sweeper + Grunt x2
   9/32 - Grunt x2 + Sweeper
```

```
-> Special Battles:
   1/8 - Grunt x2
-> EV = 72


--------------------------------------------------------------------------------
-    MIDGAR - #1 MAKO REACTOR - PIPELINES [ABOVE LADDER]                       -
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Grunt x2 + Mono Drive x2
   11/32 - Grunt x2 + Mono Drive x3
   9/32 - Grunt x2 + Grunt
-> Special Battles:
   1/8 - Back Attack - Grunt x2 + Mono Drive
-> EV = 72


--------------------------------------------------------------------------------
-    MIDGAR - #1 MAKO REACTOR - REACTOR VALVE/BOMB PLANTING POINT              -
--------------------------------------------------------------------------------

-> Normal Battles:
   None
-> Special Battles:
   None
-> Special Battles:
   100% - Guard Scorpion
-> EV = N/A


--------------------------------------------------------------------------------
-    MIDGAR - SECTOR 7 - TRAIN GRAVEYARD NORTH [BEFORE APS]                    -
--------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - Mono Drive x3
   17/64 - Guard Hound x2
   15/64 - Mono Drive x2 + Mono Drive
   7/32 - Sweeper
-> Special Battles:
   None
-> EV = 128


--------------------------------------------------------------------------------
-    MIDGAR - SECTOR 7 - TRAIN GRAVEYARD SOUTH [BEFORE APS]                    -
--------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - Mono Drive x3
   17/64 - Guard Hound x2
   15/64 - Mono Drive x2 + Mono Drive
   7/32 - Sweeper
-> Special Battles:
   None
-> EV = 192


--------------------------------------------------------------------------------
-    MIDGAR - SECTOR 4 - TRAIN TUNNELS                                         -
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Rocket Launcher x2 + Rocket Launcher x2
```

```
   11/32 - Grashtrike x2 + Grashtrike
   9/32 - Grashtrike x2 + Grashtrike x2
-> Special Battles:
   1/8 - Back Attack - Grashtrike x4
-> EV = 72


--------------------------------------------------------------------------------
-   MIDGAR - SECTOR 4 - CORRIDORS                                               -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Grashtrike x2 + Chuse Tank x2
   11/32 - Chuse Tank + Chuse Tank x2
   9/32 - Chuse Tank x3 + Grashtrike x2
-> Special Battles:
   1/8 - Ambush - Grashtrike x2 + Grashtrike x2
-> EV = 72


--------------------------------------------------------------------------------
-   MIDGAR - LOWER SECTOR 4 - LATTICE                                           -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Rocket Launcher + Rocket Launcher x2
   11/32 - Rocket Launcher x2 + Blugu x2
   9/32 - Rocket Launcher + Blugu x2
-> Special Battles:
   1/8 - Back Attack - Chuse Tank + Blugu x3
-> EV = 72


--------------------------------------------------------------------------------
-   MIDGAR - #5 MAKO REACTOR - ENTRANCE                                         -
--------------------------------------------------------------------------------


-> Normal Battles:
   15/64 - Special Combatant x2 + Special Combatant
   7/32 - Proto Machinegun x2 + Proto Machinegun
   13/64 - Proto Machinegun x2 + Special Combatant x2
   3/16 - Blood Taste x2 + Special Combatant x2
   5/32 - Blood Taste x2 + Blood Taste x2
-> Special Battles:
   1/32 - Back Attack - Special Combatant x2 + Proto Machinegun
   1/32 - Back Attack - Blood Taste x3
   1/16 - Ambush - Blood Taste + Blood Taste x2
-> EV = 72


--------------------------------------------------------------------------------
-   MIDGAR - #5 MAKO REACTOR - STAIRCASE                                        -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Special Combatant + Smogger x2
   17/64 - Smogger x2 + Proto Machinegun
   15/64 - Special Combatant x2 + Special Combatant x2
   7/32 - Smogger x2
-> Special Battles:
   None
-> EV = 128


--------------------------------------------------------------------------------
```

```
-    MIDGAR - #5 MAKO REACTOR - PIPELINES [HIGH]                         -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Special Combatant + Smogger x2
   17/64 - Smogger x2 + Proto Machinegun
   15/64 - Special Combatant x2 + Special Combatant x2
   7/32 - Smogger x2
-> Special Battles:
   None
-> EV = 72


--------------------------------------------------------------------------------
-    MIDGAR - #5 MAKO REACTOR - PIPELINES [LOW]                          -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Proto Machinegun x2 + Proto Machinegun x3
   11/32 - Smogger x2 + Blood Taste
   9/32 - Smogger, Blood Taste x2
-> Special Battles:
   1/8 - Back Attack - Blood Taste x2 + Blood Taste
-> EV = 72


--------------------------------------------------------------------------------
-    MIDGAR - #5 MAKO REACTOR - REACTOR VALVE                            -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Proto Machinegun x2 + Proto Machinegun x3
   11/32 - Smogger x2 + Blood Taste
   9/32 - Smogger, Blood Taste x2
-> Special Battles:
   1/8 - Back Attack - Blood Taste x2 + Blood Taste
-> EV = 72


--------------------------------------------------------------------------------
-    MIDGAR - #5 MAKO REACTOR - CATWALK                                  -
--------------------------------------------------------------------------------


-> Normal Battles:
   None
-> Special Battles:
   None
-> Forced Battles:
   100% - Air Buster
-> EV = N/A


--------------------------------------------------------------------------------
-    MIDGAR - SECTOR 5 SLUMS - CHURCH (CEILING SUPPORT)                  -
--------------------------------------------------------------------------------


-> Normal Battles:
   23/32 - Hedgehog Pie + Hedgehog Pie x2
   9/32 - Hedgehog Pie x2
-> Special Battles:
   3/32 - Back Attack - Hedgehog Pie x2
   3/32 - Ambush - Hedgehog Pie x2 + Hedgehog Pie
-> EV = 128
```

```
--------------------------------------------------------------------------------
-    MIDGAR - SECTOR 5 SLUMS - CHURCH FLOOR                                    -
--------------------------------------------------------------------------------


-> Normal Battles:
   None
-> Special Battles:
   None
-> Forced Battles:
   100% - Guard Hound x2*
   100% - MP x2*
   100% - MP, Guard Hound*
   * - only if Aeris is forced to fight
-> EV = N/A


--------------------------------------------------------------------------------
-    MIDGAR - SECTOR 5 SLUMS                                                   -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Whole Eater + Whole Eater
   11/32 - Whole Eater, Hedgehog Pie
   9/32 - Vice x2
-> Special Battles:
   1/8 - Back Attack - Vice
-> EV = 128


--------------------------------------------------------------------------------
-    MIDGAR - SECTOR 6 RUBBLE (BEFORE PLAYGROUND)                              -
--------------------------------------------------------------------------------


-> Normal Battles:
   21/32 - Hell House (befores Hell House (Open Form) after Suicide Drop)
   11/32 - Whole Eater x2 + Whole Eater x2
-> Special Battles:
   1/8 - Side Attack - Hell House (becomes Hell House (Open Form) after Suicide
                       Drop)
   1/8 - Ambush - Whole Eater + Whole Eater x2
-> EV = 72


--------------------------------------------------------------------------------
-    MIDGAR - SEWER UNDER SECTOR 6                                             -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Ceasar + Ceasar x2
   17/64 - Sahagin x2 + Ceasar
   15/64 - Sahagin + Sahagin
   7/32 - Sahagin x2 + Sahagin
-> Special Battles:
   None
-> Force Battles:
   100% - Aps
-> EV = 72


--------------------------------------------------------------------------------
-    MIDGAR - SECTOR 7 - TRAIN GRAVEYARD SOUTH [AFTER APS]                     -
--------------------------------------------------------------------------------


-> Normal Battles:
```

```
   27/64 - Deenglow x2
   15/64 - Cripshay x2, Deenglow
   3/16 - Ghost + Ghost x2
   5/32 - Ghost, Deenglow + Ghost
-> Special Battles:
   None
-> EV = 192


--------------------------------------------------------------------------------
-   MIDGAR - SECTOR 7 - TRAIN GRAVEYARD NORTH [AFTER APS]             -
--------------------------------------------------------------------------------


-> Normal Battles:
   15/64 - Eligor
   7/32 - Deenglow x2 + Deenglow
   13/64 - Deenglow x2
   3/16 - Ghost + Ghost x2
   5/32 - Ghost, Deenglow + Ghost
-> Special Battles:
   None
-> EV = 128


--------------------------------------------------------------------------------
-   MIDGAR - SECTOR 7 PLATE SUPPORT TOWER (LOW)                       -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Aero Combatant + Aero Combatant
   11/32 - Aero Combatant + Aero Combatant
   9/32 - Aero Combatant
-> Special Battles:
   1/8 - Aero Combatant x2
-> EV = 72


--------------------------------------------------------------------------------
-   MIDGAR - SECTOR 7 PLATE SUPPORT TOWER (HIGH)                      -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Aero Combatant + Aero Combatant
   11/32 - Aero Combatant + Aero Combatant
   9/32 - Aero Combatant
-> Special Battles:
   3/32 - Back Attack Aero Combatant x2
   3/32 - Ambush - Aero Combatant + Aero Combatant
-> EV = 72


--------------------------------------------------------------------------------
-   MIDGAR - SECTOR 7 PLATE SUPPORT (TOP)                             -
--------------------------------------------------------------------------------


-> Normal Battles:
   None
-> Special Battles:
   None
-> Forced Battles:
   100% - Turks:Reno (can call Pyramid into battle)
-> EV = N/A


--------------------------------------------------------------------------------
```

```
-    MIDGAR - SHINRA HEADQUARTERS - OUTSIDE SHINRA HEADQUARTERS        -
--------------------------------------------------------------------------------


-> Normal Battles:
   21/32 - Grenade Combatant x2
   11/32 - Grenade Combatant x2 + Grenade Combatant
-> Special Battles:
   None
-> EV = 192



--------------------------------------------------------------------------------
-    MIDGAR - SHINRA HEADQUARTERS - 1ST FLOOR                           -
--------------------------------------------------------------------------------


-> Normal Battles:
   21/32 - Grenade Combatant x2
   11/32 - Grenade Combatant x2 + Grenade Combatant
-> Special Battles:
   1/8 - Ambush - Grenade Combatant + Grenade Combatant
-> EV = 192



--------------------------------------------------------------------------------
-    MIDGAR - SHINRA HEADQUARTERS - 2ND FLOOR                           -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Grenade Combatant x2
   11/32 - Grenade Combatant x2 + Grenade Combatant
   9/32 - Mighty Grunt
-> Special Battles:
   None
-> EV = 192



--------------------------------------------------------------------------------
-    MIDGAR - SHINRA HEADQUARTERS - 3RD FLOOR                           -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Mighty Grunt
   11/32 - Grenade Combatant x2 + Grenade Combatant
   9/32 - Grenade Combatant x2
-> Special Battles:
   1/8 - Ambush - Grenade Combatant + Grenade Combatant
-> EV = 192



--------------------------------------------------------------------------------
-    MIDGAR - SHINRA HEADQUARTERS - 59TH FLOOR                          -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Mighty Grunt
   11/32 - Mighty Grunt x2
   9/32 - Mighty Grunt + Mighty Grunt x2
-> Special Battles:
   None
-> EV = 192



--------------------------------------------------------------------------------
-    MIDGAR - SHINRA HEADQUARTERS - 63RD FLOOR                          -
--------------------------------------------------------------------------------
```

```
-> Normal Battles:
   9/32 - None + Hammer Blaster, <Hammer Blaster's Stand>
   17/64 - Sword Dance
   15/64 - Hammer Blaster, <Hammer Blaster's Stand> + Hammer Blaster, <Hammer
           Blaster's Stand>
   7/32 - Sword Dance x2
-> Special Battles:
   None
-> EV = 192


-------------------------------------------------------------------------------
-   MIDGAR - SHINRA HEADQUARTERS - 65TH FLOOR                                  -
-------------------------------------------------------------------------------


-> Normal Battles:
   15/64 - None + Hammer Blaster, <Hammer Blaster's Stand>
   7/32 - Sword Dance
   13/64 - Hammer Blaster, <Hammer Blaster's Stand> + Hammer Blaster, <Hammer
           Blaster's Stand>
   3/16 - Sword Dance x2
   5/32 - Sword Dance x3
-> Special Battles:
   1/8 - Ambush - Hammer Blaster, <Hammer Blaster's Stand> + Hammer Blaster,
                  <Hammer Blaster's Stand>
-> EV = 240


-------------------------------------------------------------------------------
-   MIDGAR - SHINRA HEADQUARTERS - 67TH FLOOR BEFORE ESCAPE FROM HOLDING CELL -
-------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Warning Board (can call Laser Cannon and Machine Gun)
   17/64 - Moth Slasher
   15/64 - SOLDIER:3rd + SOLDIER:3rd
   7/32 - Moth Slasher + Moth Slasher
-> Special Battles:
   1/8 - Back Attack - Moth Slasher
-> EV = 192


-------------------------------------------------------------------------------
-   MIDGAR - SHINRA HEADQUARTERS - 68TH FLOOR BEFORE ESCAPE FROM HOLDING CELL -
-------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Warning Board (can call Laser Cannon and Machine Gun) + Warning Board
         (can call Laser Cannon and Machine Gun)
   17/64 - SOLDIER:3rd x2 + SOLDIER:3rd
   15/64 - Moth Slasher + Moth Slasher + Moth Slasher
   7/32 - Moth Slasher + SOLDIER:3rd x2
-> Special Battles:
   1/8 - Back Attack - SOLDIER:3rd x2
-> Forced Battles:
   100% - Sample: HO512-opt x[infinite] + Sample: HO512
-> EV = 192


-------------------------------------------------------------------------------
-   MIDGAR - SHINRA HEADQUARTERS - 67TH FLOOR AFTER ESCAPE FROM HOLDING CELL  -
-------------------------------------------------------------------------------
```

```
  -> Normal Battles:
     3/8 - Brain Pod + Brain Pod
     11/32 - Brain Pod
     9/32 - Vargid Police x3
  -> Special Battles:
     1/8 - Back Attack - Brain Pod, Vargid Police x2
  -> EV = 192


-------------------------------------------------------------------------------
-    MIDGAR - SHINRA HEADQUARTERS - 68TH FLOOR AFTER ESCAPE FROM HOLDING CELL  -
-------------------------------------------------------------------------------


  -> Normal Battles:
     3/8 - Zenene + Zenene
     11/32 - Vargid Police + Zenene
     9/32 - Brain Pod x2 + Zenene
  -> Special Battles:
     None
  -> EV = 128


-------------------------------------------------------------------------------
-    MIDGAR - SHINRA HEADQUARTERS - 69TH FLOOR                                 -
-------------------------------------------------------------------------------


  -> Normal Battles:
     9/32 - Zenene
     17/64 - Vargid Police x2
     15/64 - Vargid Police + Zenene
     7/32 - Brain Pod x2 + Zenene
  -> Special Battles:
     1/16 - Back Attack - Zenene
     1/16 - Ambush - Vargid Police x2 + Vargid Police
  -> EV = 192


-------------------------------------------------------------------------------
-    MIDGAR - SHINRA HEADQUARTERS - ELEVATOR                                   -
-------------------------------------------------------------------------------


  -> Normal Battles:
     None
  -> Special Battles:
     None
  -> Forced Battles:
     100% - Hundred Gunner
     100% - Heli Gunner
  -> EV = N/A


-------------------------------------------------------------------------------
-    MIDGAR - SHINRA HEADQUARTERS - ROOF                                       -
-------------------------------------------------------------------------------


  -> Normal Battles:
     None
  -> Special Battles:
     None
  -> Forced Battles:
     100% - Rufus + Dark Nation + <Helicopter>


-------------------------------------------------------------------------------
-    MIDGAR - HIGHWAY                                                          -
```

```
--------------------------------------------------------------------------------

-> Normal Battles:
   None
-> Special Battles:
   None
-> Forced Battles:
   100% - Motor Ball


--------------------------------------------------------------------------------
-    MYTHRIL MINES - FIRST HALF                                                -
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Madouge x2
   11/32 - Madouge, Crawler x2 + Madouge, Crawler
   9/32 - Castanets x2 + Castanets
-> Special Battles:
   1/8 - Bact Attack - Crawler x2 + Crawler x2
-> EV = 48


--------------------------------------------------------------------------------
-    MYTHRIL MINES - SECOND HALF                                               -
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Madouge x2
   11/32 - Madouge, Crawler x2 + Madouge, Crawler
   9/32 - Castanets x2 + Castanets
-> Special Battles:
   1/8 - Bact Attack - Crawler x2 + Crawler x2
-> EV = 48


--------------------------------------------------------------------------------
-    MYTHRIL MINES - EAST PENINSULA                                            -
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Crawler x3 + Ark Dragon
   11/32 - Castanets x2 + Castanets x2
   9/32 - Castanets x2 + Ark Dragon, Crawler
-> Special Battles:
   1/8 - Ambush - Ark Dragon + Ark Dragon
-> EV = 40


--------------------------------------------------------------------------------
-    MYTHRIL MINES - NORTH PENINSULA                                           -
--------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - Crawler x3 + Ark Dragon
   17/64 - Castanets x2 + Castanets x2
   15/64 - Castanets x2 + Ark Dragon, Crawler
   7/32 - Crawler x5
-> Special Battles:
   None
-> EV = 40


--------------------------------------------------------------------------------
-    SHINRA CARGO SHIP (AFTER CREW IS KILLED)                                  -
```

```
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Scrutin Eye x2 + Scrutin Eye x2
   11/32 - Marine x2
   9/32 - Marine + Marine x2
-> Special Battles:
   1/8 - Back Attack - Scrutin Eye x2 + Scrutin Eye x2
-> Forced Battles:
   100% - Jenova-BIRTH
-> EV = 40


--------------------------------------------------------------------------------
-   MT. COREL - FIRST SCREEN                                                    -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Needle Kiss x2 + Needle Kiss
   11/32 - Search Crown x3 + Needle Kiss
   9/32 - Needle Kiss, Search Crown + Bagnadrana
-> Special Battles:
   1/8 - Back Attack - Needle Kiss x2 + Needle Kiss
-> EV = 48


--------------------------------------------------------------------------------
-   MT. COREL - SECOND SCREEN                                                   -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Needle Kiss x2 + Needle Kiss
   11/32 - Search Crown x3 + Needle Kiss
   9/32 - Needle Kiss, Search Crown + Bagnadrana
-> Special Battles:
   1/8 - Back Attack - Needle Kiss x2 + Needle Kiss
-> EV = 48


--------------------------------------------------------------------------------
-   MT. COREL - COREL MAKO REACTOR                                             -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Bloatfloat + Bloatfloat x2
   17/64 - Bagnadrana + Bagnadrana
   15/64 - Bloatfloat x4
   7/32 - Bloatfloat + Bagnadrana + Bloatfloat
-> Special Battles:
   None
-> EV = 72


--------------------------------------------------------------------------------
-   MT. COREL - BRIDGE (BEGINNING)                                             -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Bomb
   17/64 - Bomb x2
   15/64 - Cokatolis + Bloatfloat x2
   7/32 - Cokatolis + Cokatolis
-> Special Battles:
   None
```

```
-> EV = 72


-------------------------------------------------------------------------------
-    MT. COREL - ROLLERCOASTER                                                -
-------------------------------------------------------------------------------

-> Normal Battles:
   17/32 - Needle Kiss x3 + Cokatolis
   15/32 - Cokatolis + Cokatolis
-> Special Battles:
   1/16 - Back Attack - Cokatolis
   1/16 - Ambush - Needle Kiss x3 + Needle Kiss x2
-> EV = 72


-------------------------------------------------------------------------------
-    MT. COREL - ROLLERCOASTER (WATER AREA)                                   -
-------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Search Crown x2 + Search Crown x3
   11/32 - Needle Kiss x2 + Bagnadrana
   9/32 - Search Crown x3, Needle Kiss x2
-> Special Battles:
   1/8 - Side Attack - Search Crown x5
-> EV = 72


-------------------------------------------------------------------------------
-    MT. COREL - BRIDGE (AT THE END)                                          -
-------------------------------------------------------------------------------

-> Normal Battles:
   17/32 - Bomb
   15/32 - Bagnadrana
-> Special Battles:
   3/16 - Ambush - Cokatolis + Cokatolis x2


-------------------------------------------------------------------------------
-    COREL PRISON - FIRST AREA                                                -
-------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - 2-Faced + Bandit x2
   11/32 - 2-Faced x2 + Bandit
   9/32 - 2-Faced x3
-> Special Battles:
   1/8 - Ambush - Bandit + Bandit
-> EV = 72


-------------------------------------------------------------------------------
-    COREL PRISON - SECOND AREA                                               -
-------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - 2-Faced + Bandit x2
   11/32 - 2-Faced x2 + Bandit
   9/32 - 2-Faced x3
-> Special Battles:
   1/8 - Ambush - Bandit + Bandit
-> EV = 128
```

```
--------------------------------------------------------------------------------
-    COREL PRISON - WELL                                                       -
--------------------------------------------------------------------------------


-> Normal Battles:
   100% - 2 Faced x2 + 2-Faced x2
-> Special Battles:
   None
-> EV = 72


--------------------------------------------------------------------------------
-    COREL PRISON - DESERT OUTSKIRTS                                            -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Death Claw x2
   17/64 - Bullmotor + Bullmotor x2 + Bullmotor
   15/64 - Death Claw x2 + Bullmotor
   7/32 - 2-Faced + Bandit x2
-> Special Battles:
   None
-> EV = 128


--------------------------------------------------------------------------------
-    COREL PRISON - JUNKYARD                                                    -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Death Claw x2
   17/64 - Bullmotor + Bullmotor x2 + Bullmotor
   15/64 - Death Claw x2 + Bullmotor
   7/32 - 2-Faced x2 + Bandit
-> Special Battles:
   None
-> Forced Battles:
   100% - Dyne
-> EV = 128


--------------------------------------------------------------------------------
-    COREL PRISON - COREL DESERT                                               -
--------------------------------------------------------------------------------


-> Normal Battles:
   15/16 - Land Worm
   1/16 - Cactuar
-> Special Battles:
   None
-> EV = 240


--------------------------------------------------------------------------------
-    GONGAGA JUNGLE - FIRST SCREEN                                             -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Kimara Bug
   17/64 - Touch Me
   15/64 - Kimara Bug x2
   7/32 - Touch Me + Touch Me
-> Special Battles:
   1/8 - Ambush - Touch Me + Touch Me
```

```
-> Forced Battles:
   100% - Turks:Reno, Turks:Rude
-> EV = 48


--------------------------------------------------------------------------------
-   GONGAGA JUNGLE - SECOND SCREEN                                              -
--------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - Flower Prong
   17/64 - Touch Me
   15/64 - Kimara Bug x2
   7/32 - Kimara Bug
-> Special Battles:
   1/8 - Side Attack - Flower Prong
-> EV = 48


--------------------------------------------------------------------------------
-   GONGAGA - WASTELAND                                                         -
--------------------------------------------------------------------------------

-> Normal Battles:
   100% - Heavy Tank
-> Special Battles:
   1/8 - Back Attack - Heavy Tank
-> EV = 48


--------------------------------------------------------------------------------
-   GONGAGA - MAKO REACTOR                                                      -
--------------------------------------------------------------------------------

-> Normal Battles:
   100% - Heavy Tank
-> Special Battles:
   1/8 - Back Attack - Heavy Tank
-> EV = 48


--------------------------------------------------------------------------------
-   COSMO CANYON - CAVE OF THE GI - FIRST AREA                                  -
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Heg x2 + Heg x2
   11/32 - Sneaky Step
   9/32 - Heg x2 + Sneaky Step
-> Special Battles:
   1/8 - Back Attack - Stinger
-> EV = 48


--------------------------------------------------------------------------------
-   COSMO CANYON - CAVE OF THE GI - SECOND AREA                                 -
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Sneaky Step + Sneaky Step x2
   11/32 - Sneaky Step x2
   9/32 - Heg x2 + Heg x3
-> Special Battles:
   1/8 - Back Attack - Sneaky Step x2
-> EV = 48
```

```
--------------------------------------------------------------------------------
-    COSMO CANYON - CAVE OF THE GI - THIRD SCREEN                               -
--------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - Sneaky Step + Heg x3
   17/64 - Gi Spector
   15/64 - Heg x2 + Sneaky Step
   7/32 - Heg x2 + Heg x3
-> Special Battles:
   1/16 - Back Attack - Sneaky Step x2
   1/8 - Side Attack - Sneaky Step x2
   1/16 - Ambush - Gi Spector + Gi Spector
-> Forced Battles:
   100% - Soul Fire x2 + Gi Nattak
-> EV = 72


--------------------------------------------------------------------------------
-    NIBELHEIM - SHINRA MANSION - BOTTOM FLOOR                                  -
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Dorky Face + Dorky Face x2
   11/32 - Dorky Face x2 + Dorky Face x2
   9/32 - Ghirofelgo, <Chain>
-> Special Battles:
   None
-> Forced Battles:
   100% - Lost Number (can become either Lost Number (Physical) or Lost Number
          (Magical) (only if the safe is unlocked)
-> EV = 48


--------------------------------------------------------------------------------
-    NIBELHEIM - SHINRA MANSION - TOP FLOOR                                     -
--------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - Ghirofelgo, <Chain>
   17/64 - Dorky Face + Dorky Face x2 + Dorky Face
   15/64 - Mirage x2 + Dorky Face
   7/32 - Jersey x3
-> Special Battles:
   1/16 - Back Attack - Ghirofelgo, <Chain>
   1/16 - Ambush - Jersey + Mirage x2
-> EV = 48


--------------------------------------------------------------------------------
-    NIBELHEIM - SHINRA MANSION - SPIRALING STAIRWELL                           -
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Ghirofelgo, <Chain>
   11/32 - Dorky Face x2 + Black Bat
   9/32 - Dorky Face, Mirage + Dorky Face
-> Special Battles:
   1/16 - Back Attack - Black Bat + Black Bat x2
   1/16 - Ambush - Jersey + Mirage x2
-> EV = 40
```

```
--------------------------------------------------------------------------------
-   NIBELHEIM - SHINRA MANSION - UNDERGROUND CAVES                            -
--------------------------------------------------------------------------------


-> Normal Battles:
   15/64 - Black Bat + Black Bat
   7/32 - Black Bat x2 + Black Bat
   13/64 - Black Bat + Black Bat x2 + Black Bat
   3/16 - Ying, Yang
   5/32 - Ying, Yang
-> Special Battles:
   1/32 - Back Attack - Black Bat x2 + Black Bat
   1/32 - Back Attack - Ying, Yang
   1/16 - Ambush - Black Bat x2 + Black Bat
-> EV = 40


--------------------------------------------------------------------------------
-   MT. NIBEL - BASE (FLASHBACK)                                              -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Kyuvilduns x2
   17/64 - Kyuvilduns x2 + Kyuvilduns
   15/64 - Sonic Speed, Kyuvilduns x2
   7/32 - Sonic Speed + Sonic Speed
-> Special Battles:
   None
-> EV = 192


--------------------------------------------------------------------------------
-   MT. NIBEL - BASE (PRESENT)                                                -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Kyuvilduns x2
   17/64 - Kyuvilduns x2 + Kyuvilduns
   15/64 - Sonic Speed, Kyuvilduns x2
   7/32 - Sonic Speed + Sonic Speed
-> Special Battles:
   None
-> EV = 128


--------------------------------------------------------------------------------
-   MT. NIBEL - WEST BASE AFTER THE FALL (FLASHBACK)                          -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Kyuvilduns x2
   17/64 - Kyuvilduns x2 + Kyuvilduns
   15/64 - Sonic Speed, Kyuvilduns x2
   7/32 - Sonic Speed + Sonic Speed
-> Special Battles:
   None
-> EV = 72


--------------------------------------------------------------------------------
-   MT. NIBEL - WEST BASE (PRESENT)                                           -
--------------------------------------------------------------------------------


-> Normal Battles:
```

```
      9/32 - Kyuvilduns x2
      17/64 - Kyuvilduns x2 + Kyuvilduns
      15/64 - Sonic Speed, Kyuvilduns x2
      7/32 - Sonic Speed + Sonic Speed
-> Special Battles:
   None
-> EV = 72


--------------------------------------------------------------------------------
-   MT. NIBEL - BRIDGE (FLASHBACK)                                             -
--------------------------------------------------------------------------------


-> Normal Battles:
   17/32 - Sonic Speed + Sonic Speed + Sonic Speed
   15/32 - Sonic Speed + Sonic Speed
-> Special Battles:
   None
-> EV = 128


--------------------------------------------------------------------------------
-   MT. NIBEL - BRIDGE (PRESENT)                                               -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Sonic Speed + Sonic Speed + Sonic Speed
   11/32 - Sonic Speed + Sonic Speed
   9/32 - Zuu (flying)
-> Special Battles:
   1/8 - Ambush - Sonic Speed + Sonic Speed
-> EV = 72


--------------------------------------------------------------------------------
-   MT. NIBEL - NEARING MAKO REACTOR (FLASHBACK)                               -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Twin Brain x2 + Sonic Speed
   11/32 - Twin Brain + Twin Brain x2
   9/32 - Sonic Speed + Sonic Speed x2
-> Special Battles:
   None
-> EV = 192


--------------------------------------------------------------------------------
-   MT. NIBEL - MAKO REACTOR VICINITY (FLASHBACK)                              -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Twin Brain x2 + Sonic Speed
   11/32 - Twin Brain + Twin Brain x2
   9/32 - Sonic Speed + Sonic Speed x2
-> Special Battles:
   None
-> EV = 72


--------------------------------------------------------------------------------
-   MT. NIBEL - OUTSIDE MAKO REACTOR (FLASHBACK)                               -
--------------------------------------------------------------------------------


-> Normal Battles:
```

```
   3/8 - Twin Brain x2 + Sonic Speed
   11/32 - Twin Brain + Twin Brain x2
   9/32 - Sonic Speed + Sonic Speed x2
-> Special Battles:
   None
-> EV = 72


--------------------------------------------------------------------------------
-   MT. NIBEL - NEARING MAKO REACTOR (PRESENT)                                 -
--------------------------------------------------------------------------------

-> Normal Battle:
   15/64 - Twin Brain x2 + Sonic Speed
   7/32 - Twin Brain + Twin Brain x2
   13/64 - Sonic Speed + Sonic Speed x2
   3/16 - Zuu
   5/32 - Screamer, Twin Brain + Screamer
-> Special Battles:
   None
-> EV = 128


--------------------------------------------------------------------------------
-   MT. NIBEL - MAKO REACTOR VICINITY (PRESENT)                                -
--------------------------------------------------------------------------------

-> Normal Battle:
   15/64 - Twin Brain x2 + Sonic Speed
   7/32 - Twin Brain + Twin Brain x2
   13/64 - Sonic Speed + Sonic Speed x2
   3/16 - Zuu
   5/32 - Screamer, Twin Brain + Screamer
-> Special Battles:
   1/8 - Back Attack - Screamer x2
-> EV = 128


--------------------------------------------------------------------------------
-   MT. NIBEL - OUTSIDE MAKO REACTOR (PRESENT)                                 -
--------------------------------------------------------------------------------

-> Normal Battle:
   15/64 - Twin Brain x2 + Sonic Speed
   7/32 - Twin Brain + Twin Brain x2
   13/64 - Sonic Speed + Sonic Speed x2
   3/16 - Zuu
   5/32 - Screamer, Twin Brain + Screamer
-> Special Battles:
   1/16 - Back Attack - Screamer x2
   1/16 - Ambush - Screamer + Screamer
-> EV = 128


--------------------------------------------------------------------------------
-   MT. NIBEL - CAVES (WEST BASE) (FLASHBACK)                                  -
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Kyuvilduns x3 + Kyuvilduns x2
   11/32 - Twin Brain x2 + Twin Brain
   9/32 - Twin Brain x2 + Kyuvilduns x3
-> Special Battles:
   None
```

```
-> EV = 72


--------------------------------------------------------------------------------
-   MT. NIBEL - AFTER MAKO FOUNTAIN (FLASHBACK)                                 -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Kyuvilduns x3 + Kyuvilduns x2
   11/32 - Twin Brain x2 + Twin Brain
   9/32 - Twin Brain x2 + Kyuvilduns x3
-> Special Battles:
   None
-> EV = 128


--------------------------------------------------------------------------------
-   MT. NIBEL - CAVES (WEST BASE) (PRESENT)                                     -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Kyuvilduns x3 + Kyuvilduns x2
   17/64 - Twin Brain x2 + Twin Brain
   15/64 - Twin Brain x2 + Kyuvilduns x3
   7/32 - Dragon
-> Special Battles:
   None
-> EV = 72


--------------------------------------------------------------------------------
-   MT. NIBEL - CAVES (AFTER MAKO FOUNTAIN) (PRESENT)                           -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Kyuvilduns x3 + Kyuvilduns x2
   17/64 - Twin Brain x2 + Twin Brain
   15/64 - Twin Brain x2 + Kyuvilduns x3
   7/32 - Dragon
-> Special Battles:
   None
-> Forced Battles:
   100% - Materia Keeper
-> EV = 72


--------------------------------------------------------------------------------
-   ROCKET TOWN                                                                 -
--------------------------------------------------------------------------------


-> Normal Battles:
   None
-> Special Battles:
   None
-> Forced Battles:
   100% - Palmer, <Tiny Bronco>, <Shinra Semi> (only appears as Palmer escapes)
   100% - Attack Squad x2 + Turks:Rude*
   * - does not occur during the same visit as Palmer
-> EV = N/A


--------------------------------------------------------------------------------
-   WUTAI - DA-CHAO STATUE - BASE                                               -
--------------------------------------------------------------------------------
```

```
-> Normal Battles:
   3/8 - Razor Weed x3
   11/32 - Bizarre Bug + Bizarre Bug
   9/32 - Jayjujayme x2 + Bizarre Bug
-> Special Battles:
   1/8 - Back Attack - Razor Weed x3
-> EV = 48


-------------------------------------------------------------------------------
-   WUTAI - DA-CHAO STATUE - LEFT HAND                                         -
-------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Foulander + Bizarre Bug x3
   11/32 - Foulander x2
   9/32 - Foulander x3
-> Special Battles:
   3/16 - Back Attack - Foulander + Foulander
-> EV = 48


-------------------------------------------------------------------------------
-   WUTAI - DA-CHAO STATUE - PATH SPLIT (LOW)                                  -
-------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Foulander + Bizarre Bug x3
   17/64 - Foulander x2
   15/64 - Foulander x3
   7/32 - Jayjujayme x2 + Bizarre Bug
-> Special Battles:
   1/8 - Back Attack - Foulander + Foulander
-> Forced Battles:
   100% - Rapps* (after Yuffie steals your Materia)
   * - not exactly in this area, but close enough
-> EV = 48


-------------------------------------------------------------------------------
-   WUTAI - DA-CHAO STATUE - RIGHT HAND                                        -
-------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Jayjujayme x2 + Garuda
   11/32 - Garuda + Garuda
   9/32 - Jayjujayme x2 + Garuda
-> Special Battles:
   1/8 - Ambush - Garuda + Garuda
-> EV = 48


-------------------------------------------------------------------------------
-   WUTAI - DA-CHAO STATUE - PATH SPLIT (HIGH)                                 -
-------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - Jayjujayme x3 + Garuda
   17/64 - Garuda + Garuda
   15/64 - Jayjujayme x2 + Garuda
   7/32 - Bizarre Bug + Bizarre Bug
-> Special Battles:
   1/8 - Ambush - Garuda + Garuda
-> EV = 48
```

```
--------------------------------------------------------------------------------
-    WUTAI - DA-CHAO STATUE - TOP HAND                                         -
--------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - Garuda x2 + Foulander
   17/64 - Garuda + Garuda x2
   15/64 - Foulander x2
   7/32 - Jayjujayme x2 + Garuda
-> Special Battles:
   1/16 - Back Attack - Razor Weed x3
   1/16 - Ambush - Foulander x2 + Garuda


--------------------------------------------------------------------------------
-    WUTAI - PAGODA                                                            -
--------------------------------------------------------------------------------

-> Normal Battles:
   None
-> Special Battles:
   None
-> Forced Battles:
   100% - Gorkii (first floor) (only if initiated)
   100% - Shake (second floor) (only if initiated)
   100% - Chekhov (third floor) (only if initiated)
   100% - Staniv (fourth floor) (only if initiated)
   100% - Godo (fifth floor) (automatic after Staniv battle)
-> EV = N/A


--------------------------------------------------------------------------------
-    TEMPLE OF THE ANCIENTS - MAZE AREA                                        -
--------------------------------------------------------------------------------

-> Normal Battles:
   15/64 - Kelzmelzer x2
   7/32 - Under Lizard
   13/64 - Kelzmelzer x2 + Toxic Frog x2
   3/16 - Under Lizard + Toxic Frog x2
   5/32 - Doorbull
-> Special Battles:
   1/16 - Back Attack - Kelzmelzer + Kelzmelzer
   1/16 - Back Attack - Kelzmelzer + Toxic Frog x2
   1/8 - Side Attack - Kelzmelzer x2
-> EV = 128


--------------------------------------------------------------------------------
-    TEMPLE OF THE ANCIENTS - MURAL ROOM                                       -
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Ancient Dragon + Ancient Dragon
   11/32 - Doorbull
   9/32 - Ancient Dragon + Ancient Dragon x2
-> Special Battles:
   1/8 - Ambush - Doorbull + Doorbull
-> Forced Battles:
   100% - Red Dragon
   100% - Demons Gate
-> EV = 40
```

```
--------------------------------------------------------------------------------
-    CORRAL VALLEY - ENTRANCE                                                  -
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Boundfat + Malldancer x3
   11/32 - Malldancer x2 + Malldancer x2
   9/32 - Malldancer x2 + Boundfat x3
-> Special Battles:
   None
-> EV = 72


--------------------------------------------------------------------------------
-    CORRAL VALLEY - NEARING CITY OF THE ANCIENTS                              -
--------------------------------------------------------------------------------

-> Normal Battles:
   100% - Hungry
-> Special Battles:
   None
-> EV = 72


--------------------------------------------------------------------------------
-    CORRAL VALLEY - CONCH SHELL                                               -
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Boundfat x2 + Boundfat
   11/32 - Trickplay + Boundfat x2
   9/32 - Trickplay x2
-> Special Battles:
   1/8 - Back Attack - Boundfat x3
-> EV = 72


--------------------------------------------------------------------------------
-    CORRAL VALLEY CAVE                                                        -
--------------------------------------------------------------------------------

-> Normal Battles:
   15/64 - Grimguard x3
   7/32 - Acrophies
   13/64 - Hungry x2
   3/16 - Boundfat x3 + Hungry
   5/32 - Boundfat + Boundfat x2 + Boundfat
-> Special Battles:
   1/16 - Back Attack - Boundfat x2, Hungry
   1/16 - Ambush - Hungry + Hungry
-> EV = 72


--------------------------------------------------------------------------------
-    CITY OF THE ANCIENTS - ALTAR                                             -
--------------------------------------------------------------------------------

-> Normal Battles:
   None
-> Special Battles:
   None
-> Forced Battles:
   100% - Jenova-LIFE
```

```
  -> EV = N/A


  --------------------------------------------------------------------------------
  -   GREAT GLACIER - FIRST AREA                                                 -
  --------------------------------------------------------------------------------

  -> Normal Battles:
     15/64 - Shred x2 + Shred
     7/32 - Frozen Nail + Frozen Nail
     13/64 - Shred x2 + Frozen Nail
     3/16 - Bandersnatch x2
     5/32 - Frozen Nail + Frozen Nail x2
  -> Special Battles:
     None
  -> EV = 128


  --------------------------------------------------------------------------------
  -   GREAT GLACIER - SNOW (LEFT/RIGHT)                                          -
  --------------------------------------------------------------------------------

  -> Normal Battles:
     15/64 - Shred x2 + Shred
     7/32 - Frozen Nail + Frozen Nail
     13/64 - Shred x2 + Frozen Nail
     3/16 - Bandersnatch x2
     5/32 - Frozen Nail + Frozen Nail x2
  -> Special Battles:
     None
  -> EV = 128


  --------------------------------------------------------------------------------
  -   GREAT GLACIER - ICE (LEFT/RIGHT)                                           -
  --------------------------------------------------------------------------------

  -> Normal Battles:
     15/64 - Shred x2 + Shred
     7/32 - Frozen Nail + Frozen Nail
     13/64 - Shred x2 + Frozen Nail
     3/16 - Bandersnatch x2
     5/32 - Frozen Nail + Frozen Nail x2
  -> Special Battles:
     None
  -> EV = 128


  --------------------------------------------------------------------------------
  -   GREAT GLACIER - FOREST (LEFT/RIGHT)                                        -
  --------------------------------------------------------------------------------

  -> Normal Battles:
     17/64 - Shred x2 + Shred
     1/4 - Frozen Nail + Frozen Nail
     15/64 - Shred x2 + Frozen Nail
     3/16 - Bandersnatch x2
     1/16 - Frozen Nail + Frozen Nail x2
  -> Special Battles:
     1/16 - Back Attack - Bandersnatch x2
     1/16 - Ambush - Bandersnatch x2 + Bandersnatch
  -> EV = 128


  --------------------------------------------------------------------------------
```

```
-    GREAT GLACIER - SOUTH CAVE                                                -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Lessaloploth
   11/32 - Hungry x3
   9/32 - Bandersnatch x2 + Bandersnatch x2
-> Special Battles:
   1/8 - Ambush - Hungry x2 + Hungry
-> EV = 128


--------------------------------------------------------------------------------
-    GREAT GLACIER - CENTRAL CAVES                                             -
--------------------------------------------------------------------------------


-> Normal Battles:
   15/64 - Bandersnatch x2 + Bandersnatch
   7/32 - Ice Golem
   13/64 - Bandersnatch x2
   3/16 - Snow
   5/32 - Ice Golem x2
-> Special Battles:
   1/16 - Back Attack - Bandersnatch x2
   1/8 - Side Attack - Bandersnatch x2, Snow
   1/16 - Ambush - Bandersnatch + Bandersnatch x2
-> EV = 128


--------------------------------------------------------------------------------
-    GREAT GLACIER - NORTH CAVES                                               -
--------------------------------------------------------------------------------


-> Normal Battles:
   7/32 - Magnade, <Magnade Shield (Left)>, <Magnade Shield (Right)>
   3/16 - Lessaloploth + Lessaloploth
   11/64 - Bandersnatch x2 + Bandersnatch x2
   5/32 - Snow, Lessaloploth
   9/64 - Snow
   1/8 - Magnade x2, <Magnade Shield (Left)> x2, <Magnade Shield (Right)> x2
-> Special Battles:
   1/16 - Back Attack - Magnade, <Magnade Shield (Left)>, <Magnade Shield
                        (Right)>
   1/16 - Ambush - Bandersnatch + Bandersnatch x2
-> EV = 72


--------------------------------------------------------------------------------
-    GAEA'S CLIFF - CLIFFS                                                     -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Headbomber x2 + Headbomber
   17/64 - Malboro
   15/64 - Zolokalter x2
   7/32 - Headbomber x2 + Zolokalter
-> Special Battles:
   1/8 - Back Attack - Headbomber x2
-> EV = 48


--------------------------------------------------------------------------------
-    GAEA'S CLIFF - CAVES                                                      -
--------------------------------------------------------------------------------
```

```
-> Normal Battles:
   9/32 - Stilva
   17/64 - Headbomber x2, Zolokalter
   15/64 - Zolokalter x2 + Zolokalter x2
   7/32 - Evilhead + Evilhead
-> Special Battles:
   1/16 - Back Attack - Stilva
   1/16 - Ambush - Evilhead + Evilhead
-> EV = 48


--------------------------------------------------------------------------------
-   GAEA'S CLIFF - FINAL AREA                                                   -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Evilhead x3
   17/64 - Cuahl x2
   15/64 - Cuahl, Headbomber x2
   7/32 - Blue Dragon
-> Special Battles:
   1/8 - Back Attack - Cuahl x2
-> Forced Battles:
   100% - Schizo (Left), Schizo (Right)
-> EV = 48


--------------------------------------------------------------------------------
-   WHIRLWIND MAZE - THE CRATER                                                 -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Grenade
   11/32 - Gigas
   9/32 - Grenade + Grenade
-> Special Battles:
   1/8 - Side Attack - Grenade
-> Forced Battles:
   100% - Jenova-DEATH*
   * - not exactly in this area, but close enough
-> EV = 32


--------------------------------------------------------------------------------
-   WHIRLWIND MAZE - STRAIGHT PATH                                              -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Gremlin x3
   17/64 - Sculpture x2
   15/64 - Ironite
   7/32 - Gremlin x2 + Sculpture
-> Special Battles:
   1/8 - Back Attack - Gremlin x2
-> EV = 48


--------------------------------------------------------------------------------
-   WHIRLWIND MAZE - WINDING PATH                                              -
--------------------------------------------------------------------------------


-> Normal Battles:
   15/64 - Wind Wing + Wind Wing
```

```
      7/32 - Dragon Rider
      13/64 - Ironite + Wind Wing x2
      3/16 - Ironite x2
      5/32 - Killbin x2
-> Special Battles:
      1/16 - Back Attack - Wind Wing x2
      1/16 - Ambush - Wind Wing + Wind Wing x2
-> EV = 48


--------------------------------------------------------------------------------
-    JUNON (DISK 2) - OUTSIDE EXECUTION ROOM (DURING ESCAPE)                    -
--------------------------------------------------------------------------------


-> Normal Battles:
      17/32 - SOLDIER:2nd
      15/32 - SOLDIER:2nd x2
-> Special Battles:
      None
-> EV = 48


--------------------------------------------------------------------------------
-    JUNON (DISK 2) - MAIN CONCOURSE                                            -
--------------------------------------------------------------------------------


-> Normal Battles:
      3/8 - SOLDIER:2nd
      11/32 - Roulette Cannon
      9/32 - SOLDIER:2nd x2
-> Special Battles:
      None
-> EV = 48


--------------------------------------------------------------------------------
-    JUNON (DISK 2) - AIRSHIP DOCK (DURING ESCAPE)                              -
--------------------------------------------------------------------------------


-> Normal Battles:
      3/8 - SOLDIER:2nd
      11/32 - Roulette Cannon
      9/32 - SOLDIER:2nd x2
-> Special Battles:
      None
-> EV = 48


--------------------------------------------------------------------------------
-    JUNON (DISK 2) - AIRSHIP DOCK (AFTER ESCAPE)                               -
--------------------------------------------------------------------------------


-> Normal Battles:
      3/8 - Roulette Cannon
      11/32 - SOLDIER:2nd x2
      9/32 - SOLDIER:2nd x2, Roulette Cannon
-> Special Battles:
      1/16 - Ambush - SOLDIER:2nd + SOLDIER:2nd
-> EV = 48

--------------------------------------------------------------------------------
-    JUNON (DISK 2) - OUTSIDE EXECUTION ROOM (AFTER ESCAPE)                     -
--------------------------------------------------------------------------------
```

```
 -> Normal Battles:
    3/8 - Slalom x2
    11/32 - Slalom + Slalom x2
    9/32 - Death Machine
 -> Special Battles:
    1/8 - Back Attack - Slalom x2
    1/8 - Side Attack - Death Machine
 -> EV = 48


 --------------------------------------------------------------------------------
 -    JUNON (DISK 2) - OUTSIDE LIFT                                              -
 --------------------------------------------------------------------------------


 -> Normal Battles:
    3/8 - Slalom x2
    11/32 - Slalom + Slalom x2
    9/32 - Death Machine
 -> Special Battles:
    1/8 - Back Attack - Slalom x2
    1/8 - Side Attack - Death Machine
 -> EV = 48


 --------------------------------------------------------------------------------
 -    JUNON (DISK 2) - HALLWAY 1 LEADING TO UNDERWATER                           -
 --------------------------------------------------------------------------------


 -> Normal Battles:
    3/8 - Slalom x2
    11/32 - Slalom + Slalom x2
    9/32 - Death Machine
 -> Special Battles:
    1/8 - Back Attack - Slalom x2
    1/8 - Side Attack - Death Machine
 -> EV = 48


 --------------------------------------------------------------------------------
 -    JUNON (DISK 2) - SUBMARINE DOCK                                            -
 --------------------------------------------------------------------------------


 -> Normal Battles:
    17/32 - SOLDIER:2nd x3
    15/32 - SOLDIER:2nd x2
 -> Special Battles:
    None
 -> EV = 48


 --------------------------------------------------------------------------------
 -    JUNON (DISK 2) - HALLWAY 2 LEADING TO UNDERWATER                           -
 --------------------------------------------------------------------------------


 -> Normal Battles:
    9/32 - Death Machine + Death Machine
    17/64 - Guard System
    15/64 - Slalom x2 + SOLDIER:2nd
    7/32 - Guard System x2
 -> Special Battles:
    1/32 - Back Attack - SOLDIER:2nd x2
    1/32 - Back Attack - Slalom x2
    1/16 - Ambush - SOLDIER:2nd x2 + SOLDIER:2nd
 -> EV = 48
```

```
--------------------------------------------------------------------------------
-    JUNON (DISK 2) - HALLWAY 3 LEADING TO UNDERWATER                           -
--------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - Death Machine + Death Machine
   17/64 - Guard System
   15/64 - Slalom x2 + SOLDIER:2nd
   7/32 - Guard System x2
-> Special Battles:
   1/32 - Back Attack - SOLDIER:2nd x2
   1/32 - Back Attack - Slalom x2
   1/16 - Ambush - SOLDIER:2nd x2 + SOLDIER:2nd
-> EV = 48


--------------------------------------------------------------------------------
-    UNDERWATER TUNNEL                                                          -
--------------------------------------------------------------------------------

-> Normal Battles:
   3/8 - Diver Nest
   11/32 - Ghost Ship
   9/32 - Corvette x2
-> Special Battles:
   1/8 - Ambush - Corvette + Corvette
-> EV = 48


--------------------------------------------------------------------------------
-    UNDERWATER MAKO REACTOR - CATWALK (OVER SUBMARINE AREA)                    -
--------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - Senior Grunt, Gun Carrier
   17/64 - Hard Attacker + Hard Attacker
   15/64 - Hard Attacker + Senior Grunt x2
   7/32 - Guardian
-> Special Battles:
   1/8 - Back Attack - Gun Carrier + Senior Grunt x2
-> EV = 48


--------------------------------------------------------------------------------
-    UNDERWATER MAKO REACTOR - HALLWAY (WITH SAVE POINT)                        -
--------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - Senior Grunt, Gun Carrier
   17/64 - Hard Attacker + Hard Attacker
   15/64 - Hard Attacker + Senior Grunt x2
   7/32 - Guardian, <Guardian (Left)>, <Guard (Right)>
-> Special Battles:
   1/8 - Back Attack - Gun Carrier + Senior Grunt x2
-> EV = 48


--------------------------------------------------------------------------------
-    UNDERWATER MAKO REACTOR - REACTOR CHAMBER                                  -
--------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - Guardian, <Guardian (Left)>, <Guardian (Right)>
```

```
         17/64 - Guardian, <Guardian (Left)>, <Guardian (Right)> + Guardian,
               <Guardian (Left)>, <Guardian (Right)>
         15/64 - Senior Grunt, Gun Carrier
         7/32 - Hard Attacker + Hard Attacker
   -> Special Battles:
      1/16 - Guardian, <Guardian (Left)>, <Guardian (Right)>
      1/16 - Gun Carrier + Senior Grunt
   -> Forced Battles:
      100% - Carry Armor, Left Arm, Right Arm
   -> EV = 48


-------------------------------------------------------------------------------
-    ANCIENT FOREST - FIRST AREA (GROUND)                                     -
-------------------------------------------------------------------------------

   -> Normal Battles:
      9/32 - Rilfsak + Rilfsak x2
      17/64 - Epiolnis x2
      15/64 - Diablo x2
      7/32 - Diablo, Rilfsak x2
   -> Special Battles:
      None
   -> EV = 128


-------------------------------------------------------------------------------
-    ANCIENT FOREST - TREETOPS                                                -
-------------------------------------------------------------------------------

   -> Normal Battles:
      9/32 - Rilfsak + Rilfsak x2
      17/64 - Epiolnis x2
      15/64 - Diablo x2
      7/32 - Diablo, Rilfsak x2
   -> Special Battles:
      None
   -> EV = 128


-------------------------------------------------------------------------------
-    ANCIENT FOREST - SECOND AREA (GROUND)                                    -
-------------------------------------------------------------------------------

   -> Normal Battles:
      9/32 - Rilfsak + Rilfsak x2
      17/64 - Epiolnis x2
      15/64 - Diablo x2
      7/32 - Diablo, Rilfsak x2
   -> Special Battles:
      1/16 - Back Attack - Rilfsak x2
      1/8 - Side Attack - Rilfsak x3
      1/16 - Ambush - Rilfsak x2 + Rilfsak
   -> EV = 128

-------------------------------------------------------------------------------
-    ANCIENT FOREST - THIRD AREA (GROUND)                                     -
-------------------------------------------------------------------------------

   -> Normal Battles:
      9/32 - Rilfsak + Rilfsak x2
      17/64 - Epiolnis x2
      15/64 - Diablo x2
```

```
      7/32 - Diablo, Rilfsak x2
-> Special Battles:
   1/16 - Back Attack - Rilfsak x2
   1/8 - Side Attack - Rilfsak x3
   1/16 - Ambush - Rilfsak x2 + Rilfsak
-> EV = 128


--------------------------------------------------------------------------------
-    ANCIENT FOREST - CAVE                                                      -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Diablo + Diablo
   11/32 - Rilfsak x2 + Epiolnis
   9/32 - Diablo
-> Special Battles:
   1/8 - Diablo x2
-> EV = 48


--------------------------------------------------------------------------------
-    SUNKEN GELNIKA - NORTH ROOM                                                -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Unknown
   11/32 - Unknown 3
   9/32 - Unknown 2 x2
-> Special Battles:
   1/8 - Back Attack - Unknown
-> EV = 40


--------------------------------------------------------------------------------
-    SUNKEN GELNIKA - HALLWAY                                                   -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Poodler + Poodler
   11/32 - Poodler + Bad Rap x2
   9/32 - Bad Rap x2 + Bad Rap x2
-> Special Battles:
   1/8 - Ambush - Bad Rap x2 + Poodler
-> EV = 48


--------------------------------------------------------------------------------
-    SUNKEN GELNIKA - CARGO BAY                                                 -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Serpent
   17/64 - Unknown
   15/64 - Unknown 3
   7/32 - Unknown 2 x2
-> Special Battles:
   None
-> Special Battles:
   100% - Turks:Reno, Turks:Rude (only if done before Midgar Raid)
-> EV = 48


--------------------------------------------------------------------------------
-    MIDGAR - SECTOR 8 UNDERGROUND - HIGHER AREA                                -
```

```
--------------------------------------------------------------------------------

-> Normal Battles:
   7/32 - Cromwell x2
   3/16 - Manhole, <Manhole (Lid)> + Manhole x2, <Manhole (Lid)> x2
   11/64 - Manhole, <Manhole (Lid)> + Manhole x2, <Manhole (Lid)> x2
   5/32 - Behemoth
   9/64 - Crazy Saw + Crazy Saw
   1/8 - Crazy Saw, Cromwell
-> Special Battles:
   1/32 - Back Attack - Cromwell
   1/32 - Back Attack - Cromwell x2
   1/16 - Ambush - Cromwell + Cromwell
-> EV = 48


--------------------------------------------------------------------------------
-   MIDGAR - SECTOR 8 UNDERGROUND - LOWER AREA                                 -
--------------------------------------------------------------------------------

-> Normal Battles:
   7/32 - Cromwell + Cromwell x2
   3/16 - Manhole, <Manhole (Lid)> + Manhole x2, <Manhole (Lid)> x2
   11/64 - Manhole, <Manhole (Lid)> + Manhole x2, <Manhole (Lid)> x2
   5/32 - Behemoth
   9/64 - Crazy Saw + Crazy Saw
   1/8 - Crazy Saw, Cromwell
-> Special Battles:
   1/32 - Back Attack - Cromwell
   1/32 - Back Attack - Cromwell x2
   1/16 - Ambush - Cromwell + Cromwell
-> EV = 48


--------------------------------------------------------------------------------
-   MIDGAR - SECTOR 8 UNDERGROUND - TRAIN TUNNEL                               -
--------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - Crazy Saw
   17/64 - Shadow Maker x2
   15/64 - Shadow Maker + Shadow Maker x2
   7/32 - Shadow Maker x2 + Crazy Saw
-> Special Battles:
   1/16 - Back Attack - Shadow Maker x2
   1/16 - Back Attack - Crazy Saw
-> Forced Battles:
   100% - Turks:Elena, Turks:Reno, Turks:Rude
-> EV = 72


--------------------------------------------------------------------------------
-   MIDGAR - SECTOR 8 UNDERGROUND - TRAIN TUNNEL DIVISIONS                     -
--------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - Crazy Saw
   17/64 - Shadow Maker x2
   15/64 - Shadow Maker + Shadow Maker x2
   7/32 - Shadow Maker x2 + Crazy Saw
-> Special Battles:
   1/16 - Back Attack - Shadow Maker x2
   1/16 - Back Attack - Crazy Saw
```

```
-> EV = 128


--------------------------------------------------------------------------------
-    MIDGAR - MAKO CANNON - SISTER RAY (BASE)                                   -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Grosspanzer*Mobile, Grosspanzer*Big, Grosspanzer*Small
   17/64 - Grosspanzer*Mobile, Grosspanzer*Big, Grosspanzer*Small
   15/64 - Grosspanzer*Mobile, Grosspanzer*Big, Grosspanzer*Small
   7/32 - Grosspanzer*Mobile, Grosspanzer*Big, Grosspanzer*Small
-> Special Battles:
   None
-> EV = 48


--------------------------------------------------------------------------------
-    MIDGAR - MAKO CANNON - SISTER RAY (UPPER AREAS)                            -
--------------------------------------------------------------------------------


-> Normal Battles:
   15/64 - SOLDIER:1st x2
   7/32 - XCannon
   13/64 - SOLDIER:1st x2 + SOLDIER:1st
   3/16 - Maximum Kimaira
   5/32 - SOLDIER:1st
-> Special Battles:
   1/16 - Back Attack - SOLDIER:1st x2
   1/16 - Ambush - SOLDIER:1st + SOLDIER:1st
-> EV = 48


--------------------------------------------------------------------------------
-    MIDGAR - MAKO CANNON - TOP OF SISTER RAY                                   -
--------------------------------------------------------------------------------


-> Normal Battles:
   None
-> Special Battles:
   None
-> Forced Battles:
   100% - Hojo (calls forth Bad Rap Sample and Poodler Sample)
   100% - Helletic Hojo, Left Arm, Right Arm
   100% - Lifeform-Hojo N
-> EV = N/A


--------------------------------------------------------------------------------
-    NORTH CRATER - DESCENT INTO THE CRATER (FIRST AREA)                        -
--------------------------------------------------------------------------------


-> Normal Battles:
   9/32 - Gargoyle (first form) (can become Gargoyle (second form))
   17/64 - Dark Dragon
   15/64 - Parasite x2
   7/32 - Gargoyle (first form) x2 (can become Gargoyle (second form) x2)
-> Special Battles:
   None
-> EV = 32


--------------------------------------------------------------------------------
-    NORTH CRATER - DESCENT INTO THE CRATER (SECOND AREA)                       -
--------------------------------------------------------------------------------
```

```
  -> Normal Battles:
     9/32 - Scissors, Scissors (Upper), Scissors (Lower)
     17/64 - Dark Dragon
     15/64 - Parasite x2
     7/32 - Gargoyle (first form) x2 (can become Gargoyle (second form) x2)
  -> Special Battles:
     1/16 - Back Attack - Parasite x2
     1/16 - Back Attack - Scissors, Scissors (Upper), Scissors (Lower)
  -> EV = 24


--------------------------------------------------------------------------------
-   NORTH CRATER - DESCENT INTO THE CRATER (THIRD AREA) (OUTSIDE)          -
--------------------------------------------------------------------------------


  -> Normal Battles:
     15/64 - Scissors, Scissors (Upper), Scissors (Lower)
     7/32 - Dark Dragon
     13/64 - Parasite x2
     3/16 - Parasite + Parasite x2
     5/32 - Scissors x2, Scissors (Upper) x2, Scissors (Lower) x2
  -> Special Battles:
     1/16 - Back Attack - Parasite x2
     1/16 - Back Attack - Scissors, Scissors (Upper), Scissors (Lower)
  -> EV = 24


--------------------------------------------------------------------------------
-   NORTH CRATER - DESCENT INTO THE CRATER (THIRD AREA) (INSIDE)           -
--------------------------------------------------------------------------------


  -> Normal Battles:
     7/32 - Scissors x2, Scissors (Upper) x2, Scissors (Lower) x2
     3/16 - Dark Dragon
     11/64 - Parasite x2
     5/32 - Scissors, Scissors (Upper), Scissors (Lower)
     9/64 - Parasite + Parasite x2
     1/8 - Master Tonberry
  -> Special Battles:
     1/8 - Back Attack - Parasite x2
     1/16 - Back Attack - Scissors, Scissors (Upper), Scissors (Lower)
  -> EV = 32


--------------------------------------------------------------------------------
-   NORTH CRATER - CAVERN (AREA WHERE YOUR PARTY SPLITS UP)                -
--------------------------------------------------------------------------------


  -> Normal Battles:
     7/32 - Scissors x2, Scissors (Upper) x2, Scissors (Lower) x2
     3/16 - Dark Dragon
     11/64 - Parasite x2
     5/32 - Scissors, Scissors (Upper), Scissors (Lower)
     9/64 - Parasite + Parasite x2
     1/8 - Master Tonberry
  -> Special Battles:
     1/8 - Back Attack - Parasite x2
     1/16 - Back Attack - Scissors, Scissors (Upper), Scissors (Lower)
  -> EV = 40


--------------------------------------------------------------------------------
-   NORTH CRATER - GRAVEYARD (ON BONES/SPINE)                              -
```

```
--------------------------------------------------------------------------------

-> Normal Battles:
   7/32 - Pollensalta
   3/16 - Death Dealer x2
   11/64 - Pollensalta, Parasite x2
   5/32 - Parasite x3
   9/64 - Malboro
   1/8 - Dragon Zombie
-> Special Battles:
   1/16 - Back Attack - Death Dealer
   1/16 - Ambush - Death Deather + Death Dealer
-> EV = 24


--------------------------------------------------------------------------------
-   NORTH CRATER - GRAVEYARD                                                    -
--------------------------------------------------------------------------------

-> Normal Battles:
   7/32 - Pollensalta
   3/16 - Death Dealer x2
   11/64 - Pollensalta, Parasite x2
   5/32 - Parasite x3
   9/64 - Malboro
   1/8 - Dragon Zombie
-> Special Battles:
   1/16 - Back Attack - Death Dealer
   1/16 - Ambush - Death Deather + Death Dealer
-> EV = 32


--------------------------------------------------------------------------------
-   NORTH CRATER - LEFT SPLIT                                                   -
--------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - King Behemoth
   17/64 - Allemagne
   15/64 - Armored Golem
   7/32 - Master Tonberry (can change rows)
-> Special Battles:
   1/8 - Back Attack - Allemagne
-> EV = 32


--------------------------------------------------------------------------------
-   NORTH CRATER - FLOATING PLATFORMS                                          -
--------------------------------------------------------------------------------

-> Normal Battles:
   9/32 - King Behemoth
   17/64 - Allemagne
   15/64 - Armored Golem
   7/32 - Master Tonberry (can change rows)
-> Special Battles:
   1/8 - Back Attack - Allemagne
-> EV = 32


--------------------------------------------------------------------------------
-   NORTH CRATER - GRASS                                                       -
--------------------------------------------------------------------------------
```

```
-> Normal Battles:
   9/32 - King Behemoth
   17/64 - Allemagne
   15/64 - Armored Golem
   7/32 - Master Tonberry (can change rows)
-> Special Battles:
   1/8 - Back Attack - Allemagne
-> EV = 32


--------------------------------------------------------------------------------
-    NORTH CRATER - NEAR WATER (FIRST SCREEN)                                   -
--------------------------------------------------------------------------------


-> Normal Battles:
   15/64 - Christopher, Gighee
   13/64 - Magic Pot
   3/16 - Magic Pot x2
   11/64 - Allemagne
   9/64 - Master Tonberry
   1/16 - Mover x3
-> Special Battles:
   1/8 - Side Attack - Magic Pot x2
   1/8 - Ambush - Allemagne + Allemagne
-> EV = 24


--------------------------------------------------------------------------------
-    NORTH CRATER - NEAR WATER (SECOND SCREEN)                                  -
--------------------------------------------------------------------------------


-> Normal Battles:
   15/64 - Christopher, Gighee
   13/64 - Magic Pot
   3/16 - Magic Pot x2
   11/64 - Allemagne
   9/64 - Master Tonberry
   1/16 - Mover x3
-> Special Battles:
   1/8 - Side Attack - Magic Pot x2
   1/8 - Ambush - Allemagne + Allemagne
-> EV = 32


--------------------------------------------------------------------------------
-    NORTH CRATER - AFTER POINT OF NO RETURN                                    -
--------------------------------------------------------------------------------


-> Normal Battles:
   3/8 - Iron Man
   11/32 - Dragon Zombie
   9/32 - Allemagne
-> Special Battles:
   None
-> Forced Battles:
   100% - Jenova-SYNTHESIS, Hand A, Hand B
   100% - Bizarro-Sephiroth/Main Body, Head, Core, Left Magic, Right Magic,
         or, 100% - Bizarro-Sephiroth/Main Body, Head, Core, Right Shoulder,
                    Right Arm (right side); Bizarro-Sephiroth/Main Body, Head,
                    Core, Left Shoulder, Left Arm (left side),
                    or, 100% - Bizarro-Sephiroth/Main Body, Head, Core, Left
                               Magic, Right Magic (center); Bizarro-Sephiroth/
                               Main Body, Head Core, Right Shoulder, Right Arm
```

```
                              (right side); Bizarro-Sephiroth/Main Body, Head,
                              Core, Left Shoulder, Left Arm (left side)
   100% - Safer-Sephiroth
   100% - Sephiroth
-> EV = 32 (confirmation?)


================================================================================
-   WORLD MAP ENEMY ENCOUNTERS                                                 -
================================================================================


I will only be listing herein "Unique Battles" and "Forced Battles" for the
areas in which they are possible. Otherwise, the entries are excluded entirely.


--------------------------------------------------------------------------------
-   WORLD MAP - MIDGAR AREA - GRASS                                            -
--------------------------------------------------------------------------------


-> Normal Battles:
   1/4 - Kalm Fang + Kalm Fang + Kalm Fang
   1/4 - Kalm Fang x2, Prowler
   1/4 - Devil Ride x2
   1/4 - Kalm Fang + Kalm Fang x2
-> Special Battles:
   1/16 - Back Attack - Kalm Fang, Prower + Prowler
   1/16 - Ambush - Prowler + Kalm Fang x2
-> EV = 32


--------------------------------------------------------------------------------
-   WORLD MAP - MIDGAR AREA - DIRT                                             -
--------------------------------------------------------------------------------


-> Normal Battles:
   1/4 - Devil Ride
   1/4 - Custom Sweeper + Custom Sweeper
   1/4 - Kalm Fang x2 + Devil Ride
   1/4 - Kalm Fang, Prowler + Prowler
-> Special Battles:
   5/32 - Back Attack - Devil Ride x2
   1/8 - Side Attack - Custom Sweeper x2
-> EV = 20


--------------------------------------------------------------------------------
-   WORLD MAP - MIDGAR AREA - BEACH                                            -
--------------------------------------------------------------------------------


-> Normal Battles:
   11/32 - Kalm Fang x2 + Kalm Fang
   21/64 - Kalm Fang x2
   21/64 - Kalm Fang + Prowler, Kalm Fang
-> Special Battles:
   1/8 - Ambush - Prowler x2 + Kalm Fang
-> EV = 64


--------------------------------------------------------------------------------
-   WORLD MAP - KALM AREA - GRASS                                              -
--------------------------------------------------------------------------------


-> Normal Battles:
   13/64 - Levrikon + Mu x2
   13/64 - Levrikon + Levrikon + Levrikon
```

```
      13/64 - Levrikon x2
      13/64 - Levrikon x3
      3/16 - Mandragora x4
-> Special Battles:
      1/32 - Back Attack - Elfadunk + Elfadunk
      1/32 - Back Attack - Elfadunk + Elfadunk x2
      1/16 - Back Attack - Levrikon, Mandragora x2 + Elfadunk
-> Unique Battles:
   Are you on Chocobo Tracks and is Chocobo Lure Materia equipped?
   Yes: 24632 - Chocobo Lv13 + Mandragora x2
        24633 - Mandragora, Chocobo Lv13 + Levrikon
        24636 - Chocobo Lv16 + Levrikon + Levrikon
        24637 - Elfadunk + Chocobo Lv16 + Elfadunk
   No: No unique battles available
-> EV = 32


-------------------------------------------------------------------------------
-   WORLD MAP - KALM AREA - BEACH                                             -
-------------------------------------------------------------------------------


-> Normal Battles:
      1/4 - Levrikon
      1/4 - Levrikon + Levrikon
      1/4 - Elfadunk
      1/4 - Elfadunk x2
-> Special Battles:
      None
-> EV = 64


-------------------------------------------------------------------------------
-   WORLD MAP - JUNON AREA - GRASS                                            -
-------------------------------------------------------------------------------


-> Normal Battles:
      1/4 - Nerosuferoth x2
      1/4 - Nerosuferoth x2 + Formula
      1/4 - Zemzelett
      1/4 - Zemzelett, Nerosuferoth x2
-> Special Battles:
      1/16 - Back Attack - None + Nerosuferoth x2
      1/16 - Back Attack - Nerosuferoth + Nerosuferoth x2
-> Unique Battles:
   Are you on Chocobo Tracks and is Chocobo Lure Materia equipped?
   Yes: 16462 - Capparwire x3 + Chocobo Lv19
        16463 - Chocobo Lv19 + Capparwire x2
        16464 - Nerosuferoth x2 + Chocobo Lv19
        16465 - Capparwire x2, Chocobo Lv19
   No: No unique battles available
-> EV = 32


-------------------------------------------------------------------------------
-   WORLD MAP - JUNON AREA - DIRT                                             -
-------------------------------------------------------------------------------


-> Normal Battles:
      11/32 - Hell Rider VR2
      21/64 - Formula + Formula
      21/64 - Zemzelett
-> Special Battles:
      1/8 - Back Attack - Zemzelett
```

```
   -> EV = 20


  -------------------------------------------------------------------------------
  -    WORLD MAP - JUNON AREA - FOREST                                           -
  -------------------------------------------------------------------------------


  -> Normal Battles:
     1/2 - Formula x2 + Formula
     1/2 - Capparwire x2 + Capparwire x3
  -> Special Battles:
     1/8 - Back Attack - Capparwire x2
  -> Unique Battles:
     Is Yuffie in your party?
     Yes: No unique battles available
     No: 1/8 - Mystery Ninja battle
  -> EV = 12


  -------------------------------------------------------------------------------
  -    WORLD MAP - JUNON AREA - BEACH                                            -
  -------------------------------------------------------------------------------


  -> Normal Battles:
     11/32 - Capparwire + Capparwire
     21/64 - Nerosuferoth x2
     21/64 - Nerosuferoth + Capparwire x2
  -> Special Battles:
     None
  -> EV = 64


  -------------------------------------------------------------------------------
  -    WORLD MAP - JUNON AREA - UNDERWATER                                       -
  -------------------------------------------------------------------------------


  -> Normal Battles:
     None
  -> Special Battles:
     None
  -> Forced Battles:
     100% - Emerald Weapon, Eye (A) x2, Eye (B) x2, <Leg> (only if submarine is
            sailed into it)


  -------------------------------------------------------------------------------
  -    WORLD MAP - COREL AREA - GRASS                                            -
  -------------------------------------------------------------------------------


  -> Normal Battles:
     100% - None + None + Grangalan (can become Grangalan Jr.Jr. + Grangalan Jr.
            + Grangalan)
  -> Special Battles:
     None
  -> EV = 32


  -------------------------------------------------------------------------------
  -    WORLD MAP - COREL AREA - MOUNTAINS                                        -
  -------------------------------------------------------------------------------


  -> Normal Battles:
     11/32 - None + None + Grangalan (can become Grangalan Jr.Jr. + Grangalan Jr.
            + Grangalan)
     21/64 - Needle Kiss x2
```

```
   21/64 - Cokatolis, Needle Kiss + Needle Kiss
-> Special Battles:
   1/4 - Side Attack - Needle Kiss x2
   1/8 - Back Attack - Needle Kiss x2
-> EV = 32


-------------------------------------------------------------------------------
-   WORLD MAP - COREL AREA - BEACH                                            -
-------------------------------------------------------------------------------


-> Normal Battles:
   1/4 - None + None + Grangalan (can become Grangalan Jr.Jr. + Grangalan Jr. +
         Grangalan)
   1/4 - Beach Plug + Beach Plug x2
   1/4 - Beach Plug x3 + Beach Plug
   1/4 - Beach Plug x3
-> Special Battles:
   None
-> EV = 64


-------------------------------------------------------------------------------
-   WORLD MAP - GOLDEN SAUCER AREA - GRASS                                    -
-------------------------------------------------------------------------------


-> Normal Battles:
   11/32 - Spencer x3 + Flapbeat
   21/64 - Flapbeat + Flapbeat x2
   21/64 - Joker + Joker
-> Special Battles:
   1/8 - Back Attack - Joker, Flapbeat x2
-> Unique Battles:
   Are you on Chocobo Tracks and is Chocobo Lure Materia equipped?
   Yes: 5218 - Chocobo Lv29 + Flapbeat x2
        5219 - Spencer x2 + Chocobo Lv29
        11368 - Flapbeat x2 + Chocobo Lv22
        11369 - Chocobo Lv22, Harpy
   No: No unique battles available
-> EV = 32


-------------------------------------------------------------------------------
-   WORLD MAP - GOLDEN SAUCER AREA - DESERT                                   -
-------------------------------------------------------------------------------


-> Normal Battles:
   1/2 - Harpy
   1/2 - Flapbeat x2 + Flapbeat x2
-> Special Battles:
   None
-> Forced Battles:
   100% - Ruby Weapon, Ruby's Tentacles (only if Highwind is flown into it)
-> EV = 32

-------------------------------------------------------------------------------
-   WORLD MAP - GOLDEN SAUCER AREA - BEACH                                    -
-------------------------------------------------------------------------------


-> Normal Battles:
   1/4 - None + None + Grangalan (can become Grangalan Jr.Jr. + Grangalan Jr. +
         Grangalan)
   1/4 - Beachplug + Beach Plug x2
```

```
      1/4 - Beachplug x3 + Beachplug
      1/4 - Beachplug x3
-> Special Battles:
      None
-> EV = 64


--------------------------------------------------------------------------------
-    WORLD MAP - GONGAGA AREA - GRASS                                           -
--------------------------------------------------------------------------------


-> Normal Battles:
      11/32 - Grand Horn
      21/64 - Gagighandi x2
      21/64 - Grand Horn x2
-> Special Battles:
      1/16 - Back Attack - Grand Horn
      1/16 - Ambush - Gagighandi + Gagighandi x2
-> EV = 32


--------------------------------------------------------------------------------
-    WORLD MAP - GONGAGA AREA - JUNGLE                                          -
--------------------------------------------------------------------------------


-> Normal Battles:
      11/32 - Gagighandi x2 + Gagighandi
      21/64 - Gagighandi x2
      21/64 - Gagighandi + Touch Me x2
-> Special Battles:
      1/8 - Ambush - Touch Me x3 + Touch Me x3
-> Unique Battles:
      Is Yuffie in your party?
      Yes: No unique battles available
      No: 1/4 - Mystery Ninja battle
-> EV = 20


--------------------------------------------------------------------------------
-    WORLD MAP - GONGAGA AREA - BEACH                                           -
--------------------------------------------------------------------------------


-> Normal Battles:
      1/4 - None + None + Grangalan (can become Grangalan Jr.Jr. + Grangalan Jr. +
            Grangalan)
      1/4 - Beachplug + Beach Plug x2
      1/4 - Beachplug x3 + Beachplug
      1/4 - Beachplug x3
-> Special Battles:
      None
-> EV = 64


--------------------------------------------------------------------------------
-    WORLD MAP - COSMO CANYON AREA - GRASS                                      -
--------------------------------------------------------------------------------


-> Normal Battles:
      11/32 - Grand Horn
      21/64 - Gagighandi x2
      21/64 - Grand Horn x2
-> Special Battles:
      1/16 - Back Attack - Grand Horn
      1/16 - Ambush - Gagighandi + Gagighandi x2
```

```
-> EV = 32


--------------------------------------------------------------------------------
-    WORLD MAP - COSMO CANYON AREA - DIRT                                       -
--------------------------------------------------------------------------------


-> Normal Battles:
   11/32 - Bagrisk x2 + Bagrisk
   21/64 - Griffin (can become Griffin (flying))
   21/64 - Desert Sahagin + Desert Sahagin
-> Special Battles:
   1/8 - Back Attack - Bagrisk x3
-> EV = 20


--------------------------------------------------------------------------------
-    WORLD MAP - COSMO CANYON AREA - CANYON                                     -
--------------------------------------------------------------------------------


-> Normal Battles:
   11/64 - Skeeskee x2 + Skeeskee
   11/64 - Griffin (can become Griffin (flying))
   11/64 - Golem
   11/64 - Skeeskee x2 + Griffin (can become Griffin (flying))
   5/32 - Desert Sahagin + Desert Sahagin x2
   5/32 - Desert Sahagin x2
-> Special Battles:
   1/32 - Back Attack - Desert Sahagin x2
   1/32 - Skeeskee x3
   5/32 - Side Attack - Skeeskee x3
   1/16 - Ambush - Desert Sahagin + Desert Sahagin
-> EV = 32


--------------------------------------------------------------------------------
-    WORLD MAP - COSMO CANYON AREA - BEACH                                      -
--------------------------------------------------------------------------------


-> Normal Battles:
   11/32 - Crown Lance + Crown Lance
   21/64 - Crown Lance + Crown Lance x2
   21/64 - Crown Lance
-> Special Battles:
   1/8 - Ambush - Crown Lance + Crown Lance
-> EV = 64


--------------------------------------------------------------------------------
-    WORLD MAP - NIBELHEIM AREA - GRASS                                         -
--------------------------------------------------------------------------------


-> Normal Battles:
   11/32 - Nibel Wolf + Nibel Wolf
   21/64 - Valron (can become Valron (flying)), Nibel Wolf x2
   21/64 - Valron (can become Valron (flying))
-> Special Battles:
   1/8 - Back Attack - Nibel Wolf x2
-> EV = 32


--------------------------------------------------------------------------------
-    WORLD MAP - NIBELHEIM AREA - FOREST                                        -
--------------------------------------------------------------------------------
```

```
-> Normal Battles:
   11/32 - Bahba Velamyu + Bahba Velamyu
   21/64 - Battery Cap x4 + Valron (can become Valron (flying))
   21/64 - Battery Cap + Battery Cap x2 + Battery Cap x3
-> Special Battles:
   1/8 - Ambush - Bahba Velamyu + Bahba Velamyu
-> Unique Battles:
   Is Yuffie in your party?
   Yes: No unique battles available
   No: 1/4 - Mystery Ninja battle
-> EV = 12


-------------------------------------------------------------------------------
-   WORLD MAP - NIBELHEIM AREA - BEACH                                         -
-------------------------------------------------------------------------------


-> Normal Battles:
   11/32 - Crown Lance + Crown Lance
   21/64 - Crown Lance + Crown Lance x2
   21/64 - Crown Lance
-> Special Battles:
   1/8 - Ambush - Crown Lance + Crown Lance
-> EV = 64


-------------------------------------------------------------------------------
-   WORLD MAP - ROCKET TOWN AREA - GRASS                                       -
-------------------------------------------------------------------------------


-> Normal Battles:
   11/32 - Nibel Wolf + Nibel Wolf x2
   21/64 - Velcher Task + Velcher Task
   21/64 - Nibel Wolf x2 + Velcher Task
-> Special Battles:
   1/8 - Ambush - Nibel Wolf x2 + Velcher Task
-> Unique Battles:
   Are you on Chocobo Tracks and is Chocobo Lure Materia equipped?
   Yes: 5272 - Chocobo Lv22 + Valron x2 (can become Valron (flying))
        5273 - Kyuvilduns x2 + Chocobo Lv22
        11420 - Chocobo Lv22, Velcher Task, Kyuvilduns
        11421 - Velcher Task x2 + Chocobo Lv22
   No: No unique battles available
-> EV = 32


-------------------------------------------------------------------------------
-   WORLD MAP - ROCKET TOWN AREA - FOREST                                      -
-------------------------------------------------------------------------------


-> Normal Battles:
   11/32 - Kyuvilduns + Kyuvilduns x2 + Kyuvilduns
   21/64 - Valron (can become Valron (flying)) + Valron x2 (can become Valron
           (flying))
   21/64 - Velcher Task + Velcher Task
-> Special Battles:
   1/8 - Back Attack - Velcher Task x2
-> Unique Battles:
   Is Yuffie in your party?
   Yes: No unique battles available
   No: 255/256 - Mystery Ninja battle
-> EV = 12
```

```
--------------------------------------------------------------------------------
-   WORLD MAP - ROCKET TOWN AREA - BEACH                                       -
--------------------------------------------------------------------------------


-> Normal Battles:
   11/32 - Crown Lance + Crown Lance
   21/64 - Crown Lance + Crown Lance x2
   21/64 - Crown Lance
-> Special Battles:
   1/8 - Ambush - Crown Lance + Crown Lance
-> EV = 64


--------------------------------------------------------------------------------
-   WORLD MAP - WUTAI AREA - GRASS                                             -
--------------------------------------------------------------------------------


-> Normal Battles:
   1/4 - Tail Vault, Razor Weed x2
   1/4 - Razor Weed + Razor Weed x3
   1/4 - Edgehead + Tail Vault x2
   1/4 - Tail Vault x2
-> Special Battles:
   None
-> Unique Battles:
   Are you on Chocobo Tracks and is Chocobo Lure Materia equipped?
   Yes: 8354 - Chocobo Lv30 + Tail Vault x2*
        8355 - Razor Weed x3, Chocobo Lv30
        8358 - Chocobo Lv30 + Tail Vault x3
        8359 - Chocobo Lv30 + Tail Vault x2*
        * - has far greater chance than the other 2 Chocobo formations
   No: No unique battles available
-> Forced Battles:
   100% - Attack Squad x2 (southern part, only if Yuffie is in your party and
          has not yet stolen your Materia)
-> EV = 64


--------------------------------------------------------------------------------
-   WORLD MAP - WUTAI AREA - DIRT                                              -
--------------------------------------------------------------------------------


-> Normal Battles:
   1/4 - Thunderbird x2 + Thunderbird x2
   1/4 - Bizarre Bug x2 + Thunderbird x3
   1/4 - Tail Vault x2 + Tail Vault
   1/4 - Tail Vault + Bizarre Bug x2
-> Special Battles:
   1/32 - Back Attack - Thunderbird x3
   1/32 - Back Attack - Tail Vault x2
   5/32 - Side Attack - Bizarre Bug x3
   1/16 - Ambush - Tail Vault, Thunderbird + Bizarre Bug x2
-> EV = 64


--------------------------------------------------------------------------------
-   WORLD MAP - WUTAI AREA - BEACH                                            -
--------------------------------------------------------------------------------


-> Normal Battles:
   100% - Adamantaimai
-> Special Battles:
   None
```

```
-> EV = 96


--------------------------------------------------------------------------------
-    WORLD MAP - WOODLANDS AREA - GRASS                                        -
--------------------------------------------------------------------------------


-> Normal Battles:
   11/32 - Under Lizard
   21/64 - Dual Horn
   21/64 - Dual Horn x2
-> Special Battles:
   1/8 - Back Attack - Dual Horn
-> EV = 32


--------------------------------------------------------------------------------
-    WORLD MAP - WOODLANDS AREA - DIRT                                         -
--------------------------------------------------------------------------------


-> Normal Battles:
   11/32 - Under Lizard
   21/64 - Under Lizard x2
   21/64 - Tonadu
-> Special Battles:
   None
-> EV = 32


--------------------------------------------------------------------------------
-    WORLD MAP - WOODLANDS AREA - JUNGLE                                       -
--------------------------------------------------------------------------------


-> Normal Battles:
   11/32 - Slaps x2 + Slaps
   21/64 - Slaps x2 + Slaps x2 + Slaps
   21/64 - Kelzmelzer x2
-> Special Battles:
   1/8 - Ambush - Slaps x2 + Slaps x2
-> Unique Battles:
   Is Yuffie in your party?
   Yes: No unique battles available
   No: 1/2 - Mystery Ninja battle
-> EV = 12


--------------------------------------------------------------------------------
-    WORLD MAP - WOODLANDS AREA - BEACH                                        -
--------------------------------------------------------------------------------


-> Normal Battles:
   100% - Tonadu
-> Special Battles:
   None
-> EV = 96


--------------------------------------------------------------------------------
-    WORLD MAP - ICICLE AREA - GRASS                                           -
--------------------------------------------------------------------------------


-> Normal Battles:
   11/32 - Vlakorados
   21/64 - Trickplay
   21/64 - Trickplay x2
```

```
-> Special Battles:
   1/16 - Back Attack - Trickplay x2
   1/16 - Back Attack - Vlakorados
-> Unique Battles:
   Are you on Chocobo Tracks and is Chocobo Lure Materia equipped?
   Yes: 3274 - Chocobo Lv33, Jumping
        3275 - Chocobo Lv33 + Jumping x2
        13518 - Chocobo Lv33 + Bandersnatch, Jumping
        13519 - Bandersnatch x2, Chocobo Lv33
   No: No unique battles available
-> EV = 32


--------------------------------------------------------------------------------
-    WORLD MAP - ICICLE AREA - SNOW                                            -
--------------------------------------------------------------------------------


-> Normal Battles:
   13/64 - Bandersnatch
   13/64 - Bandersnatch + Bandersnatch
   13/64 - Bandersnatch + Bandersnatch x2
   13/64 - Jumping
   3/16 - Jumping x2
-> Special Battles:
   1/16 - Back Attack - Bandersnatch x2
   1/16 - Ambush - Bandersnatch + Bandersnatch


--------------------------------------------------------------------------------
-    WORLD MAP - ICICLE AREA - BEACH                                           -
--------------------------------------------------------------------------------


-> Normal Battles:
   100% - Tonadu
-> Special Battles:
   None
-> EV = 96


--------------------------------------------------------------------------------
-    WORLD MAP - (GREAT GLACIER) - ICICLE AREA - BLIZZARD                       -
--------------------------------------------------------------------------------


-> Normal Battles:
   11/32 - Lessaloploth
   21/64 - Ice Golem x2
   21/64 - Jumping + Jumping x2
-> Special Battles:
   5/32 - Side Attack - Jumping x3
-> EV = 96

You cannot access this area from the normal World Map, but it is an area you
can access form Great Glacier that seems like a Field Map, but is not. It is
the with the blinding snow, and it has all the same encounter properties as the
World Map.

--------------------------------------------------------------------------------
-    WORLD MAP - MIDEEL AREA - GRASS                                           -
--------------------------------------------------------------------------------

-> Normal Battles:
   1/4 - Hippogriff (can be come Hippogriff (flying))
   1/4 - Spiral + Spiral
```

```
    1/4 - Head Hunter x2 + Head Hunter
    1/4 - Head Hunter x2 + Head Hunter
-> Special Battles:
    None
-> Unique Battles:
    Are you on Chocobo Tracks and is Chocobo Lure Materia equipped?
    Yes: 7382 - Spiral, Chocobo Lv36
         7383 - Spiral x2 + Chocobo Lv36
         9434 - Chocobo Lv36 + Head Hunter x3
         9435 - Chocobo Lv36, Head Hunter x2
-> EV = 32


--------------------------------------------------------------------------------
-   WORLD MAP - MIDEEL AREA - DIRT                                              -
--------------------------------------------------------------------------------


-> Normal Battles:
    11/32 - Spiral + Spiral + Spiral
    21/64 - Spiral x2
    21/64 - Hippogriff (can become Hippogriff (flying))
-> Special Battles:
    1/8 - Back Attack - Spiral x2


--------------------------------------------------------------------------------
-   WORLD MAP - MIDEEL AREA - JUNGLE                                            -
--------------------------------------------------------------------------------


-> Normal Battles:
    11/32 - Crysales + Crysales x2
    21/64 - Head Hunter x2 + Head Hunter x2
    21/64 - Head Hunter x3
-> Special Battles:
    None
-> Unique Battles:
    Is Yuffie in your party?
    Yes: No unique battles available
    No: 1/2 - Mystery Ninja battle
-> EV = 12


--------------------------------------------------------------------------------
-   WORLD MAP - MIDEEL AREA - BEACH                                             -
--------------------------------------------------------------------------------


-> Normal Battles:
    100% - Sea Worm
-> Special Battles:
    None
-> EV = 96


--------------------------------------------------------------------------------
-   WORLD MAP - NORTH COREL AREA - DESERT                                       -
--------------------------------------------------------------------------------

-> Normal Battles:
    5/16 - Sea Worm
    5/16 - Tonadu
    1/4 - Cactuer
-> Special Battles:
    None
-> EV = 96
```

```
--------------------------------------------------------------------------------
-    WORLD MAP - CACTUS ISLAND - GRASS                                          -
--------------------------------------------------------------------------------

-> Normal Battles:
   11/32 - Dual Horn
   21/64 - Dual Horn x2
   21/64 - Under Lizard
-> Special Battles:
   None
-> EV = 64


--------------------------------------------------------------------------------
-    WORLD MAP - CACTUS ISLAND - DESERT                                         -
--------------------------------------------------------------------------------

-> Normal Battles:
   100% - Cactuer
-> Special Battles:
   None
-> EV = 96


--------------------------------------------------------------------------------
-    WORLD MAP - GOBLIN ISLAND - GRASS                                          -
--------------------------------------------------------------------------------

-> Normal Battles:
   11/32 - Dual Horn
   21/64 - Dual Horn x2
   21/64 - Under Lizard
-> Special Battles:
   None
-> EV = 64


--------------------------------------------------------------------------------
-    WORLD MAP - GOBLIN ISLAND - BEACH                                          -
--------------------------------------------------------------------------------

-> Normal Battles:
   11/32 - Dual Horn
   21/64 - Dual Horn x2
   21/64 - Under Lizard
-> Special Battles:
   None
-> EV = 64


--------------------------------------------------------------------------------
-    WORLD MAP - GOBLIN ISLAND - FOREST                                         -
--------------------------------------------------------------------------------

-> Normal Battles:
   11/32 - Goblin x2
   21/64 - Goblin + Goblin x2
   21/64 - Goblin
-> Special Battles:
   1/16 - Back Attack - Goblin
   5/32 - Side Attack - Goblin x2
   1/16 - Ambush - Goblin x2 + Goblin
-> Unique Battles:
```

```
   Is Yuffie in your party?
   Yes: No unique battles available
   No: 1/2 - Mystery Ninja battle
-> EV = 64


-------------------------------------------------------------------------------
-   WORLD MAP - ROUND ISLAND - FOREST                                         -
-------------------------------------------------------------------------------

-> Normal Battles:
   11/32 - Goblin x2
   21/64 - Goblin + Goblin x2
   21/64 - Goblin
-> Special Battles:
   1/16 - Back Attack - Goblin
   5/32 - Side Attack - Goblin x2
   1/16 - Ambush - Goblin x2 + Goblin
-> Unique Battles:
   Is Yuffie in your party?
   Yes: No unique battles available
   No: 1/2 - Mystery Ninja battle
-> EV = 64


-------------------------------------------------------------------------------
-   WORLD MAP AIRSHIP ENCOUNTERS                                              -
-------------------------------------------------------------------------------

-> Normal Battles:
   None
-> Special Battles:
   None
-> Forced Battles:
   100% - Ultimate Weapon (flying) (found in various locations flying over the
          World Map) (only if Highwind is flown into it)
   100% - Ultimate Weapon (found in vaious locations on ground on the World Map)
          (only if Highwind is flown into it)
   100% - Ultimate Weapon (flying) (final battle over Cosmo Canyon) (only if
          Highwind is flown into it)


===============================================================================
                  ---------------------------------------------
                  .:'*':.      33. Tips & Tricks      .:'*':.           #SG3T
                  ---------------------------------------------
===============================================================================


Here is an assortment of many small random tips and tricks I have uncovered
throughout this game, and archived in this section. But, not only that, I have
also dedicated a subsection of this section to listing tons of special and
awesome Materia setups for some situations, or just to excel in a particular
"category". I even added a subsection that is designated to listing a few
special, tough challenges for all of you vets who have finished the game
numerous times and the interest in the game is dwindling for you. Now, I don't
go into a ridiculous amount of detail, but there are other FAQs on the site
dedicated specifically to those special challenges.


===============================================================================
                            1. Materia Setups
===============================================================================


The Materia setups (or combos) you see in this section are some of the most
```

useful Materia setups in the game. Some of them are relatively commonplace,
while other ones take a bit of thinking, but in the end prove to invaluable.
I strongly urge you to, if you are ever in a tough spot, use this section to
complement any other section in the FAQ that you are using to get you through
the area. Go.

```
-----------------
"Bringer of Death"
-----------------
```

-> On Weapon:
   Mega-All
   Sneak Attack-Death (Destruct Lv3)
   Sneak Attack-Deathblow
   Deathblow-Added Cut
   Sneak Attack-Odin
   Sneak Attack-Knights of the Round

You wanna feel like Grim Reaper incarnate, you set someone up with this setup
and you'll eradicate every enemy disastrously. The only enemies that can
actually SURVIVE the onslaught are Emerald and Ruby WEAPON. First, Death is
cast onto all enemies from the start of battle, and any enemies left alive are
subjected to a simultaneous Deathblow. Both of these simultaneously should be
enough to take out most normal enemies, granted they are not immune to insant-
KO moves. If in abnormal insinuendos, like in some bosses or enemies such as
higher-level Dragons, they're left breathing, you follow it up with a regular
attack, in which another enemy might be killed by it with initial implemented
Deathblow on that, as well. If there are any enemies left standing proceeding
this destructive massacre, Odin is cast, and that will more than likely kill
everything susceptible to Death unless it misses due to Acc issues. Most
enemies are probably returned to the planet by now, but if not, Knights of the
Round comes around and reminiscentially and mnemotechnically annihilates
anything living creature on the other side of the battle field, leaving the
opposing party nothing but a silent, barren side, completely lifeless. That is,
if you're facing any of the afforementioned WEAPONs, in which it may only
serve to agitate them, and further compel them accomodate your deathwish and
introduce you to the afterlife.

```
--------------
"The Holy One"
--------------
```

   Mega-All
   Master Magic-MP Turbo
   Master Magic-All
   Magic Counter-Cure3 (Restore Lv4)
   Final Attack-Revive
   Sneak Attack-Wall (Barrier Lv5)
   Sneak Attack-Regen (Restore Lv3)
   Sneak Attack-Haste (Time Lv1)
   W-Magic
   HP <-> MP

This is an absolutely wonderful setup, but it is not recommended for tough
battles in which your main focus is to destroy the enemy, such as in higher
boss battles. It can be supportive, though, so, one character can have it at
any which time you desire. In any random or non-random battle, it is set
underway by the prolegomenon of Haste, Regen, and Wall which is already looking
good, but only that, it's immensely useful. This is a great tactic to use when
you're facing Diamond WEAPON, just so that you know. This is the only thing

that's occurence happens spontaneously, the rest fall into place non-
sparatically, and must be initiated by the enemy doing something not-to-
particular, yet at the same time, they're still assuredly required. The main
bit of this is that when you are attacked, Cure3 is used on the party in its
entirety, healing an enormous amount of HP at one time. Colloquially, when a
character dies, they shall be revived by the Final Attack-Revive combo.

"Summoning Guru"

    Mime
    Master Summon-MP Turbo
    W-Summon
    MP Absorb-(Odin in predetermined cases [no SBS]/Neo Bahamut in random ones)
    HP Absorb-Knights of the Round
    Sneak Attack-Hades
    Phoenix-Final Attack
    Quadra Magic-Bahamut ZERO

^Note: if you wish to maintain more MP and not have to worry about certain
factors, you can substitute the MP Absorb-[---] combo for HP <-> MP

The fight will kick off with the summoning of Hades, inflicting a multitude
negative tintinnabulating status effects on all enemies, which is an
advantageous beginning. Of course, immunities and susceptibilities are always
taken under consideration... Anyways, W-Summon can allow you to use two of
any summon in a row, and if it just so happens to be KotR, then, say gooddie to
any opposition in the game, sans Ruby and Emerald. Plus, if you're using it
against one of those two afforemention opponents, the HP Absorb would act in
your favor, and heal you back to full HP. MP Absorb in this condition paired
with say, Neo Bahamut, would replenish MP back to full, too, but if used with
Odin in the incorrect situation, say, when Steel Bladed Sword is executed,
there would be no extra monotary benefit, thus rendering the effects of the
added MP Absorb useless. But, in the right situations, such as in some boss
combats, and he uses Gunge Lance, you could find your MP again quickly
rejuvenated back up to full status. Quadra Magic-Bahamut ZERO...hehe, well, you
get the idea ;) And lastly don't worry about dying at all, as when you die,
guess what? The Phoenix-Final Attack combination is there for you to rely on it
when under KO. Conclusively, you can see that this Materia setup is very MP-
consumable, so, you'll always want someway (preferrably Materia-wise) that can
replenish your count, such as HP <-> MP or the MP Absorb-[?], which are both
suggested to the above portion. A near flawlessly unstoppable, and almost
overwhelmingly onerously strong combo, this is.

"Ownage up the Ass"

(sent in by Richard Arnatt aka Guitarfreak86)

    Counter-Mime
    Knights Of The Round-HP Absorb
    Final Attack-Life (Revive Lv1)

There is no immediate effect of this combination as with the past ones, but
there's no point to it, as it'll instant start destroying once put to use.
First of all, you have Knights of the Round (major point of note) paired with
HP Absorb. If you use this once vs. say, Ruby, it'd take out that much at once
about 5000x13=65000 or up to 2x that, and then it attacks you, the Counter-
Mime combo will automatically make you reuse KotR, and absorb the lost HP from

its attack which initiated the Counter. No need to fret over dying, as the
Final Attack-Revive combo will revive you immediately at full HP. Hell, you
can leave your game on and leave for 30 minutes and Ruby will most lively be
dead. For and added effect to this, I've somewhat improved upon this and added
HP <-> MP to it and it's even more effective.

"The Dark One"

    Mega-All
    MP Turbo-Master Magic
    All-Master Magic
    Sneak Attack-Ultima
    Quadra Magic-Ultima
    Final Attack-Revive <-- optional
    Sneak Attack-Freeze/Break/Tornado/Flare (Contain Lv1/2/3/4)
    HP <-> MP
    W-Magic

This is the most effective and potent setup if you wish to be the ultimate,
most badass Dark Mage there ever was. This is an easy way to eradicate enemies
from the get-go with heavy unloading of black magic, teaching them the
definitive meaning of contumelium. As you can clearly see, the whole bout shall
start out with you hitting them as painfully as if you stuck a grenade up their
ass(es) with four Ultimas, each escalated in damage done. Ok, maybe not that
bad, but I just about (I may be just a *tad* wrong, however - lol, j/k)
think I've illustrated my point... After the 4x Ultimas' occurence, you then go
on to unleashing a Contain spell, with the highest level one you possess taking
priority (if MP is too low, then in keeps descending until your MP fills the
one which fills the next highest-level requirement). I seriously doubt ANY
normal enemies in the game can survive this perpetual devastating slaughter,
nor can most bosses up to the final few, but if it doesn't, don't worry, you
still have a lot of cutthroat power to work with, and it's tough for you to
even die. On regular turns proceeding the initial magniloquent bombardment you
can cast any high level spells such as Ultima twice, all thanks to the
eleemosynary of W-Magic's placement. You can't ever go under death unless your
MP is too low to support Final Attack-Revive, which should be rare. If you
want, substitute W-Magic with MP Absorb-Comet2 (Comet Lv2). Like the "FA-R"
combo, the HP <-> MP mix is also optional, and was only enen brought into
consideration at all was to help have higher MP in an attempt to conserve some.
Plus, FA-R may ruin the "image" of a Dark (Black) Mage, so, that may be a
meager reason as to why you trial it through reconsideration. Its final effect
of worthy mention is with both All (mastered) and Mega-All, the All effect
can be used to affect enemies ten times in all. Note: your HP will be minimal
with the placing of all this, as you should already expect from the start.

"Supreme Almighty Mage"

(submitted by XxCyNicCiDxX)

    Mega-All
    W-Magic
    HP<->MP
    Master Magic-(All or MP Turbo)
    Magic Counter-Cure3 (Restore Lv4)
    Final Attack-Life2 (Revive Lv2)
    Final Attack-Ultima
    Magic Plus -> note: find it Corral Valley Cave/master

An immensely powerful amalgam of Materia, making an ameliorated version of
the "Dark One," somewhat, and I thank CyNicCiD a lot for sending me this info.
Let's see... the Magic Counter+Cure3 part of this setup means that, whenever
you are attacked and it does damage, you automatically use the Cure3 spell,
and restore several thousand HP. If you die, you're revived by Life2, and a
Magic Plus-boosted Ultima spell. Everything else serves to help these actions
of the combination out, so, go nuts.

"The Elementalist"

Note: This will only carry out its full desired effect if all of the [Elem.]s
are the same throughout the entire setup provided.

    [Elem. Lv3]-Sneak Attack
    [Elem. Lv3]-All
    [Elem. Lv3]-MP Absorb
    [Elem. Lv3]-HP Absorb
    [Elem. Lv3]-Added Effect
    [Elem. Lv3]-Elemental
    [Elem. Lv3]-Quadra Magic

This little setup I've devised is for all of you element lovers. It can work
for any element, y'see, making it somewhat versatile. I, personally, don't
really prefer using this combo, although it can sometimes prove to be remotely
useful. I just thought I'd add it to this section, as it's somewhat different.
Anyways, enough of my incessant banter, and let's move to the effects; the
whole fight starts out with you (the wearer) casting said elemental spell on
the entire group of enemies four, count 'em, four times! This, obviously, is
thanks to the Quadra Magic implementation we have on there. Not only this, but
it also carries out extra damage, and lastly, off of that initial bombastic
unleashing of the prescribed element, you gain HP and MP back due to the HP
Absorb as well as the MP Absorbs that have been incorporated into this combo.
After that attacking session, we cut straight through and extra physical attack
that does damage with the [Elem.] affinity, because of []-Elemental. Also,
keep in mind that preferrentially, enemies' elemental "likes" and "dislikes"
come into play, so you can end up imbolazationally obliterating them, or,
making them quite happy.

"Fly Like a Butterfly, Sting Like a Bee"

(thank you to J0hn1 for submitting this Materia combo)

  Added Effect-Hades <-- MUST be on weapon(!)
  Master Command-Added Cut
  Counter-Deathblow
  Counter Attack
  Counter Attack
  Counter Attack
  Counter Attack
  Counter Attack

Note: I'm currently testing this setup out on my file, so, once I test it out
to see its validity and its effects, I'll report back with detailed findings.

"Quite a few by Gbness"

```
----------------------

1. Eight Killers

Materia:
------------
Quadra Magic, Contain (mastered), W-Magic

This is quite a useful combination of Materia, and can deal some devastating
amounts of damage. With this, you can cast four magic spells two times over,
which amounts to a total of eight powerful magic spells in just one turn. A
marvelous way to handle with most enemies in the game.

2. Passivity Owns All:
--------------------------
Counter and Deathblow (link), Magic Counter and Comet (linked), several
Counterattacks, Defend, HP Plus

A great combo if you don't like wasting your thumb's energy of pressing any
damn buttons for offense. When a character is attacked, that character
counteracts by first unleashing a Deathblow unto the enemy, then goes into
bombarding them with a multitude of Comets. And then you get tons and tons
of physical counterattacks. It's a marvelous combo for beating the crap out of
a lot of enemies quickly =P

3. Total Annihilation

Materia:
------------
HP Plus (preferably 9999 HP to be safe), Cover, LOTS of Counter Attacks, fill
up those slots with all the Counter Attack materias that you can!

Total Annihilation is best used if you have a character who does 9999 damage
per hit, like, say, Cloud. Also, you may want to have it on someone who has a
lot of HP, because this could be VERY useful against Emerald Weapon or Ruby
Weapon. Alright, get in battle, and then have the enemy attack this lucky
character here. Hopefully, with the HP Plus materia and the Cover materia, he
won't die. Instead, he'll deal counterattacks for as many as you have the
Counter Attack materias! Let's say you have 10 of these, and each hit you do
does 9999 damage. You'll do almost 100,000 damage when you're attacked. Not
bad!

4. Slashing Steals

Materia:
------------
Master Command-HP Absorb, Master Command-MP Absorb, Master Command-Steal,
Master Command-Added Cut, Master Command-Counter, Double Cut, Cover, HP Plus

Slashing Steals will let you do just about anything you want in one. Just use
Double Cut, and somehow this will have an effect on all the blue materia. Use
the Double Cut, and then you'll steal the enemy's HP, MP, you will Steal and
do an Added Cut, overall adding up to quite a bit of damage, and a lot of stuff
that's been stolen from the enemy. :P

5. Oblivion Invincibility

Quateria:
------------
Master Magic, W-Magic, MP Turbo-Knights of the Round, MP Absorb-Master Summon,
```

Enemy Skill, W-Summon, Slash-All, Mega All, Final Attack-Phoenix, HP Plus,
Master Command

This is perhaps the best combo in the entire game. You can use two spells in
once with the W-Magic, and with Master Magic you'll have everything. Master
Command gives you just about everything, and if you have Enemy Skill you can
cast Big Guard or an attacking spell. HP Plus will put the character at 9999
HP, and... (here's the best part), you've got Knights of the Round AND MP
Absorb. Knights of the Round should be mastered, and at an extra 5 MP it'll do
9999 damage per hit, and it'll absorb MP too, so you can cast it even more! Not
to mention you have W-Summon attached to it, and when this character is somehow
killed, he uses Phoenix and revives himself automatically, making this
character invincible! This is THE way to beat one of the weapons. :)

"Strength of the Titans"

   Counter/[mastery achieved]-Atkx16

A simple, more unexaggerated combo, but for some insane damage, you may want to
consider at least trying it out. Through my extensive research through playing
the game countless times, and testing this, I have found that at max Str (255),
and an ultimate weapon, this combination will be more punishingly damaging than
Knights of the Round itself! It's a recommended alternative, actually, since it
costs you know MP whatsoever. To put it into perspective, and for the sake of
comparison, let's say that you could pretty much kill Lifeform and Helletic
Hojo with the extra damage from this than Knights of the Round. Sounds good,
no? Anyway, when you're attacked by an enemy, just guess what the hell happens.
Yeah, that's right, your character goes on an insane rampage somewhat, and
nails the enemy that had the testicular fortitude to even think about attacking
to 16 TIMES! Do you see my point now?

Specific Notes on Hades and Elemental

My God, of course there had to be friggin' specifics on these two, and it just
so happens that I noticed 'em. Jesus, must be fate or some crap... Anyway, as I
was playing and putting a lot of combos through trial and error testings, I
stumbled upon a few small invernacularities about these two little Materias,
especially Elemental. Elemental is special in the sense that depending on its
lvl, its effect is different. First of all, let us cover Hades, however: if you
have it on your armor *paired with Added Effect* you shall receive the same
effect as Ribbon, without a lot of the work. If you have it on your weapon with
the same paired Materia, you get to attack with just about every status
ailment in the book.

Now, the more important one, I suppose, is Elemental. It has some very
versatile effects. First of all, its most apparently obvious effect is if you
link it to any one of the elements on a weapon, you can attack with its
affinity, and if you do that to an armor, you're immune from that particular
element, altogether. That said, I can take it a step further. This only
pertains to equipping it on your armor, just so you know. Ok, the Elemental's
effect is completely variable, and it is dependent on its level (get to AP-
gaining!). Anyway, if the Elemental Materia is on Lv1 and on armor, the
element it's attached to (granted it IS an element) it's effect will be cut by
50%. If you have your Elemental Materia at Lv2, the effect is completely void.
And, lastly, if it's either on Lvs 3 or 4, said element is absorbed.

Anyway, I now open 'me manifesto of specific challenges to you.

=-=
                              2. Hard Challenges
=-=

You know what's in store for you here, don't ya? Anyways, if you're not
particularly sure or aware of it, I'll tell you. Well, in this section, you're
going to find some extra-hard challenges in the game for you veterans of the
game, who have beaten it every which way, and have done everything that is
actually built into the game. These challenges are in *no way essential to
beating the game, and aren't required to collect any side items*. Now, I've
completed everyone of the challenges in here except the last one (being the
absolute most limiting challenge of them all), and don't even know if it's
virtually possible. I note of that there, and state my progress. I also give
some tips on some of the more prolific aspects of each challenge stated herein.
"Ok, shut up Nick and start, or I'll e-mail you '20-inch' porn". Ahhhhh! Ok,
damnit, I'll begin!

Beat the Game on Low Lvls

Many people think it is impossible to beat this game on low stats that are
far beyond the realm of rationality. But, it is possible to accomplish the task
of beating this game in the Lvls of 20! Yes, you heard me right, 20s!!! Now,
I'm not saying this is an easy feat, either, as it took me quite a while, but,
my final results were astounding. The lowest I've ever had was two files ago,
when I ended the game with my three main characters all at the following lvls:
Cloud was situated at 24 at the end, Cid was at 23, and Vincent was also at 23.
That was all when I ended it. Now, I have managed to beat Emerald WEAPON under
this condition, as well, but it was with a party of Cloud (24), Yuffie (25),
and Cid (23). I had Yuffie's Conformer on, and gave her the Counter(master)-
Attackx16 combo mentioned above, and every so often there was nearly 160000
damage down the drain. I gave her a few of HP/MP Pluses so that she could
withstand the semi-constant barrage of attacks, and fed her a few Guard Sources
too. She also needed Big Guard to be cast. Cloud's Omnislash helped to deal
about 30000+ damage here and there, and also paired up KotR-HP Absorb, and Mime
was also there. KotR did about 35000-40000 with regularity. Cid's Highwind
also served for nearly 30000 damage each hit, as well. It was also a plus
for Final Attack-Life in place. The only problem with this was an MP issue, as
it was constantly depleting before my very eyes. I'm not sure if it's even
possible with Ruby WEAPON, though. I think your best bet there is Hades, if
it's even feasible. If it is, it's way more improbable than Emerald. Most other
bosses in the game (even Safer-Sephiroth) should be a synch to take care of.
One last thing about Emmy. If you have Yuffie with two Materia on (hopefully
the awesome combo above), good white magic protection, and she's hit with Aire
Tam and lives, she can start stringing out 9999ers with Lucky 7 (must be
equipped with Conformer, as Emerald's high Lvl is adequate for releasing its
true powerful nature).

No Materia Game

This is one anus load of trouble of a challenge, that's for sure. At first, I
didn't think this was possible, but, after I did it for the first time, with
BEATING THE WEAPONS, I have confirmed that it is possible, but very difficult.
Even with the odds, you may find it strange that this is easier than a low lvl
game, but once I explain, and detail my findings, you should see why.

First of all, the Low Lvl game did allow you Materia, which, if paired right, the damage it could do was quite colossal, and if you use some of the combinations in the above section, you're nearly unstoppable, with the little exception that you may be in need of a good amount of MP. This, y'see, doesn't allow you that commodity, thus adding to the challenge. However, if you level everyone through the roof using tips in section 37, you can still overkill enemies to hell, as with Limit Breaks, so it all levels out kind of. To put it into perspective, Omnislash and Highwind maxed out can do almost 150000 in each turn, while Highwind (once I maxed Cid's stats) did around 180000. Either one of those could put Sephy out of his misery quick. It'd be like me having sex with some 500lb fatass woman, or, in the same view, that'd be almost identical to flying a B2 into the Grand Canyon!

Now, Barret's Catastrophe, with its 10 consecutive blasts, at max stats in this challenge (which is HIGHLY recommended), can hit for damage in the fairly close vicinity of 100000. So, if they're you're party, you can already start to see how they can kick some ass.

All right, though, there is the issue of actually leveling up, which at times may be hard without the use of Materia. Heh, I only recommend doing it near a savepoint (with Tents!) or on the World Map near a city with an inn, whilst making sure that you have enough Gil to pay for the expenses. Once you gain access to the Gelnika is when you really can start cranking, and by then, after HARDCORE training (60s by then, since you have no Materia to ever rely upon), you can destroy any enemies there. Like this, you can Morph tons of enemies here for Sources, and you can level stats to maximum like that. Remember, no HP or MP Pluses can be used, as it's a NO MATERIA GAME. After a long time of training, you should be ready to take on some higher bosses (oh, and remember to attain the ultimate weapons).

It has come to my attention that Yuffie can also prove useful with her Doom of the Living Limit Break, which does 10 attacks in all, each with about 1/2 of the power of a regular attack. If you can do 9999 damage with regular attacks (should be no problem on WEAPONS with her Conformer), then she can lock in a decent and respectable 50000 damage.

As you can immediately conclude, in this challenge, you can only depend on the "attack" command, as well as "item". And of course, in tough boss battles when it's necessary, "limit". Anyway, you ready for some tips on Safer and the two gigantesquely power WEAPONS? Of course you are. WEAPONS Gone Wild! I guess it'd be appropriate to do an ASCII of Snoop Dogg right now. Would I rather be circumsized by Edward Scissorhands? Yes.

- First off, Safer-Sephiwuss: This was easy, and won't require much explanation at all. Even if Str isn't maxed with characters, and actually, half max is pretty sufficient. Their Limits should be enough to bring him down (Lv4s, that is). Note: that the higher you lvl-up vs. SS, the higher his HP is, as covered in the Mechanics section of this FAQ. That said, Sephiroth is teh deadz0rZ!
- Ruby PUSSY: Now, are you ready for probably the hardest boss you'll face with this challenge? Hehe, you better be...unless you're interested in hearing the words at "the gates"; "Hmm, you've angrily masturbated too much, killing many innocent cats. Oh, and what's this...? Pamela Anderson in all her glory under your bed!...it's down to hell with you!" Anyhow, you'll want to kill everyone in your party except your strongest character who can deal the most damage simultaneously before battle. Yep. Have that character go into battle (I pray to Jesus that it's either Cloud or Cid who can exploit the ULTIMATE FULL POTENTIAL of their Lv4 Limit Breaks). Or, send everyone in, get in all their high-hitting Limits, and hope to Him that the strongest character is left on the battle field after its wake. If not, shut the system off and retry. If you

manage to hit as much as possible with the three main characters above (Yuffie/
Barret, Cloud, and Cid), its HP will already be reduced to 420000. From here,
have your strongest character stay alive (this is the nearly-impossible
stretch unless Def, Mdef, Eva, and HP is MAX -> 255/255/255/9999). Once you've
gained their Limit back (hopefully it's Cloud or Cid) and that should take its
HP down to almost 200000. Repeat this process one or two more times and it'll
be dead. Good luck. My God, I'd love to be there to see you be slaughtered the
first few times :)
- Emerald PANSY: Ok, don't get me wrong, this battle will be EASIER than Ruby
by far, as long as stats have experienced total maximization (specifically the
ones mentioned to the above). Believe it or not, the No Materia stipulation
makes this fight a good bit easier, although making it take a while. The reason
being is because of its Aire Tam Storm attack. It's supposedly supposed to do
1111 damage for every Materia equipped, but, since there is no Materia for it
to use as a base source, no damage is done. Hah! Take that, ya oversized
bastard! Emerald Beam is the real party-pooper, though, as it can kill you
easily, with no possible way to reduce it. 66.66% of MAX HP is reduced, not
current, like Gravity moves. Its other attacks just do normal damage; nothing
high Eva and Def and Mdef can't take care of, really. HP is recommended to be
AT LEAST 7000 (I don't say 9999 on account of Emerald Beam). Since you'll have
all characters throughout the whole duration of the fight (heh, we'll see how
long that lasts ^_^;), you can back each other up, and use really powerful
regular attacks hopefully. If you flush out a good few Lv4 Limit Breaks with
Cloud, Cid and Barret (or in the Yuffie-Barret substitution case, Lv3), and
it should be over in no time. Beat its ass thoroughly! You may also use the
Vincent Death Penalty trick. Go and kill 65535+ enemies, then come back and
and attack Emerald Weapon once, and chances are, it will instantly KO.

The rest of the game under these conditions should actually be quite a piece of
cake, hopefully.

No Limit Break Game

Now, this is a tough one, and it will still be quite the pain to take out the
WEAPONS, but still, easy as hell to give Sephiroth the shotoff quickly. You
simply have to make it through the game without ever using a Limit Break. This
is not as bad as it seems, as if you equip characters with the mastered
Counter-Atk16 Materia, and you can manage to obtain other powerful Materias,
say goodbye to just about everything. If you use the Materia combination above
that was sent in by Guitarfreak86 (thanks again, man) you should have literally
no problem ending the meaningless existences of the two godlike WEAPONS. Emmy,
again, will be the harder of the two to dispose of and teach it what obloquy
really means, whilst Ruby is quite the pain-in-ass (in fact, I think it may be
sucky luck, but I've never beaten Ruby in such a state, and in fact got my ass
handed to me...). It really shouldn't be too hard to beat Emerald like this,
but don't go overkill on Materia!

No Limit/Materia/Lvls35-

I eventually gave up this challenge. I know it is possible, as others have
accomplished it already. I cannot provide any general information, really.
Sorry.

Hey, if you have a challenge you'd like to send my way via e-mail, go ahead and
do it. I'll see if I can try the challenge, and I'll list it in my guide (this
section, of course, with due recognition to sender). If I find it impossible, I

will take it out of the guide and inform you of this as to prevent any hard
feelings for animosity.

```
=============================================================================
                              3. Hints & Tricks
=============================================================================
```

```
-------------------------------
Regen is a Gift from the Heavens
-------------------------------
```

This trick only really works if you have a character(s) injured in battle.
You'll want to first impose Regen on a damaged character (note this is best
when fighting a difficult boss, and HP is way low), or characters. Of course,
going back to a second ago, you can attach All to Restore (Regen level), so
that this goes quicker. All right, the next part of this is to have the char
start casting any spell, and during its rightful animation, get your lazy
primary orifice off of your damn couch and open the God-forsaken lid of your
PS1 (or PS2). Now, what this triggers is the game not being able to load and
put through the spell's animation, and the game'll freeze (no fretting!) Now,
the Regen status is still recovering HP, and doesn't stop. Ever. Once your HP
has been completely filled back up, you can close the lid of your system, sure,
the game goes slowly and messed-up for a little bit, but once it's up and
running efficiently once more, the spell you wanted to cast is now cast.

```
-------------------------------
Zolom, get the hell away from me!
-------------------------------
```

All right, anyway, this may be dismissed by some people as "cheating", but
if you've got the balls to do it, I wouldn't call it that. Anyway, when you're
ready, head out for the marshes. First thing first, don't head out into the
marshes until I advise you to. So, once you're at its edge, change camera views
so that your vision can span the marsh, so that you can see the Zolom's current
location in accordance to what we need to do. Now, once it's far away from the
middle or so, change camera back to normal quickly, and then run as far as you
can into the marshes. The Midgar Zolom will, of course, pick up on your
movement and come after you, and like this, you stand no chance in hell of out-
running it. So, when it's as close as possible to you without initiating
battle, go to the menu. Here, save your game, then turn your console off. Now,
reload your game again, and the Zolom will be located in another spot of the
marshes, allowing you more time for easy passage across.

```
---------------------
Beat Many Tough Bosses
---------------------
```

Here's a great strategy for beating Ultimate WEAPON
(or any other troublesome boss). I beat Ultimate
WEAPON at level 52 with great ease.

Required:
3 E. Skill materias, each with Magic Hammer learned
(from Razor Weed in the Wutai area)
At least 3 party members with 3rd or 4th level limit
breaks

Recomended:
Elemental materia combined with nonelemental materia
(Bahamut, Comet, etc)

Time materia combined with All
Hypers and Cover materia (to be used when building
limit gauge)

Strategy:
Fight Ultimate Weapon, following him around the world
map after you beat him (I am not sure about this, but
I think ramming him repeatedly makes him go to his
next location quicker). The Elemental materia will
help protect you from Ultima Beam. When he stops at
Cosmo Canyon, rest. Then, instead of fighting him,
get out of the Highwind and fight enemies, letting
them hit you, so your limit gauge is built up. When
you're done, save and rest, then engage him in combat.
Cast Haste on all of your allies, then repeatedly hit
him with Magic Hammer, healing when necessary (you may
want to cast Regen, Wall, etc, but you shouldn't need
to). In a short time, 2 things will happen:
a) Magic Hammer will still damage him 100 MP, but you
will not recover any MP when it is used
b) A message will pop up, saying that Ultimate
WEAPON's skill power (MP) is used up.
When this happens, unload your limit breaks upon him.
He will die very quickly, and even if 3 high level
limits don't kill him, he doesn't have any MP, so he
will still be very easy to beat. Then, because he
does not have any MP, he will not use Shadow Flare on
you! ^_^

Note that this means you will not learn Shadow Flare
on your E. Skill materia. You will have to learn it
later, in the North Crater.

===

                    .:'*':.   34. Codes   .:'*':.   #SH4C

===

Note: I got these codes from Gameshark.com.

Infinite HP&MP All Characters
8009c764 270f
8009c768 03e7
8009c7e8 270f
8009c7ec 03e7
8009c86c 270f
8009c870 03e7
8009c974 270f
8009c978 03e7
8009cb00 270f
8009cb04 03e7
8009ca7c 270f
8009ca80 03e7
8009c8f0 270f
8009c8f4 03e7
8009cb84 270f
8009cb88 03e7
8009c9f8 270f
8009c9fe 03e7

Infinite Chocobo Stamina While Racing 800B7634 270F

Cloud: All Limit Attacks 8009C75A 02DB

Ultimate Code With this code, it makes you invincible and you press
L1+L2+Square to fill up your limit break. 300f83e30001
300f844b0001
300f84b30001
d0062d780085
800f5e6A00ff
d0062d780085
800f5e9e00ff
d0062d780085
800f5ed200ff

Have all items 500069020001
8009cbe0c600
5000c0020001
8009cCb2c680

Cloud's Ultima Weapon 8009cc88008f

999999 AP After Ever Battle 8009d7dce0ff
8009d7de05f5

Stable 1 Color 300934B70004

Quick Limit Bar Gain In Battle d00a14505e68
800a145000ff
d00a14529422
800a14522402

Debug Mode 8009a05c0041
8009abf60041
[note: see a few DBR guides on GameFAQs]

Infinite Gil 8009d260ffff

Quick Level Gain 8009d7d8ffff

Game Timer = 0:00:00 8009d2640000

Inf Time in Reactor 8009d26826e7

Inf HP For Character In First Position 800f5bf4270f
8009d85e270f
8009d85c270f

Inf HP For Character In Second Position 800f5c7c270f
8009e0dc270f
8009e0de270f

Inf HP For Character In Third Position 800f8474270f
8009dc9c270f
8009dc9e270f

Inf MP For Character In First Position 800f5bf6270f
8009d860270f
8009d862270f

```
Inf MP For Character In Second Position  8009dca0270f
8009dca2270f
800f5c3a270f

Inf MP For Character In Third Position  8009e0e0270f
8009e0e2270f
800f5c7e270f

Item Slot Modifiers
1-100
Slot 1
8009cbe0xxxx
Slot 2
8009cbe2xxxx
Slot 3
8009cbe4xxxx
Slot 4
8009cbe6xxxx
Slot 5
8009cbe8xxxx
Slot 6
8009cbeaxxxx
Slot 7
8009cbecxxxx
Slot 8
8009cbeexxxx
Slot 9
8009cbf0xxxx
Slot 10
8009cbf2xxxx
Slot 11
8009cbf4xxxx
Slot 12
8009cbf6xxxx
Slot 13
8009cbf8xxxx
Slot 14
8009cbfaxxxx
Slot 15
8009cbfcxxxx
Slot 16
8009cbfexxxx
Slot 17
8009cc00xxxx
Slot 18
8009cc02xxxx
Slot 19
8009cc04xxxx
Slot 20
8009cc06xxxx
Slot 21
8009cc08xxxx
Slot 22
8009cc0axxxx
Slot 23
8009cc0cxxxx
Slot 24
8009cc0exxxx
Slot 25
```

```
8009cc10xxxx
Slot 26
8009cc12xxxx
Slot 27
8009cc14xxxx
Slot 28
8009cc16xxxx
Slot 29
8009cc18xxxx
Slot 30
8009cc1axxxx
Slot 31
8009cc1cxxxx
Slot 32
8009cc1exxxx
Slot 33
8009cc20xxxx
Slot 34
8009cc22xxxx
Slot 35
8009cc24xxxx
Slot 36
8009cc26xxxx
Slot 37
8009cc28xxxx
Slot 38
8009cc2axxxx
Slot 39
8009cc2cxxxx
Slot 40
8009cc2exxxx
Slot 41
8009cc30xxxx
Slot 42
8009cc32xxxx
Slot 43
8009cc34xxxx
Slot 44
8009cc36xxxx
Slot 45
8009cc38xxxx
Slot 46
8009cc3axxxx
Slot 47
8009cc3cxxxx
Slot 48
8009cc3exxxx
Slot 49
8009cc40xxxx
Slot 50
8009cc42xxxx
Slot 51
8009cc44xxxx
Slot 52
8009cc46xxxx
Slot 53
8009cc48xxxx
Slot 54
8009cc4axxxx
Slot 55
```

```
8009cc4cxxxx
Slot 56
8009cc4exxxx
Slot 57
8009cc50xxxx
Slot 58
8009cc52xxxx
Slot 59
8009cc54xxxx
Slot 60
8009cc56xxxx
Slot 61
8009cc58xxxx
Slot 62
8009cc5axxxx
Slot 63
8009cc5cxxxx
Slot 64
8009cc5exxxx
Slot 65
8009cc60xxxx
Slot 66
8009cc62xxxx
Slot 67
8009cc64xxxx
Slot 68
8009cc66xxxx
Slot 69
8009cc68xxxx
Slot 70
8009cc6axxxx
Slot 71
8009cc6cxxxx
Slot 72
8009cc6exxxx
Slot 73
8009cc70xxxx
Slot 74
8009cc72xxxx
Slot 75
8009cc74xxxx
Slot 76
8009cc76xxxx
Slot 77
8009cc78xxxx
Slot 78
8009cc7axxxx
Slot 79
8009cc7cxxxx
Slot 80
8009cc7exxxx
Slot 81
8009cc80xxxx
Slot 82
8009cc82xxxx
Slot 83
8009cc84xxxx
Slot 84
8009cc86xxxx
Slot 85
```

```
8009cc88xxxx
Slot 86
8009cc8axxxx
Slot 87
8009cc8cxxxx
Slot 88
8009cc8exxxx
Slot 89
8009cc90xxxx
Slot 90
8009cc92xxxx
Slot 91
8009cc94xxxx
Slot 92
8009cc96xxxx
Slot 93
8009cc98xxxx
Slot 94
8009cc9axxxx
Slot 95
8009cc9cxxxx
Slot 96
8009cc9exxxx
Slot 97
8009cca0xxxx
Slot 98
8009cca2xxxx
Slot 99
8009cca4xxxx
Slot 100
8009cca6xxxx

Item Slot Modifiers
101-200
Slot 101
8009cca8xxxx
Slot 102
8009ccaaxxxx
Slot 103
8009ccacxxxx
Slot 104
8009ccaexxxx
Slot 105
8009ccb0xxxx
Slot 106
8009ccb2xxxx
Slot 107
8009ccb4xxxx
Slot 108
8009ccb6xxxx
Slot 109
8009ccb8xxxx
Slot 110
8009ccbaxxxx
Slot 111
8009ccbcxxxx
Slot 112
8009ccbexxxx
Slot 113
8009ccc0xxxx
```

```
Slot 114
8009ccc2xxxx
Slot 115
8009ccc4xxxx
Slot 116
8009ccc6xxxx
Slot 117
8009ccc8xxxx
Slot 118
8009cccaxxxx
Slot 119
8009ccccxxxx
Slot 120
8009cccexxxx
Slot 121
8009ccd0xxxx
Slot 122
8009ccd2xxxx
Slot 123
8009ccd4xxxx
Slot 124
8009ccd6xxxx
Slot 125
8009ccd8xxxx
Slot 126
8009ccdaxxxx
Slot 127
8009ccdcxxxx
Slot 128
8009ccdexxxx
Slot 129
8009cce0xxxx
Slot 130
8009cce2xxxx
Slot 131
8009cce4xxxx
Slot 132
8009cce6xxxx
Slot 133
8009cce8xxxx
Slot 134
8009cceaxxxx
Slot 135
8009ccecxxxx
Slot 136
8009cceexxxx
Slot 137
8009ccf0xxxx
Slot 138
8009ccf2xxxx
Slot 139
8009ccf4xxxx
Slot 140
8009ccf6xxxx
Slot 141
8009ccf8xxxx
Slot 142
8009ccfaxxxx
Slot 143
8009ccfcxxxx
```

```
Slot 144
8009ccfexxxx
Slot 145
8009cd00xxxx
Slot 146
8009cd02xxxx
Slot 147
8009cd04xxxx
Slot 148
8009cd06xxxx
Slot 149
8009cd08xxxx
Slot 150
8009cd0axxxx
Slot 151
8009cd0cxxxx
Slot 152
8009cd0exxxx
Slot 153
8009cd10xxxx
Slot 154
8009cd12xxxx
Slot 155
8009cd14xxxx
Slot 156
8009cd16xxxx
Slot 157
8009cd18xxxx
Slot 158
8009cd1axxxx
Slot 159
8009cd1cxxxx
Slot 160
8009cd1exxxx
Slot 161
8009cd20xxxx
Slot 162
8009cd22xxxx
Slot 163
8009cd24xxxx
Slot 164
8009cd26xxxx
Slot 165
8009cd28xxxx
Slot 166
8009cd2axxxx
Slot 167
8009cd2cxxxx
Slot 168
8009cd2exxxx
Slot 169
8009cd30xxxx
Slot 170
8009cd32xxxx
Slot 171
8009cd34xxxx
Slot 172
8009cd36xxxx
Slot 173
8009cd38xxxx
```

```
Slot 174
8009cd3axxxx
Slot 175
8009cd3cxxxx
Slot 176
8009cd3exxxx
Slot 177
8009cd40xxxx
Slot 178
8009cd42xxxx
Slot 179
8009cd44xxxx
Slot 180
8009cd46xxxx
Slot 181
8009cd48xxxx
Slot 182
8009cd4axxxx
Slot 183
8009cd4cxxxx
Slot 184
8009cd4exxxx
Slot 185
8009cd50xxxx
Slot 186
8009cd52xxxx
Slot 187
8009cd54xxxx
Slot 188
8009cd56xxxx
Slot 189
8009cd58xxxx
Slot 190
8009cd5axxxx
Slot 191
8009cd5cxxxx
Slot 192
8009cd5exxxx
Slot 193
8009cd60xxxx
Slot 194
8009cd62xxxx
Slot 195
8009cd64xxxx
Slot 196
8009cd66xxxx
Slot 197
8009cd68xxxx
Slot 198
8009cd6axxxx
Slot 199
8009cd6cxxxx
Slot 200
8009cd6exxxx

Item Slot Modifiers
201-300
Slot 201
8009cd70xxxx
Slot 202
```

```
8009cd72xxxx
Slot 203
8009cd74xxxx
Slot 204
8009cd76xxxx
Slot 205
8009cd78xxxx
Slot 206
8009cd7axxxx
Slot 207
8009cd7cxxxx
Slot 208
8009cd7exxxx
Slot 209
8009cd80xxxx
Slot 210
8009cd82xxxx
Slot 211
8009cd84xxxx
Slot 212
8009cd86xxxx
Slot 213
8009cd88xxxx
Slot 214
8009cd8axxxx
Slot 215
8009cd8cxxxx
Slot 216
8009cd8exxxx
Slot 217
8009cd90xxxx
Slot 218
8009cd92xxxx
Slot 219
8009cd94xxxx
Slot 220
8009cd96xxxx
Slot 221
8009cd98xxxx
Slot 222
8009cd9axxxx
Slot 223
8009cd9cxxxx
Slot 224
8009cd9exxxx
Slot 225
8009cda0xxxx
Slot 226
8009cda2xxxx
Slot 227
8009cda4xxxx
Slot 228
8009cda6xxxx
Slot 229
8009cda8xxxx
Slot 230
8009cdaaxxxx
Slot 231
8009cdacxxxx
Slot 232
```

```
8009cdaexxxx
Slot 233
8009cdb0xxxx
Slot 234
8009cdb2xxxx
Slot 235
8009cdb4xxxx
Slot 236
8009cdb6xxxx
Slot 237
8009cdb8xxxx
Slot 238
8009cdbaxxxx
Slot 239
8009cdbcxxxx
Slot 240
8009cdbexxxx
Slot 241
8009cdc0xxxx
Slot 242
8009cdc2xxxx
Slot 243
8009cdc4xxxx
Slot 244
8009cdc6xxxx
Slot 245
8009cdc8xxxx
Slot 246
8009cdcaxxxx
Slot 247
8009cdccxxxx
Slot 248
8009cdcexxxx
Slot 249
8009cdd0xxxx
Slot 250
8009cdd2xxxx
Slot 251
8009cdd4xxxx
Slot 252
8009cdd6xxxx
Slot 253
8009cdd8xxxx
Slot 254
8009cddaxxxx
Slot 255
8009cddcxxxx
Slot 256
8009cddexxxx
Slot 257
8009cde0xxxx
Slot 258
8009cde2xxxx
Slot 259
8009cde4xxxx
Slot 260
8009cde6xxxx
Slot 261
8009cde8xxxx
Slot 262
```

```
8009cdeaxxxx
Slot 263
8009cdecxxxx
Slot 264
8009cdeexxxx
Slot 265
8009cdf0xxxx
Slot 266
8009cdf2xxxx
Slot 267
8009cdf4xxxx
Slot 268
8009cdf6xxxx
Slot 269
8009cdf8xxxx
Slot 270
8009cdfaxxxx
Slot 271
8009cdfcxxxx
Slot 272
8009cdfexxxx
Slot 273
8009ce00xxxx
Slot 274
8009ce02xxxx
Slot 275
8009ce04xxxx
Slot 276
8009ce06xxxx
Slot 277
8009ce08xxxx
Slot 278
8009ce0axxxx
Slot 279
8009ce0cxxxx
Slot 280
8009ce0exxxx
Slot 281
8009ce10xxxx
Slot 282
8009ce12xxxx
Slot 283
8009ce14xxxx
Slot 284
8009ce16xxxx
Slot 285
8009ce18xxxx
Slot 286
8009ce1axxxx
Slot 287
8009ce1cxxxx
Slot 288
8009ce1exxxx
Slot 289
8009ce20xxxx
Slot 290
8009ce22xxxx
Slot 291
8009ce24xxxx
Slot 292
```

```
8009ce26xxxx
Slot 293
8009ce28xxxx
Slot 294
8009ce2axxxx
Slot 295
8009ce2cxxxx
Slot 296
8009ce2exxxx
Slot 297
8009ce30xxxx
Slot 298
8009ce32xxxx
Slot 299
8009ce34xxxx
Slot 300
8009ce36xxxx

Item Slot Modifiers
301-320
Slot 301
8009ce38xxxx
Slot 302
8009ce3axxxx
Slot 303
8009ce3cxxxx
Slot 304
8009ce3exxxx
Slot 305
8009ce40xxxx
Slot 306
8009ce42xxxx
Slot 307
8009ce44xxxx
Slot 308
8009ce46xxxx
Slot 309
8009ce48xxxx
Slot 310
8009ce4axxxx
Slot 311
8009ce4cxxxx
Slot 312
8009ce4exxxx
Slot 313
8009ce50xxxx
Slot 314
8009ce52xxxx
Slot 315
8009ce54xxxx
Slot 316
8009ce56xxxx
Slot 317
8009ce58xxxx
Slot 318
8009ce5axxxx
Slot 319
8009ce5cxxxx
Slot 320
8009ce5exxxx
```

```
Item Modifier Digits (Items)
Potion
Hi-Potion
X-Potion
Ether
Turbo Ether
Elixer
Mega Elixer
Phoenix Down
Antidote
Soft
Maiden's Kiss
Cornucopia
Echo Screen
Hyper
Tranquilzer
Remedy
Smoke Bomb
Speed Drink
Hero Drink
Vaccine
Grenade
Shrapnel
Right Arm
Hourglass
Kiss of Death
Spider Web
Dream Powder
Mute Mask
Wargong
Loco Weed
Fire Fang
Fire Veil
Antartic Wind
Ice Crystal
Bolt Plume
Swift Bolt
Earth Drum
Earth Mallet
Deadly Waste
M-Tentacles
Stardust
Vampire Fang
Ghosthand
Vagyrisk Claw
Light Curtain
Lunar Curtain
Mirror
Holy Torch
Bird Wing
Dragon Scales
Impaler
Shrivel
Eye Drop
Molotov
S-mine
8 Inch Cannon
Graviball
T/S Bomb
```

```
Ink
Dazers
Dragon Fang
Cauldron
Sylkis Greens
Reagans Greens
Mimett Greens
Curiel Greens
Pahsana Greens
Tantal Greens
Krakka Greens
Gysahl Greens
Tent
Power Source
Guard Source
Magic Source
Mind Soucre
Speed Source
Luck Source
Zeio Nut
Carob Nut
Porov Nut
Pram Nut
Lasan Nut
Saraha Nut
Luchille Nut
Pepio Nut
Battery
Tissue
Omnislash
Catastrophe
Final Heaven
Great Gospel
Cosmo Memory
All Creation
Chaos
Highwind
1/35 Soldier
Super Sweeper
Masamune Blade
Save Crystal
Combat Diary
Autograph
Gamblet
Desert Rose
Earth Harp
Guide Book

(digits)
c600
c601
c602
c603
c604
c605
c606
c607
c608
c609
c60a
```

```
c60b
c60c
c60d
c60e
c60f
c610
c611
c612
c613
c614
c615
c616
c617
c618
c619
c61a
c61b
c61c
c61d
c61e
c61f
c620
c621
c622
c623
c624
c625
c626
c627
c628
c629
c62a
c62b
c62c
c62d
c62e
c62f
c630
c631
c632
c633
c634
c635
c636
c637
c638
c639
c63a
c63b
c63c
c63d
c63e
c63f
c640
c641
c642
c643
c644
c645
c646
```

```
c647
c648
c649
c64a
c64b
c64c
c64d
c64e
c64f
c650
c651
c652
c653
c654
c655
c656
c657
c658
c659
c65a
c65b
c65c
c65d
c65e
c65f
c660
c661
c662
c663
c664
c665
c666
c667
c668
```

Item Modifier Digits (Weapons)
Buster Sword
Mythrill Sword
Hardedge
Butterfly Edge
Enhance Sword
Organics
Crystal Sword
Force Stealer
Rune Blade
Murosame
Nail Bat
Yoshiyuki
Apocalypse
Heaven's Cloud
Ragnarok
Ultima Weapon
Leather Glove
Metal Knuckle
Mythrill Claw
Grand Glove
Tiger Fang
Diamond Knuckle
Dragon Claw
Crystal Glove

```
Motor Drive
Platinum Fist
Kaiser Knuckle
Work Glove
Power Soul
Master Fist
God's Hand
Premium Hart
Gatling Gun
Assault Gun
Cannon Ball
Atomic Scissors
Heavy Vulcan
Chainsaw
Micro Laser
A-M Cannon
W machine Gun
Drill Arm
Solid Bazooka
Rocket Punch
Enemy Launcher
Pile Banger
Max Ray
Missing Score
Mythrill Clip
Diamond Pin
Silver Barrette
Gold Barrette
Adaman Clip
Crystal Comb
Magic Comb
Plus Barrette
Cent Clip
Hari Pin
Seraph Comb
Behemonth Horn
Spring Gun Clip
Limited Moon
Guard Stick
Mythrill Rod
Full Metal Staff
Striking Staff
Prism Staff
Aurora Rod
Wizard Staff
Wizer Staff
Fairy Tale
Umbrella
Princess Guard
Spear
Slash Lance
Trident
Mast Ax
Partisan
Viper Halberd
Javelin
Grow Lance
Mop
Dragoon Lane
Scimitar
```

```
Flayer
Spirit Lance
Venus Gospel
4 - Point Shuriken
Boomerang
Pinwheel
Razor Ring
Hawkeye
Crystal Cross
Wind Slash
Twin Viper
Spiral Shuriken
Superball
Magic Shuriken
Rising Sun
Oritsuru
Conformer
Yellow M-Phone
Green M-Phone
Blue M-Phone
Red M-Phone
Crystal M-Phone
White M-Phone
Black M-Phone
Silver M-Phone
Trumpet Shell
Gold M-Phone
Battle Trumpet
Starlight Phone
HP Shout
Quicksilver
Shotgun
Shortbarrell
Lariat
Winchester
Peacemaker
Buntline
Longbarrell
Silver Rifle
Sniper CR
Supershot ST
Outsider
Death Penalty
Masamune

(digits)
c680
c681
c682
c683
c684
c685
c686
c687
c688
c689
c68a
c68b
c68c
c68d
```

```
c68e
c68f
c690
c691
c692
c693
c694
c695
c696
c697
c698
c699
c69a
c69b
c69c
c69d
c69e
c69f
c6a0
c6a1
c6a2
c6a3
c6a4
c6a5
c6a6
c6a7
c6a8
c6a9
c6aa
c6ab
c6ac
c6ad
c6ae
c6af
c6b0
c6b1
c6b2
c6b3
c6b4
c6b5
c6b6
c6b7
c6b8
c6b9
c6ba
c6bb
c6bc
c6bd
c6be
c6bf
c6c0
c6c1
c6c2
c6c3
c6c4
c6c5
c6c6
c6c7
c6c8
c6c9
```

```
c6ca
c6cb
c6cc
c6cd
c6ce
c6cf
c6d0
c6d1
c6d2
c6d3
c6d4
c6d5
c6d6
c6d7
c6d8
c6d9
c6da
c6db
c6dc
c6dd
c6de
c6df
c6e0
c6e1
c6e2
c6e3
c6e4
c6e5
c6e6
c6e7
c6e8
c6e9
c6ea
c6eb
c6ec
c6ed
c6ee
c6ef
c6f0
c6f1
c6f2
c6f3
c6f4
c6f5
c6f6
c6f7
c6f8
c6f9
c6fa
c6fb
c6fc
c6fd
c6fe
c6ff

Item Modifier Digits (Armor/Accessories)
Bronze Bangle
Iron Bangle
Titan Bangle
Mythrill Amulet
```

```
Carbo Bangle
Silver Armlet
Gold Armlet
Diamond Bangle
Crystal Bangle
Platinum Bangle
Rune Armlet
Endicoat
Wizard Bracelet
Adaman Bangle
Giga Armlet
Imperial Guard
Aegis Armlet
Fourth Bracelet
Warrior Bangle
Shinra Beta
Shinra Alpha
Four Slots
Fire Armlet
Aurora Armlet
Bolt Armlet
Dragon Armlet
Minerva Band
Escort Guard
Mystile
Ziedrich
Precious Watch
Choco Bracelet
Power Wrist
Protect Vest
Earring
Tailsman
Choco Feather
Amulet
Champion Belt
Poison Ring
Touph Ting
Circlet
Star Pendant
Silver Glasses
Head Band
Fairy Ring
Jem Ring
White Cape
Sprint Shoes
Peace Ring
Ribbon
Fire Ring
Ice Ring
Bolt Ring
tetra Elemental
Safety Bit
Fury Ring
Curse Ring
Protect Ring
Cat's Bell
Reflect Ring
Water Ring
Sneak Glove
Hypno Crown
```

```
(digits)
c700
c701
c702
c703
c704
c705
c706
c707
c708
c709
c70a
c70b
c70c
c70d
c70e
c70f
c710
c711
c712
c713
c714
c715
c716
c717
c718
c719
c71a
c71b
c71c
c71d
c71e
c71f
c720
c721
c722
c723
c724
c725
c726
c727
c728
c729
c72a
c72b
c72c
c72d
c72e
c72f
c730
c731
c732
c733
c734
c735
c736
c737
c738
c739
```

```
c73a
c73b
c73c
c73d
c73e
c73f

Materia Slot Modifiers
1-100
Slot 1
8009ce60c8xx
Slot 2
8009ce64c8xx
Slot 3
8009ce68c8xx
Slot 4
8009ce6cc8xx
Slot 5
8009ce70c8xx
Slot 6
8009ce74c8xx
Slot 7
8009ce78c8xx
Slot 8
8009ce7cc8xx
Slot 9
8009ce80c8xx
Slot 10
8009ce84c8xx
Slot 11
8009ce88c8xx
Slot 12
8009ce8cc8xx
Slot 13
8009ce90c8xx
Slot 14
8009ce94c8xx
Slot 15
8009ce98c8xx
Slot 16
8009ce9cc8xx
Slot 17
8009cea0c8xx
Slot 18
8009cea4c8xx
Slot 19
8009cea8c8xx
Slot 20
8009ceacc8xx
Slot 21
8009ceb0c8xx
Slot 22
8009ceb4c8xx
Slot 23
8009ceb8c8xx
Slot 24
8009cebcc8xx
Slot 25
8009cec0c8xx
Slot 26
```

```
8009cec4c8xx
Slot 27
8009cec8c8xx
Slot 28
8009ceccc8xx
Slot 29
8009ced0c8xx
Slot 30
8009ced4c8xx
Slot 31
8009ced8c8xx
Slot 32
8009cedcc8xx
Slot 33
8009cee0c8xx
Slot 34
8009cee4c8xx
Slot 35
8009cee8c8xx
Slot 36
8009ceecc8xx
Slot 37
8009cef0c8xx
Slot 38
8009cef4c8xx
Slot 39
8009cef8c8xx
Slot 40
8009cefcc8xx
Slot 41
8009cf00c8xx
Slot 42
8009cf04c8xx
Slot 43
8009cf08c8xx
Slot 44
8009cf0cc8xx
Slot 45
8009cf10c8xx
Slot 46
8009cf14c8xx
Slot 47
8009cf18c8xx
Slot 48
8009cf1cc8xx
Slot 49
8009cf20c8xx
Slot 50
8009cf24c8xx
Slot 51
8009cf28c8xx
Slot 52
8009cf2cc8xx
Slot 53
8009cf30c8xx
Slot 54
8009cf34c8xx
Slot 55
8009cf38c8xx
Slot 56
```

```
8009cf3cc8xx
Slot 57
8009cf40c8xx
Slot 58
8009cf44c8xx
Slot 59
8009cf48c8xx
Slot 60
8009cf4cc8xx
Slot 61
8009cf50c8xx
Slot 62
8009cf54c8xx
Slot 63
8009cf58c8xx
Slot 64
8009cf5cc8xx
Slot 65
8009cf60c8xx
Slot 66
8009cf64c8xx
Slot 67
8009cf68c8xx
Slot 68
8009cf6cc8xx
Slot 69
8009cf70c8xx
Slot 70
8009cf74c8xx
Slot 71
8009cf78c8xx
Slot 72
8009cf7cc8xx
Slot 73
8009cf80c8xx
Slot 74
8009cf84c8xx
Slot 75
8009cf88c8xx
Slot 76
8009cf8cc8xx
Slot 77
8009cf90c8xx
Slot 78
8009cf94c8xx
Slot 79
8009cf98c8xx
Slot 80
8009cf9cc8xx
Slot 81
8009cfa0c8xx
Slot 82
8009cfa4c8xx
Slot 83
8009cfa8c8xx
Slot 84
8009cfacc8xx
Slot 85
8009cfb0c8xx
Slot 86
```

```
8009cfb4c8xx
Slot 87
8009cfb8c8xx
Slot 88
8009cfbcc8xx
Slot 89
8009cfc0c8xx
Slot 90
8009cfc4c8xx
Slot 91
8009cfc8c8xx
Slot 92
8009cfccc8xx
Slot 93
8009cfd0c8xx
Slot 94
8009cfd4c8xx
Slot 95
8009cfd8c8xx
Slot 96
8009cfdcc8xx
Slot 97
8009cfe0c8xx
Slot 98
8009cfe4c8xx
Slot 99
8009cfe8c8xx
Slot 100
8009cfecc8xx

Materia Slot Modifiers
101-200
Slot 101
8009cff0c8xx
Slot 102
8009cff4c8xx
Slot 103
8009cff8c8xx
Slot 104
8009cffcc8xx
Slot 105
8009d000c8xx
Slot 106
8009d004c8xx
Slot 107
8009d008c8xx
Slot 108
8009d00cc8xx
Slot 109
8009d010c8xx
Slot 110
8009d014c8xx
Slot 111
8009d018c8xx
Slot 112
8009d01cc8xx
Slot 113
8009d020c8xx
Slot 114
8009d024c8xx
```

```
Slot 115
8009d028c8xx
Slot 116
8009d02cc8xx
Slot 117
8009d030c8xx
Slot 118
8009d034c8xx
Slot 119
8009d038c8xx
Slot 120
8009d03cc8xx
Slot 121
8009d040c8xx
Slot 122
8009d044c8xx
Slot 123
8009d048c8xx
Slot 124
8009d04cc8xx
Slot 125
8009d050c8xx
Slot 126
8009d054c8xx
Slot 127
8009d058c8xx
Slot 128
8009d05cc8xx
Slot 129
8009d060c8xx
Slot 130
8009d064c8xx
Slot 131
8009d068c8xx
Slot 132
8009d06cc8xx
Slot 133
8009d070c8xx
Slot 134
8009d074c8xx
Slot 135
8009d078c8xx
Slot 136
8009d07cc8xx
Slot 137
8009d080c8xx
Slot 138
8009d084c8xx
Slot 139
8009d088c8xx
Slot 140
8009d08cc8xx
Slot 141
8009d090c8xx
Slot 142
8009d094c8xx
Slot 143
8009d098c8xx
Slot 144
8009d09cc8xx
```

```
Slot 145
8009d0a0c8xx
Slot 146
8009d0a4c8xx
Slot 147
8009d0a8c8xx
Slot 148
8009d0acc8xx
Slot 149
8009d0b0c8xx
Slot 150
8009d0b4c8xx
Slot 151
8009d0b8c8xx
Slot 152
8009d0bcc8xx
Slot 153
8009d0c0c8xx
Slot 154
8009d0c4c8xx
Slot 155
8009d0c8c8xx
Slot 156
8009d0ccc8xx
Slot 157
8009d0d0c8xx
Slot 158
8009d0d4c8xx
Slot 159
8009d0d8c8xx
Slot 160
8009d0dcc8xx
Slot 161
8009d0e0c8xx
Slot 162
8009d0e4c8xx
Slot 163
8009d0e8c8xx
Slot 164
8009d0ecc8xx
Slot 165
8009d0f0c8xx
Slot 166
8009d0f4c8xx
Slot 167
8009d0f8c8xx
Slot 168
8009d0fcc8xx
Slot 169
8009d100c8xx
Slot 170
8009d104c8xx
Slot 171
8009d108c8xx
Slot 172
8009d10cc8xx
Slot 173
8009d110c8xx
Slot 174
8009d114c8xx
```

```
Slot 175
8009d118c8xx
Slot 176
8009d11cc8xx
Slot 177
8009d120c8xx
Slot 178
8009d124c8xx
Slot 179
8009d128c8xx
Slot 180
8009d12cc8xx
Slot 181
8009d130c8xx
Slot 182
8009d134c8xx
Slot 183
8009d138c8xx
Slot 184
8009d13cc8xx
Slot 185
8009d140c8xx
Slot 186
8009d144c8xx
Slot 187
8009d148c8xx
Slot 188
8009d14cc8xx
Slot 189
8009d150c8xx
Slot 190
8009d154c8xx
Slot 191
8009d158c8xx
Slot 192
8009d15cc8xx
Slot 193
8009d160c8xx
Slot 194
8009d164c8xx
Slot 195
8009d168c8xx
Slot 196
8009d16cc8xx
Slot 197
8009d170c8xx
Slot 198
8009d174c8xx
Slot 199
8009d178c8xx
Slot 200
8009d17cc8xx

Materia Modifier Digits   (Materias)
MP Plus
HP Plus
Speed Plus
Magic Plus
Luck Plus
EXP Plus
```

```
Gil Plus
Enemy Away
Enemy Lure
Chocobo Lure
Pre-Emptive
Long Range
Mega All
Counter Attack
Slash All
Double Cut
Cover
Underwater
HP<->MP
W-Magic
W-Summon
W-Item
All
Counter
Magic Counter
MP Turbo
MP Absorb
HP Absorb
Elemental
Added Effect
Sneack Attack
Final Attack
Added Cut
Steal as Well
Quadra Magic
Steal as Well
Sense
Throws
Morphs
Deathblow
Manipulate
Mime
Enemy Skill
Master Command
Fire
Ice
Earth
Lightning
Restore
Heal
Revive
Seal
Mystify
Transform
Exit
Poison
Gravity
Barrier
Comet
Time
Destruct
Contain
Full Cure
Shield
Ultima
Master Magic
```

```
Choco/mog
Shiva
Ifrit
Ramuh
Titan
Odin
Leviathan
Bahamut
Kjata
Alexander
Pheonix
Neo Bahamut
Hades
Typoon
Bahamut Zero
Knights of Round
Master Summon

(digits)
00
01
02
03
04
05
06
07
08
09
0a
0b
0c
0d
0e
0f
10
11
12
13
14
15
16
17
19
1a
1b
1c
1d
1e
1f
20
21
22
23
24
25
27
28
29
2a
```

```
2b
2c
30
31
32
33
34
35
36
37
38
39
3a
3b
3c
3d
3e
40
41
44
45
46
47
48
49
4a
4b
4c
4d
4e
4f
50
51
52
53
54
55
56
57
58
59
5a
```

==

              .:'*':. 35. Fort Condor/Bone Village .:'*':.   #SI5E

==

=-=
                              1. Fort Condor
=-=

Fort Condor, the home of a rather large sidequest that spans the majority of
the game. You as a beginner may have fought in a few of the battles, but all of
them? Probably not. This is what this subsection is dedicated to. You can go
into Fort Condor at specific times throughout the game and speak to the man on
the very top floor (the highest you can go). From here you can partake in
battles (there are 20 in total) to defend Fort Condor against advancing hordes.

```
The units you can set on the field are (note that not all of them can be
accessed right away, however):

--------------------------------------------------------------------------------
-   ATTACKER                                                                   -
--------------------------------------------------------------------------------

-> Unit's Name/Cost: Attacker/420
-> Hit Points: 180
-> Unit's Range: 1
-> Damage Dealt: 25; 12 to Commander
-> [Dmg x 2]: Beast
-> [Dmg x 1/2]: Barbarian


--------------------------------------------------------------------------------
-   CATAPULT                                                                   -
--------------------------------------------------------------------------------

-> Unit's Name/Cost: Catapult/480
-> Hit Points: 100
-> Unit's Range: 5; once attacks hit, there is an outburst of further damage
that spans 1, 2 spaces
-> Damage Dealt: 18; 9 to Commander
-> [Dmg x 2]: None
-> [Dmg x 1/2]: None


--------------------------------------------------------------------------------
-   DEFENDER                                                                   -
--------------------------------------------------------------------------------

-> Unit's Name/Cost: Defender/440
-> Hit Points: 220
-> Unit's Range: 1
-> Damage Dealt: 35; 17 to Commander
-> [Dmg x 2]: Barbarian
-> [Dmg x 1/2]: Wyvern


--------------------------------------------------------------------------------
-   FIGHTER                                                                    -
--------------------------------------------------------------------------------

-> Unit's Name/Cost: Fighter/400
-> Hit Points: 200
-> Unit's Range: 1
-> Damage Dealt: 30; 15 to Commander
-> [Dmg x 2]: None
-> [Dmg x 1/2]: None


--------------------------------------------------------------------------------
-   FIRE CATAPULT                                                              -
--------------------------------------------------------------------------------

-> Unit's Name/Cost: Fire Catapult/600
-> Hit Points: 120
-> Unit's Range: 6; once attacks hit, there is an outburst of further damage
that spans 1, 2 spaces
-> Damage Dealt: 25; 12 to Commander
-> [Dmg x 2]: None
-> [Dmg x 1/2]: None
```

- Note: if all battles are fought up to 4th Battle, Fire Catapult will be
available from then on

-    REPAIRER   -

-> Unit's Name/Cost: Repairer/480
-> Hit Points: 160
-> Unit's Range: 1
-> Damage Dealt: 10; 5 to Commander
-> [Dmg x 2]: None
-> [Dmg x 1/2]: None

-    SHOOTER   -

-> Unit's Name/Cost: Shooter/520
-> Hit Points: 160
-> Unit's Range: 1, 2, 3
-> Damage Dealt: 20; 6 to Commander
-> [Dmg x 2]: Wyvern
-> [Dmg x 1/2]: Beast

-    STONER   -

-> Unit's Name/Cost: Stoner/480
-> Hit Points: 100
-> Unit's Range: 1, 2, 3, 4
-> Damage Dealt: 20; 10 to Commander
-> [Dmg x 2]: None
-> [Dmg x 1/2]: Wyvern

-    TRI-STONER   -

-> Unit's Name/Cost: Tri-Stoner/1000
-> Hit Points: 150
-> Unit's Range: 1, 2, 3, 4, 5
-> Damage Dealt: 35; 15 to Commander
-> [Dmg x 2]: None
-> [Dmg x 1/2]: Wyvern

- Note: if all battles are fought up to 4th Battle, Tri-Stoner will be
available from then on

-    WORKER   -

-> Unit's Name/Cost: Worker/400
-> Hit Points: 160
-> Unit's Range: 1
-> Damage Dealt: 15; 7 to Commander
-> [Dmg x 2]: None
-> [Dmg x 1/2]: None

Okay. The maximum amount of units you can put on the field is 20 during any
battle. You cannot partake in any battles unless you have less than 4000 Gil.
Also, you don't actually have set up yourself; you can pay the Fort 3000-32767
Gil, and they will take care of the preparations.

Now that we have that covered, let's take a look at the variety of enemies that
you'll be facing in the 20 total battles available at Fort Condor, shall we?

-    BARBARIAN   -

-> Enemy's Name: Barbarian
-> Hit Points: 130
-> Enemy's Range: 1, 2, 3
-> Damage Dealt: 15
-> [Dmg x 2]: Attacker
-> [Dmg x 1/2]: Defender

-    BEAST   -

-> Enemy's Name: Beast
-> Hit Points: 180
-> Enemy's Range: 1
-> Damage Dealt: 25
-> [Dmg x 2]: Shooter
-> [Dmg x 1/2]: Attacker

-    COMMANDER   -

-> Enemy's Name: Commander
-> Hit Points: 230
-> Enemy's Range: 1
-> Damage Dealt: 50
-> [Dmg x 2]: None
-> [Dmg x 1/2]: None

- Note: all of your units do -at most- [Dmg x 1/2] to Commander

----
-    WYVERN   -

-> Enemy's Name: Wyvern
-> Hit Points: 140
-> Enemy's Range: 1
-> Damage Dealt: 20
-> [Dmg x 2]: Defender
-> [Dmg x 1/2]: Shooter

With that covered, let's touch a little bit on the battles themselves. First
of all, as already mentioned, the goal of these battles is to defend Fort
Condor. As such, we must stay alive while the enemies fall. The only two ways
to end a battle are either 1) the Commander is killed (which will be the last
enemy to come out as the last wave); or, 2) no enemies remain on screen at one

time. This may seem easy, but a lot of times this proves to be a challenge, especially as time progresses in the game. What follows is a pretty large list of all the Fort Condor battles available throughout the game, and exactly the enemies you'll face in them. Also, note that under "Waves of Enemies," the enemy listed on the left of the comma is the enemy that comes from the bottom left, and the enemy to the right of the comma is the enemy that comes in the same wave but from the bottom right of the screen. "-" will be used to denote that no enemies from that particular side during that particular wave.

```
--------------------------------------------------------------------------------
-    1ST BATTLE                                                                -
--------------------------------------------------------------------------------
```

-> Available When?: First visit to Fort Condor
-> Available Prize: Magic Comb x1
-> Waves of Enemies: 1) Beast, Beast
                     2) Beast, Beast
                     3) Wyvern, Wyvern
                     4) Beast, Beast
                     5) Wyvern, Beast
                     6) -, Commander

```
--------------------------------------------------------------------------------
-    2ND BATTLE                                                                -
--------------------------------------------------------------------------------
```

-> Available When?: After Bottomswell battle and sleeping in the house in the village below Junon (before getting Shiva)
-> Available Prize: Peace Ring x1
-> Waves of Enemies: 1) Wyvern, Beast
                     2) Barbarian, -
                     3) Wyvern, Beast
                     4) -, Vyvern
                     5) Beast, Beast
                     6) Beast, Wyvern
                     7) Barbarian, Barbarian
                     8) Wyvern, Barbarian
                     9) Beast, Wyvern
                     10) Barbarian, -
                     11) -, Beast
                     12) Beast, -
                     13) -, Commander

```
--------------------------------------------------------------------------------
-    3RD BATTLE                                                                -
--------------------------------------------------------------------------------
```

-> Available When?: After entering the water with Mr. Dolphin, but before calling him with the Dolphin Whistle
-> Available Prize: Tincture x3 (acutally Ether x3)
-> Waves of Enemies: 1) Wyvern, Beast
                     2) Barbarian, -
                     3) Wyvern, Beast
                     4) -, Vyvern
                     5) Beast, Beast
                     6) Beast, Wyvern
                     7) Barbarian, Barbarian
                     8) Wyvern, Barbarian
                     9) Beast, Wyvern
                     10) Barbarian, -

```
                       11) -, Beast
                       12) Beast, -
                       13) -, Commander


--------------------------------------------------------------------------------
-    4TH BATTLE                                                                -
--------------------------------------------------------------------------------

-> Available When?: After obtaining the Buggy, but before going to Cosmo Canyon
for the first time
-> Available Prize: Megalixir x1
-> Waves of Enemies: 1) Beast, Barbarian
                       2) -, Wyvern
                       3) Barbarian, Beast
                       4) -, Wyvern
                       5) Beast, Beast
                       6) -, Wyvern
                       7) Barbarian, Barbarian
                       8) -, Wyvern
                       9) -, Wyvern
                       10) -, Wyvern
                       11) -, Wyvern
                       12) -, Wyvern
                       13) Barbarian, Barbarian
                       14) Beast, Beast
                       15) -, Beast
                       16) Barbarian, -
                       17) Wyvern, Barbarian
                       18) -, Commander


--------------------------------------------------------------------------------
-    5TH BATTLE                                                                -
--------------------------------------------------------------------------------

-> Available When?: You must park your Buggy far from Cosmo Canyon (before it
breaks down), and then come back after choosing your group for Cave of the Gi
-> Available Prize: Potion x5 (actually Hi-Potion x5)
-> Waves of Enemies: 1) Beast, Barbarian
                       2) -, Wyvern
                       3) Barbarian, Beast
                       4) -, Wyvern
                       5) Beast, Beast
                       6) -, Wyvern
                       7) Barbarian, Barbarian
                       8) -, Wyvern
                       9) -, Wyvern
                       10) -, Wyvern
                       11) -, Wyvern
                       12) -, Wyvern
                       13) Barbarian, Barbarian
                       14) Beast, Beast
                       15) -, Beast
                       16) Barbarian, -
                       17) Wyvern, Barbarian
                       18) -, Commander


--------------------------------------------------------------------------------
-    6TH BATTLE                                                                -
--------------------------------------------------------------------------------
```

```
-> Available When?: After Cave of the Gi, but before speaking with Shera in
Rocket Town
-> Available Prize: Potion x5 (actually Hi-Potion x5)
-> Waves of Enemies: 1) Beast, Barbarian
                     2) -, Wyvern
                     3) Barbarian, Beast
                     4) -, Wyvern
                     5) Beast, Beast
                     6) -, Wyvern
                     7) Barbarian, Barbarian
                     8) -, Wyvern
                     9) -, Wyvern
                     10) -, Wyvern
                     11) -, Wyvern
                     12) -, Wyvern
                     13) Barbarian, Barbarian
                     14) Beast, Beast
                     15) -, Beast
                     16) Barbarian, -
                     17) Wyvern, Barbarian
                     18) -, Commander


-------------------------------------------------------------------------------
-    7TH BATTLE                                                               -
-------------------------------------------------------------------------------

-> Available When?: After speaking with Shera in Rocket Town, but before Rufus
comes to Rocket Town
-> Available Prize: Superball x1
-> Waves of Enemies: 1) Wyvern, Wyvern
                     2) Barbarian, Barbarian
                     3) Beast, Beast
                     4) Wyvern, Wyvern
                     5) Wyvern, Wyvern
                     6) Barbarian, Barbarian
                     7) Barbarian, Barbarian
                     8) Beast, Beast
                     9) Beast, Beast
                     10) Barbarian, Beast
                     11) Wyvern, Barbarian
                     12) Beast, Barbarian
                     13) Wyvern, Wyvern
                     14) Wyvern, Wyvern
                     15) Barbarian, -
                     16) -, Commander


-------------------------------------------------------------------------------
-    8TH BATTLE                                                               -
-------------------------------------------------------------------------------

-> Available When?: After obtaining the Tiny Bronco, but before obtaining the
Keystone
-> Available Prize: Turbo Ether x3
-> Waves of Enemies: 1) Wyvern, Wyvern
                     2) Barbarian, Barbarian
                     3) Beast, Beast
                     4) Wyvern, Wyvern
                     5) Wyvern, Wyvern
                     6) Barbarian, Barbarian
                     7) Barbarian, Barbarian
```

```
                          8) Beast, Beast
                          9) Beast, Beast
                          10) Barbarian, Beast
                          11) Wyvern, Barbarian
                          12) Beast, Barbarian
                          13) Wyvern, Wyvern
                          14) Wyvern, Wyvern
                          15) Barbarian, -
                          16) -, Commander


-------------------------------------------------------------------------------
-    9TH BATTLE                                                                -
-------------------------------------------------------------------------------


-> Available When?: After speaking with Shera in Rocket Town, but before Rufus
comes to Rocket Town
-> Available Prize: Turbo Ether x3
-> Waves of Enemies: 1) Wyvern, Wyvern
                     2) Barbarian, Barbarian
                     3) Beast, Beast
                     4) Wyvern, Wyvern
                     5) Wyvern, Wyvern
                     6) Barbarian, Barbarian
                     7) Barbarian, Barbarian
                     8) Beast, Beast
                     9) Beast, Beast
                     10) Barbarian, Beast
                     11) Wyvern, Barbarian
                     12) Beast, Barbarian
                     13) Wyvern, Wyvern
                     14) Wyvern, Wyvern
                     15) Barbarian, -
                     16) -, Commander


-------------------------------------------------------------------------------
-    10TH BATTLE                                                               -
-------------------------------------------------------------------------------


-> Available When?: After Temple of the Ancients, but before using the Lunar
Harp to awaken Sleeping Forest
-> Available Prize: X-Potion x5 (blank text screen)
-> Waves of Enemies: 1) Barbarian, Barbarian
                     2) Barbarian, -
                     3) Barbarian, Barbarian
                     4) Wyvern, -
                     5) Wyvern, Wyvern
                     6) Wyvern, -
                     7) Wyvern, Wyvern
                     8) Wyvern, Wyvern
                     9) -, Wyvern
                     10) Wyvern, Wyvern
                     11) -, Beast
                     12) Beast, -
                     13) -, Beast
                     14) Beast, -
                     15) -, Beast
                     16) Beast, -
                     17) -, Beast
                     18) Beast, -
                     19) -, Barbarian
```

```
                         20) -, Barbarian
                         21) -, Barbarian
                         22) Wyvern, -
                         23) -, Wyvern
                         24) Beast, Beast
                         25) Beast, Beast
                         26) Beast, -
                         27) -, Commander


--------------------------------------------------------------------------------
-    11TH BATTLE                                                               -
--------------------------------------------------------------------------------

-> Available When?: After Temple of the Ancients, but before using the Lunar
Harp to awaken Sleeping Forest
-> Available Prize: X-Potion x5 (blank text screen)
-> Waves of Enemies: 1) Barbarian, Barbarian
                     2) Barbarian, -
                     3) Barbarian, Barbarian
                     4) Wyvern, -
                     5) Wyvern, Wyvern
                     6) Wyvern, -
                     7) Wyvern, Wyvern
                     8) Wyvern, Wyvern
                     9) -, Wyvern
                     10) Wyvern, Wyvern
                     11) -, Beast
                     12) Beast, -
                     13) -, Beast
                     14) Beast, -
                     15) -, Beast
                     16) Beast, -
                     17) -, Beast
                     18) Beast, -
                     19) -, Barbarian
                     20) -, Barbarian
                     21) -, Barbarian
                     22) Wyvern, -
                     23) -, Wyvern
                     24) Beast, Beast
                     25) Beast, Beast
                     26) Beast, -
                     27) -, Commander


--------------------------------------------------------------------------------
-    12TH BATTLE                                                               -
--------------------------------------------------------------------------------

-> Available When?: After using the Lunar Harp to awaken Sleeping Forest, but
before sleeping in the City of the Ancients
-> Available Prize: X-Potion x5 (blank text screen)
-> Waves of Enemies: 1) Barbarian, Barbarian
                     2) Barbarian, -
                     3) Barbarian, Barbarian
                     4) Wyvern, -
                     5) Wyvern, Wyvern
                     6) Wyvern, -
                     7) Wyvern, Wyvern
                     8) Wyvern, Wyvern
                     9) -, Wyvern
```

```
                        10) Wyvern, Wyvern
                        11) -, Beast
                        12) Beast, -
                        13) -, Beast
                        14) Beast, -
                        15) -, Beast
                        16) Beast, -
                        17) -, Beast
                        18) Beast, -
                        19) -, Barbarian
                        20) -, Barbarian
                        21) -, Barbarian
                        22) Wyvern, -
                        23) -, Wyvern
                        24) Beast, Beast
                        25) Beast, Beast
                        26) Beast, -
                        27) -, Commander
```

-    13TH BATTLE   -

-> Available When?: After Sleeping in the City of the Ancients, but before the
end of disk 1/beginning of disk 2
-> Available Prize: Elixir x3
-> Waves of Enemies: 1) Beast, Beast
```
                     2) Beast, Beast
                     3) Beast, -
                     4) Barbarian, Barbarian
                     5) Barbarian, Barbarian
                     6) Barbarian, -
                     7) Wyvern, Wyvern
                     8) Wyvern, Wyvern
                     9) Wyvern, -
                     10) Beast, -
                     11) Beast, Beast
                     12) Beast, Beast
                     13) Beast, Beast
                     14) Barbarian, -
                     15) Barbarian, Barbarian
                     16) Barbarian, Barbarian
                     17) Barbarian, Barbarian
                     18) Wyvern, -
                     19) Wyvern, Wyvern
                     20) Wyvern, Wyvern
                     21) Wyvern, Wyvern
                     22) -, Beast
                     23) Barbarian, Beast
                     24) -, Commander
```

-    14TH BATTLE ~ 18TH BATTLE   -

These battles are never available cannot be fought, but they take place between
the time you defeat Jenova-DEATH and the time you obtain the Highwind.

-    19TH BATTLE   -

```
--------------------------------------------------------------------------------

-> Available When?: At any point Tifa is in charge of your party (after
obtaining the Highwind), before Cloud rejoins your party (before going to
Mideel)
-> Available Prize: Elixir x3
-> Waves of Enemies: 1) Beast, Beast
                     2) Beast, Beast
                     3) Beast, -
                     4) Barbarian, Barbarian
                     5) Barbarian, Barbarian
                     6) Barbarian, -
                     7) Wyvern, Wyvern
                     8) Wyvern, Wyvern
                     9) Wyvern, -
                     10) Beast, -
                     11) Beast, Beast
                     12) Beast, Beast
                     13) Beast, Beast
                     14) Barbarian, -
                     15) Barbarian, Barbarian
                     16) Barbarian, Barbarian
                     17) Barbarian, Barbarian
                     18) Wyvern, -
                     19) Wyvern, Wyvern
                     20) Wyvern, Wyvern
                     21) Wyvern, Wyvern
                     22) -, Beast
                     23) Barbarian, Beast
                     24) -, Commander

--------------------------------------------------------------------------------
-    20TH BATTLE                                                                -
--------------------------------------------------------------------------------

-> Available When?: This battle is mandatory (forced)
-> Available Prize: Phoenix x1, Imperial Guard x1, Huge Materia x1
-> Waves of Enemies: 1) Barbarian, Beast
                     2) Barbarian, Beast
                     3) Wyvern, Beast
                     4) Beast, Barbarian
                     5) Barbarian, Beast
                     6) Beast, Barbarian
                     7) Beast, -
                     8) Barbarian, -
                     9) Wyvern, -
                     10) Beast, -
                     11) Barbarian, -
                     12) Wyvern, -
                     13) Beast, -
                     14) Barbarian, -
                     15) -, Wyvern
                     16) -, Beast
                     17) -, Barbarian
                     18) -, Wyvern
                     19) -, Beast
                     20) -, Barbarian
                     21) Barbarian, Barbarian
                     22) Barbarian, Barbarian
                     23) Barbarian, Barbarian
```

```
                      24) Beast, Beast
                      25) Beast, Beast
                      26) Beast, Beast
                      27) Wyvern, Wyvern
                      28) Wyvern, Wyvern
                      29) Wyvern, -
                      30) -, Commander
```

- Note: that at aside from the prizes awarded at the end of each battle, you
will receive [original units left standing x 200] Gil.

Also note that if you lose any of the tactical battles in Fort Condor (ie. the
enemy makes it to your side), you will have to fight a normal battle (with your
selected party) against a CMD. Grand Horn. If you are made to fight one of
these, the next time you win a tactical battle, you will receive the prize from
the last tactical battle you lost (where you fought the CMD. Grand Horn). There
are three types of CMD. Grand Horns, and the one you fight at any given moment
is variable upon when in the game they take place.

```
================================================================================
-    CMD. GRAND HORN                                                           -
================================================================================
```

-> Monster's Name: CMD. Grand Horn
-> Monster's Locations:
- Fort Condor (early disk 1) (lose tactical battles)
-> Monster's Level: 19
-> EXP for Defeating: 200
-> AP for Defeating: 20
-> Gil for Defeating: 2400
-> Item Dropped from Monster: Vagyrisk Claw x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 2000
-> Monster's MP: 100
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   40, 30, 5,   57, 20, 32, 10
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death

-> Attacks:

```
* Name                    MP   Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
--------------------------------------------------------------------------------
* Grand Attack            0    A/1  Phys  Sht   Phys  16      100  X  X
^ Punch                   0    1    Phys  Hit   Phys  16      95   X  X
* Poison Breath           10   1    Mag   Psn   Mag   12      90   X  X  (1)
```

(1) Poison [84]

--> Attack Pattern:

-> Basic Pattern:
Is Action Count 0, 1, 2?
Yes: Punch on random character
     [Action Count +1]
No: Is Action Count 3?
    Yes: Does at least one character not have Poison?

```
            Yes: Yes: Poison Breath on random character without Poison
            No: Punch on random character
                [Action Count reset to 0]
    No: Is CMD. Grand Horn's HP less than or equal to 1/2 of its MaxHP?
        Yes: 1/2 - Grand Attack on all characters
                   [Action Count reset to 0]
             1/2 - follow rest of Basic Pattern


===============================================================================
-    CMD. GRAND HORN                                                          -
===============================================================================

-> Monster's Name: CMD. Grand Horn
-> Monster's Locations:
- Fort Condor (mid-disk 1) (lose tactical battles)
-> Monster's Level: 25
-> EXP for Defeating: 400
-> AP for Defeating: 40
-> Gil for Defeating: 4800
-> Item Dropped from Monster: None
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 4000
-> Monster's MP: 200
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   60,  50,  5,   67,  50,  62,  20
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                   MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
-------------------------------------------------------------------------------
* Grand Attack           0   A/1  Phys  Sht   Phys  16      100  X  X
^ Punch                  0   1    Phys  Hit   Phys  16      95   X  X
* Poison Breath          10  1    Mag   Psn   Mag   12      90   X  X  (1)

(1) Poison [84]


--> Attack Pattern:

-> Basic Pattern:
Does at least one character not have Poison?
Yes: Poison Breath on random character without Poison
No: Is Action Count 0, 1, 2?
    Yes: Punch on random character with Poison
         [Action Count +1]
    No: Grand Attack on all characters
         [Action Count reset to 0]


===============================================================================
-    CMD. GRAND HORN                                                          -
===============================================================================

-> Monster's Name: CMD. Grand Horn
-> Monster's Locations:
- Fort Condor (forced) (lose tactics battles)
-> Monster's Level: 37
```

```
-> EXP for Defeating: 800
-> AP for Defeating: 80
-> Gil for Defeating: 9600
-> Item Dropped from Monster: Imperial Guard x1 (100%)
-> Item Stolen from Monster: None
-> Item Morphed from Monster: None
-> Monster's HP: 8000
-> Monster's MP: 300
-> Att, Def, Df%, Dex, MAt, MDf, Luck
   100, 70,  5,   79,  95,  80,  30
-> Fire (normal), Ice (normal), Lightning (normal), Earth (normal), Poison
(normal), Gravity (normal), Water (normal), Wind (normal), Holy (normal)
-> Immune: Silence, Sleep, Confusion, Petrification, Berserk, Frog, Small,
Slow-Numb, Seizure, Peerless, Manipulation, Death Sentence, Death


-> Attacks:

* Name                    MP  Tar  Type  Elem  Form  PwrCst  %    M  R  +Added
------------------------------------------------------------------------------
* Grand Attack            0   A/1  Phys  Sht   Phys  16      100  X  X
^ Punch                   0   1    Phys  Hit   Phys  16      95   X  X
* Poison Breath           10  1    Mag   Psn   Mag   12      90   X  X  (1)


(1) Poison [84]


--> Attack Pattern:

-> Basic Pattern:
Does at least one character not have Poison?
Yes: Poison Breath then Punch on random character without Poison (1/2 - Punch
     x2 in one turn after Poison Breath)
No: Poison Breath the Punch on random character (1/2 - Punch x2 in one turn
    after Poison Breath)

-> Special KO Pattern:
Is CMD. Grand Horn's HP 0?
Yes: Grand Attack on all characters
No: follow Basic Pattern


That is all there is to Fort Condor.


===============================================================================
                        2. Bone Village Excavation
===============================================================================


This is simply a small list of all the items that can be excavated by digging
in Bone Village. Note that in this first box is a list of items that can only
be obtained once, and follow box has all the items that can be obtained
infinitely.


                    +----------------------------+
                    |       Bahamut ZERO*         |
                    |        Buntline             |
                    |      Key to Sector 5        |
                    |        Lunar Harp           |
                    |           Mop               |
                    |         Phoenix**           |
                    |         W-Item***           |
                    +----------------------------+
```

```
* - if you missed the Huge blue Materia
* - if you missed it after the Fort Condor battles
* - if you missed it during Midgar Raid


Now here's a list of the times you can dig up infinitely in Bone Village.


                    +----------------------------+
                    |           Potion           |
                    |           Ether            |
                    |        Turbo Ether         |
                    |           Elixir           |
                    +----------------------------+


Now, what follows is a rough ASCII rendering of Bone Village, as well as all
the mechanics of excavation proceeding it.


                 To Sleeping Forest
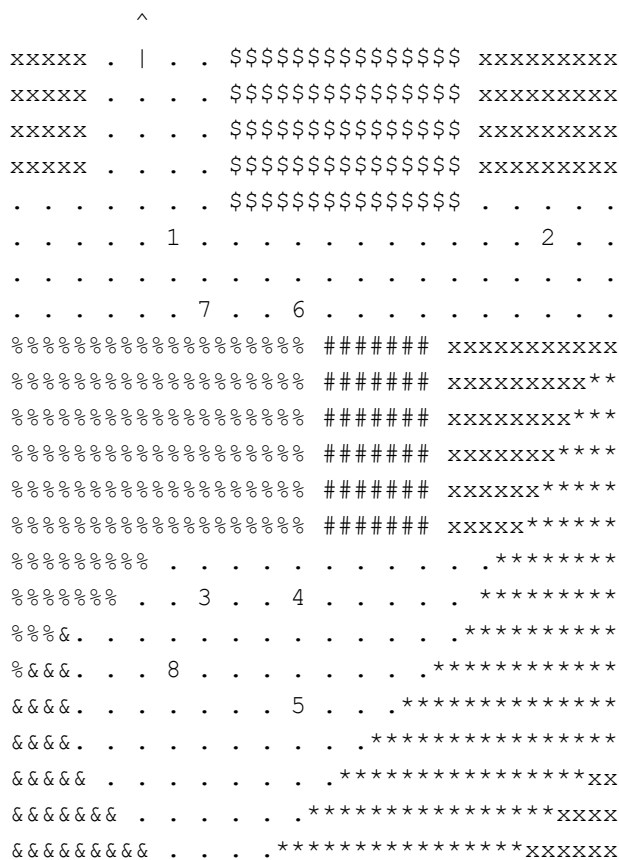

                          ^
                 xxxxx . | . . $$$$$$$$$$$$$$$$ xxxxxxxxx
                 xxxxx . . . . $$$$$$$$$$$$$$$$ xxxxxxxxx
                 xxxxx . . . . $$$$$$$$$$$$$$$$ xxxxxxxxx
                 xxxxx . . . . $$$$$$$$$$$$$$$$ xxxxxxxxx
                 . . . . . . . $$$$$$$$$$$$$$$ . . . . .
                 . . . . . 1 . . . . . . . . . . 2 . .
                 . . . . . . . . . . . . . . . . . . .
                 . . . . . . 7 . . 6 . . . . . . . . .
                 %%%%%%%%%%%%%%%%%%% ####### xxxxxxxxxxx
                 %%%%%%%%%%%%%%%%%%% ####### xxxxxxxxx**
                 %%%%%%%%%%%%%%%%%%% ####### xxxxxxxx***
                 %%%%%%%%%%%%%%%%%%% ####### xxxxxxx****
                 %%%%%%%%%%%%%%%%%%% ####### xxxxxx*****
                 %%%%%%%%%%%%%%%%%%% ####### xxxxx******
                 %%%%%%%% . . . . . . . . . .********
                 %%%%%% . . 3 . . 4 . . . . . ********
                 %%%&. . . . . . . . . . . .*********
                 %&&&. . . 8 . . . . . . . .***********
                 &&&&. . . . . . . 5 . . . .*************
                 &&&&. . . . . . . . . .***************
                 &&&&& . . . . . . .****************xx
                 &&&&&&& . . . . . .****************xxxx
                 &&&&&&&& . . . .****************xxxxxx
```

- Note: if you are familiar with the topography of Bone Village, the slight
misproportions of this diagram shouldn't prove too much of an obstacle.

 - - - ICONOLOGY - - -

 x = simply inaccessible
 % = inaccessible (giant shell)
 & = inaccessible (greenery)
 * = inaccessible (giant animal fossil)
 $ = tent
 # = climb-up wall

 - - - DIG SPOTS - - -

 1 = 100% - Lunar Harp,
     then, 100% - Nothing
 2 = 100% - Buntline,

```
            then, 100% - Phoenix (disk 3 - only if missed in Fort Condor),
                then, 100% - Nothing
 3 = 100% - Megalixir,
        then, 3.91% - Bahamut ZERO (disk 3 - only if missed Huge Materia),
                then, 100% - Nothing
 4 = 100% - Mop,
        then, 100% - W-Item (disk 3 - only if Missed in Midgar Raid),
                then, 100% - Nothing
 5 = 100% - Key to Sector 5 (only after Cloud rejoins party after Mideel),
        then, 85.94% - Nothing
                14.06% - Elixir (infinite)
 6 = 100% - Key to Sector 5 (only after Cloud rejoins party after Mideel),
        then, 92.19% - Ether (infinite)
                7.81% - Turbo Ether (infinite)
 7 = 100% - Key to Sector 5 (only after Cloud rejoins party after Mideel),
        then, 70.31% - Nothing
                29.69% - Ether (infinite)
 8 = 50% - Potion (infinite)
        50% - Nothing

 Lunar Harp -> Spot 1 (100%)
 Good Treasure -> Spot 2 (31.25%), Spot 3 (31.25%), Spot 4 (37.5%)
 Normal Treasure -> Spot 5 (23.4375%), Spot 6 (23.4375%), Spot 7 (23.4375%),
                    Spot 8 (29.6875%)


===============================================================================
                  ----------------------------------------
                  .:'*':.    36. Date Mechanics   .:'*':.              #SJ6M
                  ----------------------------------------
===============================================================================


=-------------------------------------------------------------------------=-=
                      1. Golden Saucer Date Mechanics
=-------------------------------------------------------------------------=-=


As has become common knowledge, there is a system in FF7 which does not
actually have a proper name, but determines who you will go on a date with in
the Golden Saucer. The system and its mechanics are reminiscent of Affection in
Star Ocean: Second Story and Affection in Final Fantasy X. What I will be
writing in this section are all the situations that you can raise and lower a
character's feelings towards Cloud, and the exact values that they raise or
drop. There are four characters that you can date, those being: Tifa (starting
value = 30), Aeris (starting value = 50), Yuffie (starting value = 10), and
Barret (starting value = 10). By starting value, I mean their original, non-
affected feelings when they first enter your party. You many not obtain Yuffie,
thus she'd be factored out in the game.

I tested out a few other situations (particularly in battle), but no battle
situations/actions affect any variables, so here is the final product. This
section of the FAQ can/should also be used as a supplement to the general
Walkthrough.

===============================================================================
-    MIDGAR                                                                   -
===============================================================================


  _____
 /                                                                           \
| While on the train after blowing up the first Mako Reactor, speak to Jesse  |
| 2x.                                                                         |
```

```
|                                                                   |
| Responses:                                                        |
| - "Thanks anyway."                                                |
|    No effect                                                      |
| - "Looking forward to it."                                        |
|    Tifa -3                                                        |
_____/


  _____
 /                                                                   \
| In Seventh Heaven, speak with Tifa.                                |
|                                                                   |
| Responses:                                                        |
| - "Give it to Tifa."                                              |
|    Tifa +5                                                        |
| - "Give it to Marlene"                                            |
|    Barret +5                                                      |
|                                                                   |
| (only available if you purchased a flower from Aeris earlier)     |
_____/


  _____
 /                                                                   \
| Speak with Tifa behind the bar.                                   |
|                                                                   |
| Responses:                                                        |
| - "I don't feel like it"                                          |
|    No effect                                                      |
| - "Give me something hard"                                        |
|    Tifa +5                                                        |
_____/


  _____
 /                                                                   \
| Tifa accuses you leaving your childhood friend.                   |
|                                                                   |
| Responses:                                                        |
| - "How can you say that!?"                                        |
|    Tifa +5                                                        |
| - "...Sorry"                                                      |
|    No effect                                                      |
_____/


  _____
 /                                                                   \
| Tifa asks Cloud the next morning how he slept.                    |
|                                                                   |
| Responses:                                                        |
| - "Next to you, who wouldn't?"                                    |
|    Tifa +5                                                        |
| - "Barret's snoring kept me up..."                                |
|    Barret +5                                                      |
_____/


  _____
 /                                                                   \
| Making it to the end of the next train without getting caught.    |
|                                                                   |
| Tifa +5                                                           |
| Barret +5                                                         |
```

```
_____/


 _____
/                                                                 \
| When hanging from the exploding Reactor, Barret asks if you can make it. |
|                                                                 |
| Responses:                                                      |
| - "Be strong."                                                  |
|    Barret +2                                                    |
| - "I don't know if I can hold on."                              |
|    Tifa +1                                                      |
|    Barret -3                                                    |
_____/


 _____
/                                                                 \
| In the Midgar church, when Aeris is being chased.               |
|                                                                 |
| Actions:                                                        |
| - Push a barrel in the right spot                               |
|    Aeris +1                                                     |
| - Tell her to run which leads into a fight                      |
|    Aeris -1                                                     |
| - Tell her to fight                                             |
|    Aeris -1                                                     |
| - Tell her to flee                                              |
|    No effect                                                    |
| - Push a barrel in the wrong place                              |
|    Aeris -3                                                     |
_____/


 _____
/                                                                 \
| Aeris will ask you if Tifa is your girlfriend.                  |
|                                                                 |
| Responses:                                                      |
| - "No way!"                                                     |
|    Aeris +1                                                     |
| - "Yeah, that's right."                                         |
|    Aeris -5                                                     |
_____/


 _____
/                                                                 \
| Right before the Sector 6 Playground, you will speak to Aeris about |
| continuing.                                                     |
|                                                                 |
| Responses:                                                      |
| - "Take her home."                                              |
|    No effect                                                    |
| - "Go on to Sector 7."                                          |
|    Aeris +1                                                     |
_____/


 _____
/                                                                 \
| Has Tifa been chosen as Don Corneo's partner?                   |
|                                                                 |
| Yes: Responses:                                                 |
|      - "You all right?"                                         |
```

```
|         Aeris +3                                               |
|      - "We gotta help Tifa!"                                   |
|         Aeris -2                                               |
|                                                                |
| No: Has Aeris been chosen as Don Corneo's partner?             |
|                                                                |
|     Yes: Responses:                                            |
|          - "You all right?"                                    |
|            Tifa -2                                             |
|          - "We gotta help Aeris!"                              |
|            Tifa +3                                             |
|                                                                |
|     No: Responses:                                             |
|          - "Yes, his name's Barret..."                         |
|            Barret +5                                           |
_____/


  _____
 /                                                                \
| After everyone in your party gets up from landing in Midgar Sewers. |
|                                                                |
| Actions:                                                       |
| - Speak with Tifa first                                        |
|    Tifa +3                                                     |
| - Speak with Aeris first                                       |
|    Aeris +3                                                    |
_____/


  _____
 /                                                                \
| Marlene will tell you about what happened to Aeris.             |
|                                                                |
| Responses:                                                     |
| - "I don't know."                                              |
|    Tifa +3                                                     |
|    Aeris -3                                                    |
| - "Let's hope so."                                             |
|    Tifa -3                                                     |
|    Aeris +3                                                    |
_____/


  _____
 /                                                                \
| When you encounter Red XIII in Shinra Headquarters, you can choose who you |
| want to take Aeris somewhere safe.                             |
|                                                                |
| Responses:                                                     |
| - "Tifa, I'm countin' on you!"                                 |
|    Tifa -2                                                     |
| - "Barret, take care of her!"                                  |
|    Barret +2                                                   |
_____/


  _____
 /                                                                \
| After your party seperates, if any of the following are in your chosen |
| group.                                                         |
|                                                                |
| - Tifa                                                         |
|    Tifa +2                                                     |
```

```
| - Aeris                                                          |
|   Aeris +2                                                       |
| - Barret                                                         |
|   Barret +2                                                      |
_____/


 _____
/                                                                  \
| After being imprisoned in your holding cells, Tifa will ask you if you |
| think you can escape from the cell.                              |
|                                                                  |
| Responses:                                                       |
| - "(Leave it to me)" [infinitely available]                      |
|   Tifa +1                                                        |
| - "(Kinda hard)" [infinitely available]                          |
|   Tifa -1                                                        |
_____/


 _____
/                                                                  \
| You will get the choice to think about one of three party members. |
|                                                                  |
| Actions:                                                         |
| - Think about either Aeris or Barret first                       |
|   Barret +3,                                                     |
|   or Aeris +3                                                    |
| - Think about either Aeris or Barret second                      |
|   Barret +1,                                                     |
|   or Aeris +1                                                    |
| - Thinking about Red XIII first or second does not do anything, nor does |
|   thinking about anyone third                                    |
_____/


 _____
/                                                                  \
| Choosing your party before leaving Midgar and heading out to the World Map. |
|                                                                  |
| - Tifa is in the group                                           |
|   Tifa +1                                                        |
| - Aeris is in the group                                          |
|   Aeris +1                                                       |
| - Barret is in the group                                         |
|   Barret +1                                                      |
_____/


===============================================================================
-   KALM                                                                      -
===============================================================================


 _____
/                                                                  \
| When Barret tells you to hurry up.                               |
|                                                                  |
| Responses:                                                       |
| - "Wait a sec." (this leads to more dialogue from Barret)        |
|               Responses:                                         |
|                 - "Beautiful, just beautiful!"                   |
|                   Barret +3                                      |
|                 - "Is that all?"                                 |
```

```
|                      Barret -1                                |
| - "Right."                                                    |
|   Barret +1                                                   |
_____/


 _____
/                                                               \
| Speak with a random woman NPC in the house nearest the Inn, and she will |
| talk about Mako.                                              |
|                                                               |
| Responses:                                                    |
| - "Yeah, maybe."                                              |
|   Tifa -1 [only if she is in your group]                      |
|   Aeris -1 [only if she is in your group]                     |
|   Barret -2 [only if he is in your group]                     |
| - "You're full of it."                                        |
|   Tifa +1 [only if she is in your group]                      |
|   Aeris +1 [only if she is in your group]                     |
|   Barret +2 [only if he is in your group]                     |
_____/


 _____
/                                                               \
| The little girl upstairs in the same house will talk about similar things |
| that her mom downstairs spoke about.                          |
|                                                               |
| - "Yeah, maybe."                                              |
|   Tifa -1 [only if she is in your group]                      |
|   Aeris -1 [only if she is in your group]                     |
|   Barret -2 [only if he is in your group]                     |
| - "No way."                                                   |
|   Tifa +1 [only if she is in your group]                      |
|   Aeris +1 [only if she is in your group]                     |
|   Barret +2 [only if he is in your group]                     |
_____/


================================================================================
-   FORT CONDOR                                                                -
================================================================================


 _____
/                                                               \
| During the first conversation with the man at Fort Condor.    |
|                                                               |
| Responses:                                                    |
| - "I guess so."                                               |
|   Tifa +3                                                     |
|   Aeris +3                                                    |
|   Barret +5                                                   |
|   Yuffie +2                                                   |
| - "Not interested."                                           |
|   Tifa -3                                                     |
|   Aeris -3                                                    |
|   Barret -5                                                   |
|   Yuffie -1                                                   |
_____/


 _____
/                                                               \
```

```
| Once the same man at Fort Condor divulges the problems Fort Condor is    |
| facing.                                                                  |
|                                                                          |
| Responses:                                                               |
| - "All right."                                                           |
|   Tifa +3                                                                |
|   Aeris +3                                                               |
|   Barret +5                                                              |
|   Yuffie +2                                                              |
| - "Not interested."                                                      |
|   Tifa -3                                                                |
|   Aeris -3                                                               |
|   Barret -5                                                              |
|   Yuffie -1                                                              |
_____/


===============================================================================
-    AFTER BATTLES WITH MYSTERIOUS NINJA (VARIOUS FORESTS)                    -
===============================================================================


- Note: the arrows are used to denote the flow of dialogue.


   _____
/                                                                          \
| The Mysterious Ninja (who is actually Yuffie), will engage you in dialogue |
| after any random battle with her.                                         |
|                                                                          |
| Responses:              _____                                           |
| - "All right."               |                                           |
|   No effect             | --.                                           |
| - "Not interested."     |   |                                           |
|   Yuffie +2        _____|   |                                           |
|                             |                                           |
|                             v                                           |
|                                                                          |
|                         Responses:                    _____            |
|                         - "Petrified..."                    |            |
|                           Yuffie +2                    | --.            |
|                         - "You're gonna lose again."   |   |            |
|                           No effect         _____|   |            |
|                                                         |   |            |
|                                                         |   |            |
| Responses:        _____   <---------------------------------------'   |
| - "Go ahead."              |                                           |
|   No effect             | --.                                           |
| - "Wait a second!"      |   |                                           |
|   Yuffie +2        _____|   |                                           |
|                             |                                           |
|                             v                                           |
|                                                                          |
|                         Responses:                    _____            |
|                         - "That's right."                   |            |
|                           Yuffie +2                   |--.            |
|                         - "You're kiddin'?"            |   |            |
|                           No effect         _____|   |            |
|                                                         |   |            |
|                                                         |   |            |
| Responses:                   <---------------------------------------'   |
| - "What's your name?"                                                    |
```

```
|    No effect                                                     |
| - "Let's hurry."                                                 |
|    Yuffie +2                                                     |
|                                                                  |
| (note that you can continue to accrue points for Yuffie using this method |
| until you actually acquire Yuffie in your party - check her designated    |
| section in this document for further information on acquiring her)        |
_____/


================================================================================
-    SHINRA CARGO SHIP                                                         -
================================================================================


  _____
 /                                                                  \
| Aeris will ask you about the airship that was in Junon, and about how she'd |
| love to fly in one.                                              |
|                                                                  |
| Responses:                                                      |
| - "I'll take you someday."                                      |
|    Aeris +2                                                     |
| - "I dunno..."                                                  |
|    Aeris -2                                                     |
_____/


  _____
 /                                                                  \
| Tifa will ask you about war.                                    |
|                                                                  |
| Responses:                                                      |
| - "Yeah..."                                                     |
|    Tifa +2                                                      |
| - "I don't know."                                               |
|    Tifa -2                                                      |
_____/


  _____
 /                                                                  \
| If Yuffie is in your party, speak to her and she will mention her |
| seasickness and ask for a Tranquilizer.                         |
|                                                                  |
| Responses:                                                      |
| - "Here, use this."                                             |
|    Yuffie +4 (this also removes a Tranquilizer from your inventory) |
| - "Nope."                                                       |
|    Yuffie -2                                                    |
_____/


================================================================================
-    GOLD SAUCER                                                               -
================================================================================


  _____
 /                                                                  \
| Whoever you first choose to take with you into Gold Saucer.     |
|                                                                  |
| - If you choose Tifa                                            |
|    Tifa +3                                                      |
```

```
| - If you choose Aeris                                                |
|   Aeris +3                                                           |
| - If you choose Yuffie                                               |
|   Yuffie +3                                                          |
|                                                                      |
| Note: choosing Red XIII does not award any points in this scenario.  |
_____/


===============================================================================
-   COREL PRISON                                                             -
===============================================================================


 _____
/                                                                      \
| Whoever you choose to take with Barret to confront Dyne (however, Barret is |
| the -only- one who will fight Dyne).                                 |
|                                                                      |
| - If you choose Tifa                                                 |
|   Tifa +3                                                            |
| - If you choose Aeris                                                |
|   Aeris +10                                                          |
| - If you choose Yuffie                                               |
|   Yuffie +2                                                          |
|                                                                      |
| Note: choosing Red XIII does not award any points in this scenario.  |
_____/


===============================================================================
-   GONGAGA                                                                  -
===============================================================================


 _____
/                                                                      \
| Once Tifa/Aeris meet Zack's parents, you have the following choices.  |
|                                                                      |
| - Talk to Aeris                                                      |
|   Responses:                                                         |
|   - "Poor guy."                                                      |
|     Aeris +1                                                         |
|   - "(...jealous...envious...)"                                      |
|     Aeris +1                                                         |
| - Talk to Tifa                                                       |
|   Tifa +1 for any response                                           |
| - Ignore Aeris                                                       |
|   Aeris -3                                                           |
| - Ignore Tifa                                                        |
|   Tifa -3                                                            |
_____/


By the time the date comes around, you will view the sequence with whomever
you've accumulated the most affection points with. You can use this section as
a guide from beginning to end if you wish to know exactly how to manipulate
the outcome to your desire.


=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
                     2. Don Corneo's Attraction Mechanics
=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
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This subsection will show all the possible combinations of items/accessories
you can put together to affect Don Corneo's choice, using the three Dresses as
the base. Major thanks goes to Fantasy Gamer for this entire list.


===============================================================================
-   COTTON DRESS                                                              -
===============================================================================

Cotton Dress + Wig                                                      - Tifa

Cotton Dress + Wig        + Cologne                                      - Tifa
Cotton Dress + Wig        + Cologne        + Glass   Tiara              - Tifa
Cotton Dress + Wig        + Cologne        + Glass   Tiara + Lingerie    - Tifa
Cotton Dress + Wig        + Cologne        + Glass   Tiara + Bikini Briefs- Tifa
Cotton Dress + Wig        + Cologne        + Ruby    Tiara              - Tifa
Cotton Dress + Wig        + Cologne        + Ruby    Tiara + Lingerie    - Tifa
Cotton Dress + Wig        + Cologne        + Ruby    Tiara + Bikini Briefs- Tifa
Cotton Dress + Wig        + Cologne        + Diamond Tiara              - Tifa
Cotton Dress + Wig        + Cologne        + Diamond Tiara + Lingerie    - Tifa
Cotton Dress + Wig        + Cologne        + Diamond Tiara + Bikini Briefs- Tifa

Cotton Dress + Wig        + Flower Cologne                               - Tifa
Cotton Dress + Wig        + Flower Cologne + Glass   Tiara              - Tifa
Cotton Dress + Wig        + Flower Cologne + Glass   Tiara + Lingerie    - Tifa
Cotton Dress + Wig        + Flower Cologne + Glass   Tiara + Bikini Briefs- Tifa
Cotton Dress + Wig        + Flower Cologne + Ruby    Tiara              - Tifa
Cotton Dress + Wig        + Flower Cologne + Ruby    Tiara + Lingerie    - Tifa
Cotton Dress + Wig        + Flower Cologne + Ruby    Tiara + Bikini Briefs- Tifa
Cotton Dress + Wig        + Flower Cologne + Diamond Tiara              - Tifa
Cotton Dress + Wig        + Flower Cologne + Diamond Tiara + Lingerie    - Tifa
Cotton Dress + Wig        + Flower Cologne + Diamond Tiara + Bikini Briefs- Tifa

Cotton Dress + Wig        + Sexy   Cologne                               - Tifa
Cotton Dress + Wig        + Sexy   Cologne + Glass   Tiara              - Tifa
Cotton Dress + Wig        + Sexy   Cologne + Glass   Tiara + Lingerie    - Tifa
Cotton Dress + Wig        + Sexy   Cologne + Glass   Tiara + Bikini Briefs- Tifa
Cotton Dress + Wig        + Sexy   Cologne + Ruby    Tiara              - Tifa
Cotton Dress + Wig        + Sexy   Cologne + Ruby    Tiara + Lingerie    - Tifa
Cotton Dress + Wig        + Sexy   Cologne + Ruby    Tiara + Bikini Briefs- Tifa
Cotton Dress + Wig        + Sexy   Cologne + Diamond Tiara              - Tifa
Cotton Dress + Wig        + Sexy   Cologne + Diamond Tiara + Lingerie    - Tifa
Cotton Dress + Wig        + Sexy   Cologne + Diamond Tiara + Bikini Briefs- Tifa

Cotton Dress + Dyed   Wig                                                - Tifa

Cotton Dress + Dyed   Wig + Cologne                                      - Tifa
Cotton Dress + Dyed   Wig + Cologne        + Glass   Tiara              - Tifa
Cotton Dress + Dyed   Wig + Cologne        + Glass   Tiara + Lingerie    - Tifa
Cotton Dress + Dyed   Wig + Cologne        + Glass   Tiara + Bikini Briefs- Tifa
Cotton Dress + Dyed   Wig + Cologne        + Ruby    Tiara              - Tifa
Cotton Dress + Dyed   Wig + Cologne        + Ruby    Tiara + Lingerie    - Tifa
Cotton Dress + Dyed   Wig + Cologne        + Ruby    Tiara + Bikini Briefs- Tifa
Cotton Dress + Dyed   Wig + Cologne        + Diamond Tiara              - Tifa
Cotton Dress + Dyed   Wig + Cologne        + Diamond Tiara + Lingerie    - Tifa
Cotton Dress + Dyed   Wig + Cologne        + Diamond Tiara + Bikini Briefs- Tifa

Cotton Dress + Dyed   Wig + Flower Cologne                               - Tifa
Cotton Dress + Dyed   Wig + Flower Cologne + Glass   Tiara              - Tifa
Cotton Dress + Dyed   Wig + Flower Cologne + Glass   Tiara + Lingerie    - Tifa
Cotton Dress + Dyed   Wig + Flower Cologne + Glass   Tiara + Bikini Briefs- Tifa
```

```
Cotton Dress + Dyed   Wig + Flower Cologne + Ruby    Tiara                  - Tifa
Cotton Dress + Dyed   Wig + Flower Cologne + Ruby    Tiara + Lingerie       - Tifa
Cotton Dress + Dyed   Wig + Flower Cologne + Ruby    Tiara + Bikini Briefs- Tifa
Cotton Dress + Dyed   Wig + Flower Cologne + Diamond Tiara                  - Tifa
Cotton Dress + Dyed   Wig + Flower Cologne + Diamond Tiara + Lingerie       - Tifa
Cotton Dress + Dyed   Wig + Flower Cologne + Diamond Tiara + Bikini Briefs- Tifa

Cotton Dress + Dyed   Wig + Sexy   Cologne                                  - Tifa
Cotton Dress + Dyed   Wig + Sexy   Cologne + Glass   Tiara                  - Tifa
Cotton Dress + Dyed   Wig + Sexy   Cologne + Glass   Tiara + Lingerie       - Tifa
Cotton Dress + Dyed   Wig + Sexy   Cologne + Glass   Tiara + Bikini Briefs- Tifa
Cotton Dress + Dyed   Wig + Sexy   Cologne + Ruby    Tiara                  - Tifa
Cotton Dress + Dyed   Wig + Sexy   Cologne + Ruby    Tiara + Lingerie       - Tifa
Cotton Dress + Dyed   Wig + Sexy   Cologne + Ruby    Tiara + Bikini Briefs- Tifa
Cotton Dress + Dyed   Wig + Sexy   Cologne + Diamond Tiara                  - Tifa
Cotton Dress + Dyed   Wig + Sexy   Cologne + Diamond Tiara + Lingerie       - Tifa
Cotton Dress + Dyed   Wig + Sexy   Cologne + Diamond Tiara + Bikini Briefs- Tifa

Cotton Dress + Blonde Wig                                                   - Tifa

Cotton Dress + Blonde Wig + Cologne                                         - Tifa
Cotton Dress + Blonde Wig + Cologne        + Glass   Tiara                  - Tifa
Cotton Dress + Blonde Wig + Cologne        + Glass   Tiara + Lingerie       - Tifa
Cotton Dress + Blonde Wig + Cologne        + Glass   Tiara + Bikini Briefs- Tifa
Cotton Dress + Blonde Wig + Cologne        + Ruby    Tiara                  - Tifa
Cotton Dress + Blonde Wig + Cologne        + Ruby    Tiara + Lingerie       - Tifa
Cotton Dress + Blonde Wig + Cologne        + Ruby    Tiara + Bikini Briefs- Tifa
Cotton Dress + Blonde Wig + Cologne        + Diamond Tiara                  - Tifa
Cotton Dress + Blonde Wig + Cologne        + Diamond Tiara + Lingerie       - Tifa
Cotton Dress + Blonde Wig + Cologne        + Diamond Tiara + Bikini Briefs- Tifa

Cotton Dress + Blonde Wig + Flower Cologne                                  - Tifa
Cotton Dress + Blonde Wig + Flower Cologne + Glass   Tiara                  - Tifa
Cotton Dress + Blonde Wig + Flower Cologne + Glass   Tiara + Lingerie       - Tifa
Cotton Dress + Blonde Wig + Flower Cologne + Glass   Tiara + Bikini Briefs- Tifa
Cotton Dress + Blonde Wig + Flower Cologne + Ruby    Tiara                  - Tifa
Cotton Dress + Blonde Wig + Flower Cologne + Ruby    Tiara + Lingerie       - Tifa
Cotton Dress + Blonde Wig + Flower Cologne + Ruby    Tiara + Bikini Briefs- Tifa
Cotton Dress + Blonde Wig + Flower Cologne + Diamond Tiara                  - Tifa
Cotton Dress + Blonde Wig + Flower Cologne + Diamond Tiara + Lingerie       - Tifa
Cotton Dress + Blonde Wig + Flower Cologne + Diamond Tiara + Bikini Briefs- Tifa

Cotton Dress + Blonde Wig + Sexy   Cologne                                  - Tifa
Cotton Dress + Blonde Wig + Sexy   Cologne + Glass   Tiara                  - Tifa
Cotton Dress + Blonde Wig + Sexy   Cologne + Glass   Tiara + Lingerie       - Tifa
Cotton Dress + Blonde Wig + Sexy   Cologne + Glass   Tiara + Bikini Briefs- Tifa
Cotton Dress + Blonde Wig + Sexy   Cologne + Ruby    Tiara                  - Tifa
Cotton Dress + Blonde Wig + Sexy   Cologne + Ruby    Tiara + Lingerie       - Tifa
Cotton Dress + Blonde Wig + Sexy   Cologne + Ruby    Tiara + Bikini Briefs- Tifa
Cotton Dress + Blonde Wig + Sexy   Cologne + Diamond Tiara                  - Tifa
Cotton Dress + Blonde Wig + Sexy   Cologne + Diamond Tiara + Lingerie       - Tifa
Cotton Dress + Blonde Wig + Sexy   Cologne + Diamond Tiara + Bikini Briefs- Tifa

==============================================================================
-   SATIN DRESS                                                              -
==============================================================================

Satin Dress + Wig                                                          - Tifa

Satin Dress + Wig        + Cologne                                          - Tifa
```

```
Satin Dress + Wig         + Cologne         + Glass   Tiara                    - Tifa
Satin Dress + Wig         + Cologne         + Glass   Tiara + Lingerie         - Tifa
Satin Dress + Wig         + Cologne         + Glass   Tiara + Bikini Briefs - Tifa
Satin Dress + Wig         + Cologne         + Ruby    Tiara                    - Tifa
Satin Dress + Wig         + Cologne         + Ruby    Tiara + Lingerie         - Tifa
Satin Dress + Wig         + Cologne         + Ruby    Tiara + Bikini Briefs - Tifa
Satin Dress + Wig         + Cologne         + Diamond Tiara                    - Tifa
Satin Dress + Wig         + Cologne         + Diamond Tiara + Lingerie         - Tifa
Satin Dress + Wig         + Cologne         + Diamond Tiara + Bikini Briefs - Tifa

Satin Dress + Wig         + Flower Cologne                                     - Tifa
Satin Dress + Wig         + Flower Cologne + Glass   Tiara                    - Tifa
Satin Dress + Wig         + Flower Cologne + Glass   Tiara + Lingerie         - Tifa
Satin Dress + Wig         + Flower Cologne + Glass   Tiara + Bikini Briefs - Tifa
Satin Dress + Wig         + Flower Cologne + Ruby    Tiara                    - Tifa
Satin Dress + Wig         + Flower Cologne + Ruby    Tiara + Lingerie         - Tifa
Satin Dress + Wig         + Flower Cologne + Ruby    Tiara + Bikini Briefs - Tifa
Satin Dress + Wig         + Flower Cologne + Diamond Tiara                    - Tifa
Satin Dress + Wig         + Flower Cologne + Diamond Tiara + Lingerie         - Tifa
Satin Dress + Wig         + Flower Cologne + Diamond Tiara + Bikini Briefs - Tifa

Satin Dress + Wig         + Sexy   Cologne                                     - Tifa
Satin Dress + Wig         + Sexy   Cologne + Glass   Tiara                    - Tifa
Satin Dress + Wig         + Sexy   Cologne + Glass   Tiara + Lingerie         - Tifa
Satin Dress + Wig         + Sexy   Cologne + Glass   Tiara + Bikini Briefs - Tifa
Satin Dress + Wig         + Sexy   Cologne + Ruby    Tiara                    - Tifa
Satin Dress + Wig         + Sexy   Cologne + Ruby    Tiara + Lingerie         - Tifa
Satin Dress + Wig         + Sexy   Cologne + Ruby    Tiara + Bikini Briefs - Tifa
Satin Dress + Wig         + Sexy   Cologne + Diamond Tiara                    - Tifa
Satin Dress + Wig         + Sexy   Cologne + Diamond Tiara + Lingerie         - Tifa
Satin Dress + Wig         + Sexy   Cologne + Diamond Tiara + Bikini Briefs - Tifa

Satin Dress + Dyed   Wig                                                       - Tifa

Satin Dress + Dyed   Wig + Cologne                                             - Tifa
Satin Dress + Dyed   Wig + Cologne         + Glass   Tiara                    - Tifa
Satin Dress + Dyed   Wig + Cologne         + Glass   Tiara + Lingerie         - Tifa
Satin Dress + Dyed   Wig + Cologne         + Glass   Tiara + Bikini Briefs- Tifa
Satin Dress + Dyed   Wig + Cologne         + Ruby    Tiara                    - Tifa
Satin Dress + Dyed   Wig + Cologne         + Ruby    Tiara + Lingerie         - Tifa
Satin Dress + Dyed   Wig + Cologne         + Ruby    Tiara + Bikini Briefs- Tifa
Satin Dress + Dyed   Wig + Cologne         + Diamond Tiara                    - Tifa
Satin Dress + Dyed   Wig + Cologne         + Diamond Tiara + Lingerie         - Tifa
Satin Dress + Dyed   Wig + Cologne         + Diamond Tiara + Bikini Briefs- Tifa

Satin Dress + Dyed   Wig + Flower Cologne                                     - Tifa
Satin Dress + Dyed   Wig + Flower Cologne + Glass   Tiara                    - Tifa
Satin Dress + Dyed   Wig + Flower Cologne + Glass   Tiara + Lingerie         - Tifa
Satin Dress + Dyed   Wig + Flower Cologne + Glass   Tiara + Bikini Briefs- Tifa
Satin Dress + Dyed   Wig + Flower Cologne + Ruby    Tiara                    - Tifa
Satin Dress + Dyed   Wig + Flower Cologne + Ruby    Tiara + Lingerie         - Tifa
Satin Dress + Dyed   Wig + Flower Cologne + Ruby    Tiara + Bikini Briefs- Tifa
Satin Dress + Dyed   Wig + Flower Cologne + Diamond Tiara                    - Tifa
Satin Dress + Dyed   Wig + Flower Cologne + Diamond Tiara + Lingerie         - Tifa
Satin Dress + Dyed   Wig + Flower Cologne + Diamond Tiara + Bikini Briefs- Tifa

Satin Dress + Dyed   Wig + Sexy   Cologne                                     - Tifa
Satin Dress + Dyed   Wig + Sexy   Cologne + Glass   Tiara                    - Tifa
Satin Dress + Dyed   Wig + Sexy   Cologne + Glass   Tiara + Lingerie         - Tifa
Satin Dress + Dyed   Wig + Sexy   Cologne + Glass   Tiara + Bikini Briefs- Tifa
```

```
Satin Dress + Dyed   Wig + Sexy   Cologne + Ruby    Tiara              - Tifa
Satin Dress + Dyed   Wig + Sexy   Cologne + Ruby    Tiara + Lingerie   - Tifa
Satin Dress + Dyed   Wig + Sexy   Cologne + Ruby    Tiara + Bikini Briefs- Tifa
Satin Dress + Dyed   Wig + Sexy   Cologne + Diamond Tiara              - Tifa
Satin Dress + Dyed   Wig + Sexy   Cologne + Diamond Tiara + Lingerie   - Tifa
Satin Dress + Dyed   Wig + Sexy   Cologne + Diamond Tiara + Bikini Briefs- Tifa


Satin Dress + Blonde Wig                                              - Tifa


Satin Dress + Blonde Wig + Cologne                                    - Tifa
Satin Dress + Blonde Wig + Cologne         + Glass   Tiara            - Tifa
Satin Dress + Blonde Wig + Cologne         + Glass   Tiara + Lingerie - Tifa
Satin Dress + Blonde Wig + Cologne         + Glass   Tiara + Bikini Briefs- Tifa
Satin Dress + Blonde Wig + Cologne         + Ruby    Tiara            - Tifa
Satin Dress + Blonde Wig + Cologne         + Ruby    Tiara  + Lingerie    - Tifa
Satin Dress + Blonde Wig + Cologne         + Ruby    Tiara  + Bikini Briefs- Tifa
Satin Dress + Blonde Wig + Cologne         + Diamond Tiara            - Tifa
Satin Dress + Blonde Wig + Cologne         + Diamond Tiara  + Lingerie    - Tifa
Satin Dress + Blonde Wig + Cologne         + Diamond Tiara  + Bikini Briefs- Tifa


Satin Dress + Blonde Wig + Flower Cologne                             - Tifa
Satin Dress + Blonde Wig + Flower Cologne + Glass   Tiara             - Tifa
Satin Dress + Blonde Wig + Flower Cologne + Glass   Tiara  + Lingerie - Tifa
Satin Dress + Blonde Wig + Flower Cologne + Glass   Tiara  + Bikini Briefs- Tifa
Satin Dress + Blonde Wig + Flower Cologne + Ruby    Tiara             - Tifa
Satin Dress + Blonde Wig + Flower Cologne + Ruby    Tiara  + Lingerie - Tifa
Satin Dress + Blonde Wig + Flower Cologne + Ruby    Tiara  + Bikini Briefs- Tifa
Satin Dress + Blonde Wig + Flower Cologne + Diamond Tiara             - Tifa
Satin Dress + Blonde Wig + Flower Cologne + Diamond Tiara  + Lingerie - Tifa
Satin Dress + Blonde Wig + Flower Cologne + Diamond Tiara  + Bikini Briefs- Tifa


Satin Dress + Blonde Wig + Sexy   Cologne
Satin Dress + Blonde Wig + Sexy   Cologne + Glass   Tiara             - Tifa
Satin Dress + Blonde Wig + Sexy   Cologne + Glass   Tiara  + Lingerie - Tifa
Satin Dress + Blonde Wig + Sexy   Cologne + Glass   Tiara  + Bikini Briefs- Tifa
Satin Dress + Blonde Wig + Sexy   Cologne + Ruby    Tiara             - Tifa
Satin Dress + Blonde Wig + Sexy   Cologne + Ruby    Tiara  + Lingerie - Tifa
Satin Dress + Blonde Wig + Sexy   Cologne + Ruby    Tiara  + Bikini Briefs- Tifa
Satin Dress + Blonde Wig + Sexy   Cologne + Diamond Tiara             - Tifa
Satin Dress + Blonde Wig + Sexy   Cologne + Diamond Tiara  + Lingerie - Tifa
Satin Dress + Blonde Wig + Sexy   Cologne + Diamond Tiara  + Bikini Briefs- Tifa


===============================================================================
-   SILK DRESS                                                              -
===============================================================================


Silk Dress + Wig                                                     - Tifa


Silk Dress + Wig        + Cologne                                     - Tifa
Silk Dress + Wig        + Cologne         + Glass   Tiara             - Tifa
Silk Dress + Wig        + Cologne         + Glass   Tiara + Lingerie  - Tifa
Silk Dress + Wig        + Cologne         + Glass   Tiara + Bikini Briefs - Tifa
Silk Dress + Wig        + Cologne         + Ruby    Tiara             - Tifa
Silk Dress + Wig        + Cologne         + Ruby    Tiara + Lingerie  - Tifa
Silk Dress + Wig        + Cologne         + Ruby    Tiara + Bikini Briefs - Tifa
Silk Dress + Wig        + Cologne         + Diamond Tiara             - Tifa
Silk Dress + Wig        + Cologne         + Diamond Tiara + Lingerie  - Tifa
Silk Dress + Wig        + Cologne         + Diamond Tiara + Bikini Briefs - Tifa


Silk Dress + Wig        + Flower Cologne                              - Tifa
```

```
Silk Dress + Wig        + Flower Cologne + Glass   Tiara                    - Tifa
Silk Dress + Wig        + Flower Cologne + Glass   Tiara + Lingerie         - Tifa
Silk Dress + Wig        + Flower Cologne + Glass   Tiara + Bikini Briefs    - Tifa
Silk Dress + Wig        + Flower Cologne + Ruby    Tiara                    - Tifa
Silk Dress + Wig        + Flower Cologne + Ruby    Tiara + Lingerie         - Tifa
Silk Dress + Wig        + Flower Cologne + Ruby    Tiara + Bikini Briefs    - Tifa
Silk Dress + Wig        + Flower Cologne + Diamond Tiara                    - Tifa
Silk Dress + Wig        + Flower Cologne + Diamond Tiara + Lingerie         - Tifa
Silk Dress + Wig        + Flower Cologne + Diamond Tiara + Bikini Briefs    - Tifa

Silk Dress + Wig        + Sexy   Cologne                                    - Tifa
Silk Dress + Wig        + Sexy   Cologne + Glass   Tiara                    - Tifa
Silk Dress + Wig        + Sexy   Cologne + Glass   Tiara + Lingerie         - Tifa
Silk Dress + Wig        + Sexy   Cologne + Glass   Tiara + Bikini Briefs    - Tifa
Silk Dress + Wig        + Sexy   Cologne + Ruby    Tiara                    - Tifa
Silk Dress + Wig        + Sexy   Cologne + Ruby    Tiara + Lingerie         - Tifa
Silk Dress + Wig        + Sexy   Cologne + Ruby    Tiara + Bikini Briefs    - Tifa
Silk Dress + Wig        + Sexy   Cologne + Diamond Tiara                    - Tifa
Silk Dress + Wig        + Sexy   Cologne + Diamond Tiara + Lingerie         - Tifa
Silk Dress + Wig        + Sexy   Cologne + Diamond Tiara + Bikini Briefs    - Tifa

Silk Dress + Dyed   Wig                                                     - Tifa

Silk Dress + Dyed   Wig + Cologne                                           - Tifa
Silk Dress + Dyed   Wig + Cologne          + Glass   Tiara                  - Tifa
Silk Dress + Dyed   Wig + Cologne          + Glass   Tiara + Lingerie       - Tifa
Silk Dress + Dyed   Wig + Cologne          + Glass   Tiara + Bikini Briefs  - Tifa
Silk Dress + Dyed   Wig + Cologne          + Ruby    Tiara                  - Tifa
Silk Dress + Dyed   Wig + Cologne          + Ruby    Tiara + Lingerie       - Tifa
Silk Dress + Dyed   Wig + Cologne          + Ruby    Tiara + Bikini Briefs  - Tifa
Silk Dress + Dyed   Wig + Cologne          + Diamond Tiara                  - Tifa
Silk Dress + Dyed   Wig + Cologne          + Diamond Tiara + Lingerie       - Tifa
Silk Dress + Dyed   Wig + Cologne          + Diamond Tiara + Bikini Briefs  - Tifa

Silk Dress + Dyed   Wig + Flower Cologne                                    - Tifa
Silk Dress + Dyed   Wig + Flower Cologne + Glass   Tiara                    - Tifa
Silk Dress + Dyed   Wig + Flower Cologne + Glass   Tiara + Lingerie         - Tifa
Silk Dress + Dyed   Wig + Flower Cologne + Glass   Tiara + Bikini Briefs    - Tifa
Silk Dress + Dyed   Wig + Flower Cologne + Ruby    Tiara                    - Tifa
Silk Dress + Dyed   Wig + Flower Cologne + Ruby    Tiara + Lingerie         - Tifa
Silk Dress + Dyed   Wig + Flower Cologne + Ruby    Tiara + Bikini Briefs    - Tifa
Silk Dress + Dyed   Wig + Flower Cologne + Diamond Tiara                    - Tifa
Silk Dress + Dyed   Wig + Flower Cologne + Diamond Tiara + Lingerie         - Tifa
Silk Dress + Dyed   Wig + Flower Cologne + Diamond Tiara + Bikini Briefs    - Tifa

Silk Dress + Dyed   Wig + Sexy   Cologne                                    - Tifa
Silk Dress + Dyed   Wig + Sexy   Cologne + Glass   Tiara                    - Tifa
Silk Dress + Dyed   Wig + Sexy   Cologne + Glass   Tiara + Lingerie         - Tifa
Silk Dress + Dyed   Wig + Sexy   Cologne + Glass   Tiara + Bikini Briefs    - Tifa
Silk Dress + Dyed   Wig + Sexy   Cologne + Ruby    Tiara                    - Tifa
Silk Dress + Dyed   Wig + Sexy   Cologne + Ruby    Tiara + Lingerie         - Tifa
Silk Dress + Dyed   Wig + Sexy   Cologne + Ruby    Tiara + Bikini Briefs    - Tifa
Silk Dress + Dyed   Wig + Sexy   Cologne + Diamond Tiara                    - Tifa
Silk Dress + Dyed   Wig + Sexy   Cologne + Diamond Tiara + Lingerie         - Rifa
Silk Dress + Dyed   Wig + Sexy   Cologne + Diamond Tiara + Bikini Briefs    - Tifa

Silk Dress + Blonde Wig                                                     - Tifa

Silk Dress + Blonde Wig + Cologne                                           - Tifa
Silk Dress + Blonde Wig + Cologne          + Glass   Tiara                  - Tifa
```

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Silk Dress + Blonde Wig + Cologne        + Glass    Tiara + Lingerie       -
Aeris
Silk Dress + Blonde Wig + Cologne        + Glass    Tiara + Bikini Briefs -
Aeris
Silk Dress + Blonde Wig + Cologne        + Ruby     Tiara                 -
Aeris
Silk Dress + Blonde Wig + Cologne        + Ruby     Tiara + Lingerie       -
Aeris
Silk Dress + Blonde Wig + Cologne        + Ruby     Tiara + Bikini Briefs -
Aeris
Silk Dress + Blonde Wig + Cologne        + Diamond  Tiara                 -
Aeris
Silk Dress + Blonde Wig + Cologne        + Diamond  Tiara + Lingerie       -
Aeris
Silk Dress + Blonde Wig + Cologne        + Diamond  Tiara + Bikini Briefs -
Aeris

Silk Dress + Blonde Wig + Flower Cologne                                  -
Aeris
Silk Dress + Blonde Wig + Flower Cologne + Glass    Tiara                 -
Aeris
Silk Dress + Blonde Wig + Flower Cologne + Glass    Tiara  + Lingerie      -
Aeris
Silk Dress + Blonde Wig + Flower Cologne + Glass    Tiara  + Bikini Briefs -
Aeris
Silk Dress + Blonde Wig + Flower Cologne + Ruby     Tiara                 -
Aeris
Silk Dress + Blonde Wig + Flower Cologne + Ruby     Tiara  + Lingerie      -
Aeris
Silk Dress + Blonde Wig + Flower Cologne + Ruby     Tiara  + Bikini Briefs -
Aeris
Silk Dress + Blonde Wig + Flower Cologne + Diamond Tiara                  -
Aeris
Silk Dress + Blonde Wig + Flower Cologne + Diamond Tiara  + Lingerie      -
Aeris
Silk Dress + Blonde Wig + Flower Cologne + Diamond Tiara  + Bikini Briefs -
Aeris

Silk Dress + Blonde Wig + Sexy   Cologne                                  -
Aeris
Silk Dress + Blonde Wig + Sexy   Cologne + Glass    Tiara                 -
Aeris
Silk Dress + Blonde Wig + Sexy   Cologne + Glass    Tiara  + Lingerie      -
Aeris
Silk Dress + Blonde Wig + Sexy   Cologne + Glass    Tiara  + Bikini Briefs -
Aeris
Silk Dress + Blonde Wig + Sexy   Cologne + Ruby     Tiara                 -
Aeris
Silk Dress + Blonde Wig + Sexy   Cologne + Ruby     Tiara  + Lingerie      -
Aeris
Silk Dress + Blonde Wig + Sexy   Cologne + Ruby     Tiara  + Bikini Briefs -
Cloud
Silk Dress + Blonde Wig + Sexy   Cologne + Diamond Tiara                  -
Cloud
Silk Dress + Blonde Wig + Sexy   Cologne + Diamond Tiara  + Lingerie      -
Cloud
Silk Dress + Blonde Wig + Sexy   Cologne + Diamond Tiara  + Bikini Briefs -
Cloud

As can be seen from this data, you have:
```

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251/279 - combinations favoring Tifa
24/279  - combinations favoring Aeris
4/279   - combinations favoring Cloud


===============================================================================
              ------------------------------------------------
              .:'*':.      37. Stat Leveling Info    .:'*':.          #SK7S
              ------------------------------------------------
===============================================================================


This section of the FAQ shall contain tons of information on how to raise your
characters stats to maximum levels the best way possible, and then some party
suggestions, etc. in order to have the best most unstoppable group imagineable.
I did something similar in my Final Fantasy X FAQ, but that game is in more
need of stat maxing guide since there's the Sphere Grid, and that's not very
straightforward like this. So, after that, you might be wondering how I'm going
to do one for FFVII. Well, I'm not going to do step-by-step information since
that's pretty much impossible. Theoretically there are *some* steps in this,
but after a certain point in the game (explained later), it can go in pretty
much any order whatsoever. Some of the info/tips you shall be able to locate in
this section are ultimate items/weapons/armor/etc., high stat raising areas for
power training, and awesome Materia set-ups + strategies. Now, enjoy.


  =------------------------------------------------------------------------=
              1. Item/Equipment Necessities for Statistic Maximization
  =------------------------------------------------------------------------=


Of course, when reaching for perfection of characters, there's always items
that you are definitely going to need to attain that. That's what this section
is devoted to. Time to start.


Most items you are to collect are not extremely imperative to stat raising (in
fact, very few are), but, a lot of them will prove to be immensely useful in
battles, and allow you to amplify your eventually-going-to-be maximized stat
attributes in battle. Not many of them are hard to obtain, either, and they
can mostly be found in random fights, treasure chests, etc. Where to start?
Well, may I start out with the easier, more basic items to start with (or,
regular items), then go into weapons, armors and accessories, that way I can
keep this section organized. First off, before anything, I must state that some
of the normal items you're going to get (ie. such as Hi-Potions) are
consumable, meaning that the maximum you may possess at any one time is 99, and
you can use them up, but, you could always regain them. But, once your stats
are fully exalted, there won't be as much need to use these items, thus,
reducing the amount you have to "spend". Time for a starting list: first off,
I have already given adumbration to the fact that you should collect some Hi-
Potions. These can be found in some treasure chests around the world, and also,
many enemies drop them. Now, I shall not mention and list the names of every
single enemy that gives them (steal, morph from) here, but you can look in the
Enemy Compendium and Boss Encyclopaedia sections of this FAQ for details. Also,
collect some Phoenix Downs(+), and Ethers(+) if you can, and perhaps some other
oppressive type items as well. Some of the more necessitated ones include
Loco Weeds, and elemental ones. *Note: that all the above is basically just
foreshadowing, and that you really don't need all of that, but they are just
some basic suggestions, and are mainly for weakling enemies if you don't wish
to use high magic spells on them if you ever run into 'em.


All right, as for weapons, we should take quite a few into consideration for
each character. Some of you are saying, why not just collect their ultimate
weapons and skip this reading, and my reasoning for not doing that is because
```

some people prefer some characters' normal weapons better than their ultimate
ones. I personally believe that ultimates are overall better, but don't worry,
I won't be mentioning all of every character's weapons since most of them
aren't even worth the effort. First off, let's begin by just stating how to get
the ultimate weapons: Cloud's is found after beating Ultimate WEAPON for the
fifth time near Cosmo Canyon. You get it as a spoil of battle after the fight.
Tifa's Premium Heart must be found like this: Get Key to Sector 5 first of all.
This you get in Bone Village (which is the excavation site from earlier on).
Here's how: You use the Highwind to go up to Bone Village, and when you enter,
talk to main guy there. Note: You have to had spoken with the guy in Midgar
who says he's lost his key at the excavation site. Anyway, when you speak to
the guy at Bone Village, you must say to him that you are just in search of
Normal Treasures. Now, go up to the area of here where you had earlier dug up
the Lunar Harp to Ancient Forest. Set all of the people you have at your
disposal all around this area and then make it all go boom! The next morning,
you will have the Key to Sector 5, and this enables you to go back and forth,
in and out of Midgar as you please. Note: You can buy Sneak Gloves from the
Weapon Shop in Wall Market for 129000 Gil. It lets you Steal more proficiently.
Ok, for the Premium Heart weapon, you must also be in Wall Market. Go to the
busted vending machine and put the key to more use there. And for doing all of
this, you have now obtained Tifa's Premium Heart.

Now to get Barret's ultimate weapon (Missing Score), it's perhaps the easiest
in the entire game. And, you can't miss it, unless you're really stupid...
While in Midgar Revisted (when you flew down on parachutes), you *must* have
Barret currently in your party. Then, while you are making your way all the
way up the stairs near the end (that leads to the three semi-difficult bouts
with the insane Hojo, it'll be in a chest on the stairs. Please Note: This
will be your *only* chance throughout the whole game to receive this weapon,
so, in other words: do not blow it! Aeris' Parasol is in the Speed Square at
Gold Saucer, and requires you to hit 5000 or more points to win it, otherwise
you get some meaningless item. Red XIII's is also quite easy to get, as well:
Ok, once you have taken Bugenhagen to Ancient City in Disk 2, you have to go on
back to the Cosmo Canyon. And there, you must go to where Bugenhagen resides
(telescope place). There, you will see that Red XIII discovers Bugenhagen's
about to die. Now, once the cutscene is finally over, Red XIII has finally made
up his mind and will be fully accompanying you, with the rest of your big party
on your quest to stop Sephiroth. And then after this is all said and done with,
you will have attained the Limited Moon ultimate weapon for Red XIII. Time to
explain Cid's and how easy it is. Once you've crashed into Meteor, go to Rocket
Town, talk to the guy near the item shop over and over and he hands it over.
Next weapon, Conformer for Yuffie Kisaragi, is only available once you have
acquired the submarine. All right, you must go on over to the the Sunken
Gelinka ship underwater not too far away from the Golden Saucer vicinity. All
right, now, inside the Gelnika, you must make your way over to the Generator
Room. And inside this area, you will be able to located Yuffie's Conformer in a
chest. The last two ultimate weapons shall be received by what I mention in the
following (and in following character ordering: 1. Vincent and 2. Cait Sith).
You have two choices first: first of which is you can have a Black Chocobo
(this is not recommended simply because it takes longer), or the submarine
which is of course more recommended. Now, head on over to the Nibelheim area.
Ok, after you've done that, go on Southeast to the waterfall that I have
mentioned in the Lucrecia's Cave section of the FAQ. Make sure that you have
Vincent in your current party for this as well. Once Vincent is done inside
during Disk 2, then return later while on Disk 3, and then go to where Lucrecia
was previously standing last time and you will then have obtained the Death
Penalty ultimate weapon for Vincent. All right, next one is a little easier.
When you go into Shinra's HQ for the second time in the game, you are able to
get Cait Sith's ultimate weapon in the game, and that is of course, the HP
Shout. It's a decent weapon, also. You must go up to the 64th Floor. And, up

there, there's a spa with lockers inside of it (get Tifa all ready... ^_^).
Note: This is a one-time-only deal, if you miss the weapon here, you're
royally screwed if you really wanted this weapon, because you can't get it
later on in the game. Ok, as you may have guessed, the HP Shout is located
in one of the lockers. It's in the 3rd row on the left. Easy enough, just
don't forget to get it while you're here.

A few extra weapons for each character that you should take into consideration
are Apocalypse and Organics for Cloud, Princess Guard for Aeris, God's Hand
for Tifa, Max Ray and perhaps Solid Bazooka for Barret, Oritsuru for Yuffie,
Red can have Spring Gun Clip and maybe even Crystal Comb, Partisan and Mop for
Cid, Supershot ST and Outsider for Vincent, and then Battle Trumpet as well as
Starlight Phone for Cait Sith. Of course, if you're aiming for a perfect file
in this game, you should probably aim to get every item. Also, if you need the
locations of the above weapons, go ahead and check the weapons section of this
FAQ for help. Also, here's five recommended armor suggestions: Ziedrich,
Imperial Guard, Aurora Armlet, Minerva Band, and Mystile. Locations and more
can be found in the Armors Listing section of the FAQ. Of course, along with
weapons and armor, there're always Accessories that can help maximize your
party's performance aside from stats, and some can put stats under a useful
amplification, meaning that some can raise stats. Here's a list of all of them,
and then check the Accessories section for more in-depth explanations. Cat's
Bell, Sneak Glove, Tetra Elemental, Tough Ring, Bolt Ring, Amulet, Ice Ring,
Reflect Ring, Saftey Bit, HypnoCrown, Water Bracelet, Ribbon (extremely good),
Champion Belt, Peace Ring, Choco Feather, Earrings, Jem Ring, Fairy Ring, Fire
Ring, Fury Ring, Silver Glasses, Headband, White Cape, Power Wrist, Poison
Ring, Talisman, Star Pendant, Protect Vest. Now, you can't put them all on, so,
you should make the final decision as to which one you want on each character.
Ok, I recommend just equipping everyone with Ribbon so that all status effects
can be voided without worry, but they can be just a bit difficult to obtain
once you have received the first one from the Temple of the Ancients.

=-=
                       2. Great Materia Set-Ups
=-=

You pretty much all know that you can't have the ultimate party without great
Materias, since about all of this game's leveling system revolves around this
one element, so naturally we're going to spend a lot of time getting this done.
Unlike with Accessories (probably), we aren't going to have the same Materia
set-ups for everyone for a few reasons. For one that would be boring, and the
second is it's not necessary, as when people have different ones, it gives you
even more of an advantage. If you want the very most out of this, I say you
should simply equip everyone's ultimate weapons to them so that we can have
eight linked (O=O) slots. From there, it's really a matter of which armors you
have on your characters to decide the amount of Materia slots, linked or
unlinked, you have. Let's start out with Cloud. Since he'll have 8 slots for
his weapon, I suggest getting him an armor with about 6 slots (the most--does
not matter which are linked or not, since we'll get all the ones needed to be
linked out of the way with Ultimate Weapon). I first off think you should have
two slots of his weapon looking like they have Knights of the Round in one, and
then W-Summon in the linked slot next to it. Next linked couple should ought to
contain Final Attack=Revive combination. Then, you should also link HP Absorb
with Ultima, and then the next ones won't matter if linked or unlinked: Master
Magic and Master Command. Armor, no matter the linkage, should have Life, Full
Cure, Barrier, Comet2, Contain, and Bahamut ZERO. Tifa will also have 8 slots
linked in weapon (Premium Heart), and 6 slots in armor (by the way, I suggest
Cloud has Mystile and she has Imperial Guard, each a 6-slotted armor). Her
weapon set-up should be like this: Mime first; does not have to be linked with
anything. Then, Heal (really no use though after Ribbon is incorporated). Next,

two summons in proceeding two slots: Hades and Odin. This should be followed by
Exp Plus (remove and replace with Quadra Magic once stats are uberized) and a
Contain type magic (Freeze, Break, Tornado, or Flare). Next should be Enemy
Skill then Speed Plus. Take note that with that last one, linking them does
nothing whatsoever. Her armor should be this: MP Absorb=Neo Bahamut, Full Cure=
All, Gil Plus, Shield/type Barrier. Note: check Tips & Tricks sections for
higher-level, kickass themed ones.

Barret's isn't much too important like above two character's. His weapon will,
like all ultimate weapons, have 8 linked-together slots. But, his armor shall
only contain four instead of six. I suggest him having Aurora Armlet, and that
has 4 - linked. Weapon should have Mime, Pre-Emptive, Alexander, Morph, Magic
Counter, Counter, Double Cut (2x/4x), and any other random one you'd like,
since he's just peachy like that, and you don't even have to unless you really
want to. His armor does not really matter. From here, continue mastering Mime
and putting it on each character, and each character really should have a
contain or Comet type magic, as they're very powerful. Summons should be
distributed like this from this point on: Phoenix and Bahamut to Red XIII
(Phoenix especially since it does revification with Life 2 and Fire elemental
damage - don't use against Fire type enemies but very useful with Ice enemies);
Master summon given to Vincent Valentine (I did that because he is my favorite
character in the whole game); Typoon to Yuffie; and Kjata to Cait Sith. From
all of this, feel free to give out random useful Materias to all characters,
since the first three characters I mentioned are my party, and I deem them the
most useful (but, feel free to replace Barret with Vincent in every aspect and
add Master Summon to Vincent still while Barret maintains his summons. It's
not like you're going to be using every single charater once you have a set
party that you like to use all the time like most people do, but I do suggest
evenly balancing all characters. And with that, that'll pretty much do it for
the Materia set-ups sub-section.

===
                  3. FFVII's Best Leveling-Up Hotspots
===

In this area I shall be mentioning a few awesome areas to fight for some
insanely high AP and great items. There are two places I really want to stress
here, and which enemies you fight, etc. Of course, with so much rewards to
offer, these places naturally come chalk full of moderately to very difficult
enemies to face, which means that you should at least be lvl50 before you think
of facing off against them. Out of all the places you can fight in this game,
I have narrowed it down to a total of two of the best places. I would leave it
at one, but they both have major advantages that balance eachother's usefulness
out. Like I said both of these places not only offer some high amounts of AP,
and some nice items to boot. It is recommended that you have the character's
legendary weapons equipped and ready. Some enemies in one particular section
can actually be considered sort of like minibosses because of their HP and
difficulty. Without further ado, I'd like to begin.

The first place I would like to cover is the undisputed best area in the game
to train your group members. This is the really plant-infested area of the
North Crater. All right, this is one of the last areas you can fight and level
up and actually be able to get out. This area has a lot of enemies that make
it the ultimate area in the game for training. But, like previously mentioned,
quite hard. First off, I'm going to mention the Armored Golem. He's not too
horribly difficult, and his HP will only take about two hits to deplete
totally. It's a total of 10000, and by this point you should be doing around
5000 or so, or if you're doing 9999 (MAX), you'll be leaving it with 1 HP. It
has one attack, Golem Laser, which does about 700+ damage. This can be almost
fully healed by Hi-Potion to the point where not much more is needed. It gives

100 AP, 2500 Exp, and 2680 Gil. All good rewards. Allemagne is next on my list
to explain. A very annoying enemy, although it's HP is less than AG's 10000,
and its is 8000. Its attacks, L3 Flare, L4 Death (Enemy Skill), and claw are
all a threat. L4 Death rarely hits, but the other two attacks can do some
decent damage, especially L3 Flare. Its Def stat is not as big as Armored
Golem's, so attacks will do more damage, but since its Eva% is higher, it'll be
more challenging to land an attack, plus it's an aerial enemy so it'll be just
a bit annoying to hit it... but manageable. Magic is useful against it. Gighee
is simple and it offers nothing really: 700 Exp, 60 AP, but a minorly
respectable amount of 600 Gil. HP is 5500, and its Def nor Eva% are too high,
so damage is quite easy to inflict. It has a physical attack which it uses with
regularity, and does usually around 200 dmg with normal core Def most people
have at this point. It also has Stardust March. Movers are a rarity in this
cave, and offer quite a lot of Exp, AP, and Gil. HP is quite high, and I really
suggest just summoning or using Ultima to dispose of it, unless you can now do
9999 damage each physical hit, in which case I suggest that you conserve MP and
do that. Magic Pots are last on agenda. They have 4096 HP, not too much, and
give immense Exp (8000), AP (1000), Gil (8500). Only Elixirs can send it.
Magic Pot's only ability is to steal from your party.

Now, the next place that I'm going to touch on is the forests near the Mideel
area on the World Map. This place is easier to get to than the previously
touted North Crater Final Cave, since it's pretty much just out in the open.
And, if you don't want any random encounters on the way there (which isn't
possible with the North Crater), you can just use a Chocobo or your airship
if you're at that time in the game. This isn't in or in the grassy areas close
to Mideel, but the forests where you can only see rustling plants when you
walk through them. Just like in previous level-up spot, there's a plethora of
Exp and AP and even Gil to be found, but not as bountiful for every fight.
Really there's only two enemies here that are worth fighting are Crystales,
Head Hunter, and Spiral is an enemy that *can* be with Chocobos when the
appropriate Materia is on, and that is the Chocobo Lure Materia, obviously.
Head Hunter sports 2000 HP and gives 80 AP, 650 Exp and 450 Gil for winning
against it in a bout. Its Sickle is nothing to worry about, neither is its
Raising Dagger. Crystales can put you to sleep, and that's easily negatable
by Ribbon if you have it, or, physically attacking can wake you back up. Its
HP is not that high at all, and it gives respectable amounts of Gil, Exp and
AP. Spirals, whether or not they're with Chocobos, have 2800 HP, and also
dispense the following amount of Exp/Gil/AP: 700/200/80... not bad. Anyway,
that's all for this, now go on to and read the below section on Infinite Stat
Sources.

===
                4. Infinite Sources From Sunken Gelnika
===

As you may or may not know, there is a crashed, sunken Shinra ship at the
bottom of the ocean. I have also covered that aspect of the game in more depth
in an earlier section of this guide. This is not what this subsection is
completely about, though, as it focuses more on an attribute maxing aspect of
the Gelnika. Also, if you have reached level 99 already before using this
informator, you'd know that once you've gotten to there, your statistics are
not yet uber. And by that I mean that your stats have not yet gotten to 255,
which is maximum stat capacity. The only way to do this is to use the unlimited
amount of [insert stat here] "sources". Now, you've received and probably used
some of these in the past, and it's the same exact thing as what I'm talking
about right now. They've diverted your set final stats for each character
before by adding to them, and they're going to have to right now also. Now, it
is not like you have to find them in treasure chests or really obscure places
throughout the ship as there are not unlimited spots in this ship, as well all

know. How you're going to have to get them is by morphing specific enemies in
the ship. Also, not all enemies on this ship can be morphed to produce sources,
just as not all enemies can produce every source. Only particular enemies here
can be morphed, and they all transform into a specific source. You can continue
to find them and morph them over and over and over, ad infinitum. Then, you can
use them immediately, or save them until you have enough to max out stats in
one big utilization. The following enemies can be morphed to produce the
following stat raising sources: Serpent (Mind Source), Poodler (Speed Source),
Bad Rap (Luck Source), Unknown (Power Source), Unknown 2 (Guard Source),
Unknown 3 (Magic Source). Note that if you use a lot of these, you don't even
have to hit lvl99 to max out your stats. At that, your stats are as high as
they'll ever get; all core stats at 255, and HP 9999 and MP 999. Have fun!

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===============================================================================
              -------------------------------------------
              .:'*':.     38. Song Lyrics     .:'*':.                #SL8F
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===============================================================================


===============================================================================
-   FINAL FANTASY VII'S OFFICIAL SOUNDTRACK                                   -
===============================================================================
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Disc One
01 - Prelude
02 - Opening - Bombing Mission
03 - Mako Reactor
04 - Anxious Heart
05 - Tifa's Theme
06 - Barrett's Theme
07 - Hurry!
08 - Lurking in the Darkness
09 - ShinRa Company
10 - Fighting
11 - Fanfare
12 - Flowers Blooming in the Church
13 - Turk's Theme
14 - Underneath the Rotting Pizza
15 - Oppressed People
16 - Honeybee Manor
17 - Who are You?
18 - Don of the Slums
19 - Infiltrating ShinRa Tower
20 - Still More Fighting
21 - Red XIII's Theme
22 - Crazy Motorcycle
23 - Holding my Thoughts in my Heart

Total Time:
70'57"

Disc Two
01 - FF VII Main Theme
02 - Ahead on our Way
03 - Good Night, Until Tomorrow
04 - On that Day, 5 Years Ago
05 - Farm Boy
06 - Waltz de Chocobo
07 - Electric de Chocobo

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08 - Cinco de Chocobo
09 - Chasing the Black-Caped Man
10 - Fortress of the Condor
11 - Rufus' Welcoming Ceremony
12 - It's Difficult to Stand on Both Feet, Isn't It?
13 - Trail of Blood
14 - J-E-N-O-V-A
15 - Continue?
16 - Costa del Sol
17 - Mark of the Traitor
18 - Mining Town
19 - Gold Saucer
20 - Cait Sith's Theme
21 - Sandy Badlands

Total Time:
62'20"


Disc Three
01 - Cosmo Canyon
02 - Life Stream
03 - Great Warrior
04 - Descendant of Shinobi
05 - Those Chosen by the Planet
06 - The Nightmare's Beginning
07 - Cid's Theme
08 - Steal the Tiny Bronco!
09 - Wutai
10 - Stolen Materia
11 - Racing Chocobos - Place your Bets
12 - Fiddle de Chocobo
13 - A Great Success
14 - Tango of Tears
15 - Debut
16 - Interrupted by Fireworks
17 - Forested Temple
18 - You can Hear the Cry of the Planet
19 - Aerith's Theme
20 - Buried in the Snow
21 - The Great Northern Cave
22 - Reunion
23 - Who am I?

Total Time:
69'45"


Disc Four
01 - ShinRa Army Wages a Full-Scale Attack
02 - Weapon Raid
03 - High Wind Takes to the Skies
04 - A Secret, Sleeping in the Deep Sea
05 - Parochial Town
06 - Off the Edge of Despair
07 - On the Other side of the Mountain
08 - Hurry Faster!
09 - Sending a Dream into the Universe
10 - The Countdown Begins
11 - If you Open your Heart...
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12 - The Mako Cannon is Fired - ShinRa Explodes
13 - Judgement Day
14 - Jenova Absolute
15 - The Birth of God
16 - One-Winged Angel
17 - World Crisis
18 - Staff Roll

Total Time:
68'26"


================================================================================
-   SONG LYRICS                                                                -
================================================================================


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                          One Winged Angel (Latin)
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Estuans interius
ira vehementi
Estuans interius
ira vehementi
Sephiroth
Sephiroth

Estuans interius
ira vehementi
Estuans interius
ira vehementi
Sephiroth
Sephiroth

Sors immanis
Et inanis
Sors immanis
Et inanis

Estuans interius
ira vehementi
Estuans interius
ira vehementi
Sephiroth
Sephiroth

Veni, veni, venias,
Ne me mori facias
Veni, veni, venias,
Ne me mori facias

Veni, veni, venias (Gloriosa)
Ne me mori facias (Generosa)
Veni, veni, venias (Gloriosa)
Ne me mori facias (Generosa)

Sephiroth
Sephiroth


=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=
                         One Winged Angel (English)
```

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=-=--=--==-=---=--==-=--=---=----=--==-=--==---==-=--=----=---=----===-=-=
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Burning inside,
with violent anger
Burning inside,
with violent anger

Sephiroth
Sephiroth

Burning inside,
with violent anger
Burning inside,
with violent anger

Fate,
monstrous and empty
Fate,
monstrous and empty

Burning inside,
with violent anger
Burning inside,
with violent anger

Come, come, O come
Do not let me die
Come, come, O come
Do not let me die

Come, come, O come (glorious)
Do not let me die (noble)
Come, come, O come (glorious)
Do not let me die (noble)

Sephiroth, Sephiroth

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===============================================================================
               --------------------------------------------
               .:'*':.      39. FAQs ---> Q&A      .:'*':.                #SM0A
               --------------------------------------------
===============================================================================
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Here, in this section, I attempt to accomplish the seemingly impossible: to
prevent people from incessantly e-mailing me about things in the game, even
some which I even mention elsewhere in the guide. Now, this doesn't mean you
can't e-mail me at all, but please, check the guide first! I beg of you. I
mean, I wrote this big bastard to be informative, and perhaps spawn a few
senseless e-mails here and there, but keep it to a minimal, for the love of
God. It's also to at least be some window of hope to keep the FF7 message board
from being flooded and oversaturated with foolish questions asked one hundred
trillion times (heh, this is just an idle dream, of course, as I doubt ANYTHING
will ever prevent that from happening interminably...) Also, although I allow
some e-mails and answer them, this doesn't mean that you can send me questions
regarding how voluptuous and full Tifa's breasts are, or anything like that.
Without any further ado, let us kick this section off before you kill me...!

Q1: Is there any way possible to bring Aeris back after her death?
A1: Whoever the hell you are, if you're asking this, you're sure as hell not
    alone. This is the most frequently asked question I've received, and it

has been proven time and time again. The answer is a resounding no.

Q2: I've heard from somebody that you can obtain Sephiroth's sword. Is this
    true or not?
A2: Well, whoever you heard it from is partially misinformed, but not
    completely. Technically, you can acquire his Masamune, but it's not
    totally real or authentic. It's a replica called the Masamune Blade, and
    you can make its acquisition from getting under 5000 points in the Speed
    Square at Gold Saucer. Note: you cannot actually utilize it in fights, but
    it does appear in the Key Items screen.

Q3: There has been a rumor flying around that you can have the great almighty
    Sephiroth join your party. Is it true?
A3: Umm... yeah... ok? Well, in the game you really can't have him in your
    party by any means whatsoever. However, in the Debug Room (there are two
    guides regarding this matter on GameFAQs), you can use him in some scenes.
    Small Technicality: you CAN use in the Nibelheim flashback at Kalm, but
    he's not controllable, but he is in your party. You also can't change his
    status or equipment in the slightest.

Q4: How on earth do I get the Knights of the Round? I heard that summon's power
    is practically orgasmic!
A4: Refer to the Chocobo Breeding section of the FAQ for more details, dude, as
    it's too much to explain here...

Q5: What is this I hear about getting a special pack of stuff from racing
    Chocobos at the Gold Saucer from Ester?
A5: If you successfully win in fifteen consecutive races in Class S of Chocobo
    Racing, Ester becomes extremely and immensely impressed with your racing
    ability and talent, and denotes that she has never witnessed someone win
    so much in Class S (obviously the most difficult class - for more refer to
    #SL2G and #SC9C). She compares you to Joe who rides Teioh (you met him
    during your escapade in the desert prison), and then gives you a package
    containing Sprint Shoes, Counter Attack, Chocobracelet, Cat's Bell, and
    Precious Watch.

Keep sending 'em in!

==

               .:'*':.   40. Ah, Those Rumors   .:'*':.   #SM1R

==

Hehe, this section is dedicated to compiling, reconnoitering, falsifying, or
confirming rumors that have drifted about the enormous FF7 community
for the past nine-ten years or so. Now, I know for a fact that I have not yet
covered EVERY rumor that has surfaced (and continually resurfaced over time) in
this section, as they are literally innumerable; that's where you--the reader--
come in. If you know any rumors that have actually had some following (meaning
at least SOMEWHAT WELL-KNOWN), please, feel free to send them to my e-mail
addy found in a couple of places throughout this FAQ. I'll be glad to add them
to this section with some statements afterwards. Let's start off with arguably
the absolute most prevelant rumor: reincarnating Aeris.

=-=
                        1. Aeris...YOU'RE BACK...not...
=-=

Not, she's not. And she won't be.

I have heard a lot of theories and different possibilities regarding bringing
Aeris back into your party, which ultimately lends a hand in disproving this
rumor altogether. I doubt Squaresoft would spend so much time making so many
different possibilities to carrying out this minuscule quest, while every
other sidequest in the game only has one *real* method. Nice try.

Besides, how would the game play out if you had Aeris back as a regular party
member? It's not like you can just pull out some impossibility like having a
Revive Materia transcend into some new Materia specifically designed to
bring Aeris back to life (by the way, I've heard many names for that "super-
reviving" Materia, meaning it must be bogus completely), and then expect the
whole rest of the game's script altered, and change in the final cutscene.
It's completely different than acquiring Vincent and/or Yuffie.

So all together, this rumor is totally untrue.

I might add some more in the future, I might not. We'll see.

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                .:'*':.     41. Acknowledgments     .:'*':.              #SN1A
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===============================================================================
```

I would like to acknowledge and thank the following (human or otherwise) for
any form of contribution made toward this FAQ and its completion.

1. Lord Skylark: We haven't talked or shared data/testing for a solid two years
now, but his original help and data contributions to the enemy section of this
FAQ are still evident, and would not have gotten me started on my list as it
is. He also taught me a lot about save states, and the game's code.

2. Terence Fergusson: He was my original education on Final Fantasy VII's
mechanics. I learned a lot of what I know about this game from his work, and
have applied it to my own gaming. His enemy AI served as an immense basis for
my own. In fact, scratch that, mine would not have been possible (or at least
taken more than the 2 years of testing it already did) without him. A lot of
mechanics information in this guide was either learned from him in the past,
or referenced directly during the making of this FAQ. Also, the enemy
formations section was supplemented by his (in terms of chances, etc.). Thus,
the largest thanks of mine for this FAQ goes to him.

3. Ryu_Kaze: For translating the FFVII Ultimania Omega's story and background
elements. I used the translations for vehicle specifications from his FAQ, and
also expanded upon/added to them slightly. Go view his FAQ at GameFAQs. For
this I also thank Studio BentStuff and Square Enix for the Ultimania Omega.

4. Apathetic Aardvark (aka SineNomine): I referenced his FAQ at times when I
was at a loss for a -simple- explanation for something, and also when I needed
some help in my own game. Go view his FAQ/Walkthrough, as well.

5. Seth Doko (aka Hang Me 2002): For the incredible ASCII art found at the top
of this guide. The art I had at the top was honestly not -nearly- up to par
with the one you put together for me. I didn't know you had it in you, but that
is top-tier ASCII.

6. XxCyNicCiDxX: Thanks goes to XxCCxX for submitting to me a valuable piece of
information on how to improve upon my Materia combination for the ultimate
black magic user.

7. Gbness: For submitting a truckload of great Materia combinations that I have
included in my section designated for such information. We don't talk at all
anymore, though. ><

8. J0hn1: He also sent in another Materia combo of good use, which I also have
showcased in the Tips and Tricks section of this FAQ. You should check it out.
It was on how to create the ultimate passive combatant for battle. Mad kudos!

9. Xenomic: I referenced his FAQ quite a few times for some of the locations/
ways to get items that I had forgotten to notate. While most of it is my work,
his FAQ helped in a number of situations.

10. Philip Dupont: Thank you man for sending in the info on how to atomize and
discreate many tough bosses in this game featured in the Tips and Tricks area
of this FAQ. Honestly, the tips you sent in were of major help, and are totally
valid. Again, thanks.

11. ragnarokesper: I used the basic format for listing abilities that he used
in his FFX Monster Ability Guide. It's great for displaying an abundant amount
of data in a relatively succinct fashion.

12. lolo26: Posted a brief but effective explanation for physical attack
connection on the FFVII Message Board.

13. Cloud VS Sephiroth: For the chart of Battle Square BP from all handicaps.
He's written an incredible perfectionist's FAQ for this game.

14. Kao Megura: For being the "original" writer for this game, and still to
this date having one of the most crisp, user-friendly FAQs for the game. May
you rest peace.

15. Fantasy Gamer: Major thanks goes out to Fantasy Gamer for the large list
of results for all the possible combinations of key items/accessories which
affect Don Corneo's choice.

16. Squaresoft (now Square Enix): For creating this game, as well as countless
other timeless classics.

That is all for now.

===

                 .:'*':.   42. Over and Out   .:'*':.   #SO0O

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=-=
                        Future Guides By Siniroth
=-=

I plan on writing for the following games in the future, and updating any of my
current ones listed here.

Final Fantasy X FAQ/Walkthrough (update)
Final Fantasy X-2 Enemy List (update)
Final Fantasy VIII Enemy List
Final Fantasy IX FAQ/Walkthrough
Final Fantasy VI FAQ/Walkthrough
Final Fantasy Tactics FAQ/Walkthrough

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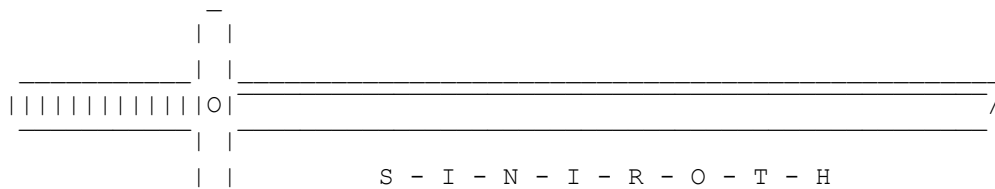Phantasy Star IV FAQ/Walkthrough
Legend of Zelda: Twilight Princess FAQ/Walkthrough
Kingdom Hearts II FAQ/Walkthrough (co-author)
Xenogears FAQ/Walkthrough
Chrono Trigger FAQ/Walkthrough
Chrono Cross FAQ/Walkthrough
Legend of Dragoon FAQ/Walkthrough
Star Ocean: Till the End of Time FAQ/Walkthrough


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                         Final Statements (Outroduction)
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Heh, well, this is the end of the guide. As all good things come to an end, so
has this guide. I may have made a few mistakes here and there, or perhaps have
missed a little information in little nooks and crannies of the guide. If you
just so happen to notice any errors in the information delivered and presented,
please, feel free to tell me via my e-mail address, which is, as mentioned
before, InfiniteZero000@aol.com. After four years of everything, and after a
lot of very hard work, this guide is at a commemorable end. I genuinely enjoyed
every minute of writing for this game. I sure hope that enjoyment is reciprocal
in you when you read this FAQ for whatever reason, and hope it in some way
helped you out. And with that, I bid you adieu.


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O===|_____/  There ain't no gettin' offa this train we're on  _____|===O
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