

Final Fantasy VII Gold Saucer Guide

by mike tru

Updated to v1.00 on Jan 29, 2004

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|               Final Fantasy VII |
|               Playstation       |
|               Gold Saucer Guide |
|               Version  1.00     |
|               Sunday, January 04, 2004 |
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FAQ Sizes

Pages	18
Words	7 256
Characters without spaces	32 348
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Paragraphs	844
Lines	988

Mission Statement

Looking through the many FAQs that are posted over the web pertaining to Final Fantasy VII, I noticed that there was a lack of one FAQ in particular - a Gold Saucer FAQ. In this FAQ I hope to show explore deeply into every aspect of the Gold Saucer amusement park. I am a big fan of tables, so if you are not, just be warned that this FAQ has more than its fair share of tables (25).

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| I I VERSION HISTORY |
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Version 1.00 Just started out with the FAQ. At this point on the first night it is just a basic skeleton. End of Version, every section has a fair amount of information (some are finished some still have a bit of work to get completed, but it is finally presentable).

Version Statistics 1.00 Sunday, January 04, 2004 51.9 Kb

•=====•
| I I I BASIC INFORMATION |
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What is Gold Saucer? Basically the Gold Saucer is a giant amusement park that Square added into the game in dramatically increase both replay value and to go along with many parts of the story.

How Much Does it Cost? The first time you come to the entrance of Gold Saucer, you are asked if you would like to buy a single day pass. If you chose this option, then it will cost 3 000 Gil. The other option is a lifetime pass for 30 000 Gil, which by the time you are finished with the game, you will realize just how good of a bargain this is.

What can I do there? You can do anything from race chocobos to fight a series of beasts. There is an arcade area where you can play games. You can take a roller coaster ride while shooting targets out. There is even an Inn if you get a little tired (Be careful though, it's haunted!) During the game, you will even go on a date here and get to act out a play.

What is this GP? GP is pretty much like "Gold Saucer Money" you will earn GP if you do well in games or win chocobo races. However, many of the games that you will come to enjoy will cost GP, which can be hard to come by sometimes, especially when you are looking to buy some good materia for a

couple thousand GP at a time. Don't worry, if you leave the Gold Saucer for any reason, you will still be able to hold onto any GP that you have earned.

Where do I get GP?

You can earn GP from many of the games that are in Gold Saucer. Every once in a while, a person will show up outside of the main entrance you will be able to buy GP from him. It is also possible to win GP from winning Chocobo races.

Can I Buy GP?

It is possible to buy GP. Every once in a while a man will appear outside the entrance of the Gold Saucer (above the save point). You will be able to buy up to 100 GP from him, for 100 Gil per GP. However, he only appears about 13% of the time, so you might need to enter and leave a few times for him to appear.

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| I V BATTLE SQUARE |
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The basic idea of Battle Square is a place where you can practice your fighting techniques and strategies without there being game-ending consequences. However, to make the game more interesting, Square added a couple extra variables to the preverbal equation. One: Before each round of fighting the proceeds the initial round you will be given a handicap that will last until the end of the set of eight fights. Two: Each handicap will give you a certain amount of battle points, or "BP", that accumulates until the end of the round. Three: With enough BP you will be able to buy rare and unique items and materia. Four: Get good enough, and you will be entered into a special battle where you must fight some of the toughest enemies in the game... by yourself.

Basic Info

Cost: 10 GP
Difficulty: Varies
Necessity: High

Before going into the actual arena, you will be asked whether you would like to participate in the Regular Battle or the Special Battle. This, of course, is assuming that you have already earned the Special Battle privileges.

To earn Special Battle privileges, you must first have bought W-Summon and Omnislash. Once you have bought both of those, make sure that Cloud has learned Omnislash and that he has Ultima Weapon. Once all of these requirements have been met, then Dio will come out and invite him to the Special Battle.

If you choose the regular battle, or haven't earned the Special Battle, you will be asked which character you wish to participate. Choose and then you will run into the arena.

The first round of fighting you will have no handicaps and will be a normal fight. But once you beat that set of enemies you will be asked if you would like to continue. Your choices are "Off Course" and "No Way!". Should you chose to go on you will have a slot come up that you must stop. When it stops

you a handicap will be displayed and that will be caste upon you. If you are able to beat that enemy you will be given the BP for that handicap and the process will begin again. All in all you will fight eight rounds of enemies. If at any time you chose to quit you will still receive you BP, however, if you are killed, then you will receive none.

Enemies - Regular Battle

R O U N D O N E						
NAME	LEVEL	HP	MP	STEAL	MORPH	MANIP
Dual Horn	30	2 500	0	Pepio Nut	n/a	yes
Foulander	27	800	100	n/a	n/a	yes
Garuda	29	1 400	200	n/a	n/a	yes
Jayjujaye	28	640	20	n/a	n/a	yes
Razorweed	27	1 000	145	n/a	n/a	yes
Bizarre Bug	28	975	0	n/a	n/a	no

R O U N D T W O						
NAME	LEVEL	HP	MP	STEAL	MORPH	MANIP
8 Eye	30	500	220	n/a	MagSource	no
Acrophies	35	2 400	220	WaterRing	n/a	no
Adamantaimai	30	1 600	240	AdamanBangl	n/a	yes
Bizarre Bug	28	975	0	n/a	n/a	no
Kelzmelzer	30	800	0	Antidote	Antidote	yes
Slaps	29	900	50	n/a	Hyper	no
Tail Vault	28	960	0	n/a	n/a	yes
Tonadu	30	1 600	0	Bird Wing	n/a	yes
Under Lizard	29	1 400	140	Remedy	Remedy	yes

R O U N D T H R E E						
NAME	LEVEL	HP	MP	STEAL	MORPH	MANIP
8 Eye	30	500	220	n/a	MagSource	no
Adamantaimai	30	1 600	240	AdamanBangl	n/a	yes
Ancient Dragon	34	2 400	450	n/a	n/a	yes
Doorbull	35	2 800	160	Hi-Potion	n/a	no
Jemnezmy	24	800	80	n/a	n/a	no
ToxicFrog	26	500	100	Impaler	Remedy	yes

R O U N D F O U R						
NAME	LEVEL	HP	MP	STEAL	MORPH	MANIP
Acrophies	35	2 400	220	WaterRing	n/a	no
Boundfat	27	500	80	Dazers	Dazers	yes
Hippogriff	37	3 000	280	n/a	n/a	no

Ice Golem	40	4 000	30	Hi-Potion	n/a	no
Jumping	24	999	0	AntarcWind	Hi-Potion	yes
Malldancer	32	600	100	Pheo.Down	Hi-Potion	yes
Trickplay	24	1 500	100	n/a	n/a	no
Vlakorados	--	33 333	0	Carob Nut	Elixir	yes

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| R O U N D F I V E |

NAME	LEVEL	HP	MP	STEAL	MORPH	MANIP
Frozen Nail	28	1 300	100	n/a	n/a	yes
Lessaloploth	34	2 000	400	Pheo.Down	n/a	yes
Magnade	35	1 000	100	Pheo.Down	n/a	no
Shred	32	900	100	n/a	n/a	yes
Snow	32	4 000	160	Circlet	n/a	yes

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| R O U N D S I X |

NAME	LEVEL	HP	MP	STEAL	MORPH	MANIP
Cuahl	33	1 300	60	Tranquilizr	Tranquilizr	yes
Evilhead	28	740	45	n/a	HolyTorch	yes
Headbomber	35	1 600	200	Tranquilizr	Tranquilizr	yes
Sculpture	32	1 700	100	n/a	n/a	yes
Stilver	40	2 000	300	n/a	HolyTorch	yes
Zolokalter	30	950	90	n/a	Antidote	yes

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| R O U N D S E V E N |

NAME	LEVEL	HP	MP	STEAL	MORPH	MANIP
Blue Dragon	41	8 800	500	n/a	n/a	no
Dragon Rider	35	3 500	180	Hi-Potion	MindSource	no
Gigas	40	6 500	100	GigasArmlet	n/a	no
Gremlin	36	1 500	100	Tent	X-Potion	yes
Ironite	30	2 400	100	Phoe.Down	n/a	yes
Malboro	44	4 400	900	M-Tentacles	n/a	no
Tonberry	??	~35 000	???	TurboEther	Elixir	no
Wind Wing	36	1 900	350	Hi-Potion	Phoe.Down	yes

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| R O U N D E I G H T |

NAME	LEVEL	HP	MP	STEAL	MORPH	MANIP
Ghost Ship	44	6 600	100	Phoe.Down	GuideBook	no
Ho-chu	??	8 000	290	Circlet	Ribbon	yes
Sea Worm	22	9 000	200	Drag Scales	Drag Scales	no
Serpent	40	14 000	240	WaterRing	Mind Source	no

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| S P E C I A L B A T T L E |

NAME	LEVEL	HP	MP	STEAL	MORPH	MANIP
R1 Sea Worm	22	9 000	200	Drag Scales	Drag Scales	no
R2 Ho-chu	??	8 000	290	Circlet	Ribbon	yes
R3 Unknown 3	52	15 000	150	BoltArmet	MagSource	no
R4 Serpent	40	14 000	240	WaterRing	Mind Source	no
R5 Wolfmeister	43	10 000	200	n/a	n/a	no
R6 Behemoth	45	7 000	400	Phoe.Down	n/a	no
R7 Max. Kimaira	49	4 000	350	n/a	GuardSource	no
R8 Proud Clod	??	200 000+	500	n/a	n/a	no

Handicaps

After each round of battle you will be awarded more BP. Here is a chart that shows just how much BP you will get each round depending on what handicap you were given the previous round and what round you are in.

Handicap	Abbr
Poison	Pois
Toad	Toad
Mini	Mini
Break Summon Materia	Summ
Break Support Materia	Supp
Break All Materia	AllM
Break Accessory	Acce
Break Item	Item
Lucky Seven	None
Halve Speed	HSpe
Halve HP	H-HP
Halve MP	H-MP
Halve HP and Halve MP	Both
Zero MP	0 MP
Break Weapon	Weap
Break Armor	Armo
Time 30 Damage	Time
Descend 5 Levels	5Lev
Descend 10 Levels	10Le
Restore HP	ReHP
Break Magic Materia	Magi

HAND	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	ROUND 6	ROUND 7
Pois	4	6		16	33	82	
Toad	6	10	19	44	130	520	3 069
Mini	5	8	16	36	108	453	2 940
Summ		18	37				
Comm			17	41			
Indy				99		1 014	
Supp				91	279		
AllM			59		463		10 000
Acce	10	18	35		248		
Item	13	23		118	355	1 368	7 200
None	7	7	7	7	7	7	7
HSpe	5	7		19			

H-HP	13	22	40	84	204		
H-MP	12	20	36	73	173		
Both				94	244	775	3 134
0 MP				70	171	502	1 855
Weap		37	67	130		1 575	
Armo		17	33			654	
Time		15	26	54	130		
5Lev	5	8	13				
10Le		16	28	53	118	308	968
ReHP	1	1	1	1	1	1	1
Magi	15	28		145	445	1 755	9 425

Spending BP

Once you have received your BP you will be able to spend them on buying some rare and useful items as well as some really helpful materia.

DISK ONE - BEFORE TINY BRONCO			DISK ONE - AFTER TINY BRONCO		
Item	BP		Item	BP	
Potion	80		Phoenix Down	100	
Phoenix Down	160		Remedy	200	
Shrapnel	320		Mimett Greens	400	
Ether	640		Enemy Lure	800	
Mimett Greens	1 280		Choco Feather	1 600	
Fury Ring	2 560		S-Mine	3 200	
Enemy Lure	5 120		Pre-Emptive	6 400	
Pre-Emptive	10 240		Speed Plus	12 800	
Speed Plus	20 480		Champion Belt	25 600	
Champion Belt	41 960		Omnislash	51 200	

DISK TWO - DISK THREE		
Item	BP	
Remedy	100	
Enemy Lure	250	
Right Arm	500	
Pre-Emptive	1 000	
Reagan Greens	2 000	
Speed Plus	4 000	
Stardust	8 000	
Champion Belt	16 000	
Omnislash	32 000	
W-Summon	64 000	

Strategies

Early Game (Pre Temple of Ancients)

Choose the character that is the most balanced in your party, because you do not know which handicaps you will get. This way, no matter what you should be

safe. I generally choose Cloud. As far as your equipment goes, make sure that you have the best weapon and armor that you have - you should also have White Cape equipped to protect you from Frog. Once you have this much it comes down to your materia set up...

The first and most essential materia that you should have is Enemy Skill. This thing will work wonders for you. Make sure that you have Beta, Big Guard, White Wind, and possibly Aqualung. Also equip your character with Long Range (assuming that you are not using a long range weapon). If you have any strong summons you should also try to put them in also.

As long as you have that set-up, you should be decent. But you should try to have a large supply of Ethers to restore you MP usage.

Once you get there, your biggest problem will be recovering from the handicaps that the game gives you, which most of the time will be fixed with White Wind. As far as your attacks go, just check out what sort of HP the enemy has using the chart above and if they are too strong for your normal physical attacks, then simply use Beta or Aqualung or any summon to finish the enemy off.

Early Game (Post Temple of Ancients)

Since you get your first Ribbon in the Temple of the Ancients, this is a major turning point in your ability to win often in Battle Arena. Obviously, you should have it equipped on your character. Once you do that give your character their best weapon. As far as the armor goes, you should try to give them the Dragon Armlet.

With your set-up you should have a few more materia slots open. With these make sure that you have Enemy Skill (Big Guard, White Wind, Beta, and Aqualung). You should try to have Restore with at least Regen, Counter Attack, Long Range, and as many HP Plus materias that you have. Bahamut should also be very helpful if you still have the room for it.

As soon as you begin to fight, cast Big Guard on yourself - this will set up Barrier, MBarrier, and Haste. The next round cast Regen on yourself to keep your HP up if you get hit. From there just attack with strong Enemy Skills, or if you have good physical attacks, use them also. If your MP runs low be sure to use Ethers and Turbo Ethers. At this point you should be able to win if you have some skill, but if you get unlucky with the slots there is not much you can do.

Mid-Game (Disk Two)

This should be getting fairly basic at this point in the game. One of your characters should have their ultimate weapon by this point in the game. Give them that and equip them with that, one of the Ribbons, and any strong armor that you like to have.

Materia setup should be the same as before, but this time you can rely more on physical attacks than anything else. To do this simply equip a 4x Cut materia or the Slash-All materia.

Just Big Guard, Regen, and hack away at the enemies. The first action in each round of fighting should be used to counter whatever handicap you have had inflicted on you (if possible). You should also try to save your limit (if you get it) for the last battle if possible. To easily get around having to use it, equip Deathblow or Mug and attack that way. From this point on, you will

not need to rely on strategy anymore. You should be strong enough to destroy just about every enemy that gets in your way.

•=====•
| V CHOCOBO RACING |
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Up until you are receive the Highwind, you will not be able to actually race your chocobos. This, obviously is due to the fact that you are not able to have any chocobos. However, if you are so inclined, you are able to bet on races. I would not recommend doing this simply because it is long, tedious, based on nothing more than luck, and you will not receive anything so spectacular that it can not wait. In my next few updates, I will get statistics and tendencies on the betting aspect of racing.

Basics of Racing:

Once you decide to start racing, you will need to have a chocobo in your stables, preferably one that has been bred, but is not necessary. Once you do that, go into the arena and talk to Ester (the lady standing on the left side of the screen. She will ask you which chocobo you wish to race (if you have multiple). Then she will ask you which course you would like to race in, the long or the short. Then you will be off to the races! HA! HA! HA! Get it? It was a pun... ha ha ha

Class	Races Won
C	0
B	3
A	6
S	9

The next thing that Ester will say to you is that your chocobo will be racing in a specific class. There are a total of four different classes you can be in, depending on your skill. If you have won a certain amount then you will move up to the next class as shown in the chart on the left. Each class you will face tougher opponents, however, you will receive better prizes for winning - So it is a fair trade in most cases. Once you get things figured out you will be able to win almost always. Similarly to

how they asked during Snowboarding, if Tifa or Cid are in your party when you choose to race, they will ask you if they can race. Likewise, there is no change in effect other than they are racing, if you choose to allow it.

It's Race Time:

After you have decided to race you will come to a lineup screen. It is always good to check out how good your opponents are. This is necessary for many people for a while because there is one opponent, Teiho, that will always have better stats than you. It is also nice to check out what sort of prizes you will be getting once you win.

Press Start and you will off to the track. You have two different options for how you are going to race. Manual and Automatic. I like to think of my chocobo as a transmission, if you choose Automatic, then you don't ever have to do anything to race, you just go. If you chose manual, then you are able to control when you speed up and slow down and such. Most people prefer manual.

The key to winning chocobo races, especially when Teiho decides to show his ugly face, is getting an early lead and NOT getting stuck behind other

chocobos. To do this, turn on your manual "transmission" and turn your chocobo until you are to the side of the others and just go around them. Once you get out in the front just watch your stamina and you should do fine.

There is one part in each track that is devastating to many chocobos. For the short track, you fear space. For the long, the waterfall is your demise. Either way, you have to prepare for it. These two spots are right at the very end and will slow your chocobo down! This can be avoided by having colored chocobos which are immune to the effect.

Post-Race Celebration:

After the race is over and you have won all of the cards will be turned over. Each card has a different combination of two numbers from 1 to 6. They represent which chocobos finished first and second. On the back of the card is a symbol, this symbol matches up with one of the symbols next to the prizes on the bottom of the screen. This is the prize that you will win - or you could trade the prize for GP. After the race you will be given the option. The following chart shows just how much each prize is worth, and what classes you are able to win the prize in...

Item Name	Class	GP Worth
Potion	C	5
Hyper	B C	10
Phoenix Down	S A B C	10
Tranquilizer	B C	10
Hero Drink	S A B	15
Hi-Potion	A B C	15
Antarctic Wind	A B C	20
Bolt Plume	S A B C	20
Fire Fang	A B C	20
Ether	A B C	30
Fire Veil	S A	50
Ice Crystal	S A	50
Swift Bolt	S A	50
Turbo Ether	S A B	150
Elixir	S A B	200
Counter Attack	S A	300
Enemy Away	S A	300
Megalixer	S	300
Precious Watch	S	300
Sneak Attack	S A	300
Chocobracelet	S	400
Cat's Bell	S A	500
Magic Counter	S	500
Sprint Shoes	S	500

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V I	EVENT SQUARE
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Besides a quick scene during your date during story mode, there is literally nothing that you can do here.... Nothing

•=====•
 | V I I GHOST SQUARE |
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Outside of a quick scene during the story mode, there is not much you can do in Ghost Square that you can not do in just about every city and town in the game. There is a small shop with some basic items that you might need to stock up on early in the game and there is a hotel where you can get some well earned rest.

Item	Costs
Potion	50 Gil
Phoenix Down	300 Gil
Ether	1 500 Gil
Antidote	80 Gil
Maiden's Kiss	150 Gil
Cornucopia	150 Gil
Soft	150 Gil
Echo Screen	100 Gil
Hyper	100 Gil
Tranquilizer	100 Gil
+-----+	
One Night (Hotel)	5 GP

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 | V I I I SPEED SQUARE |
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This game is a fairly simple game. You ride around on a roller-coaster while shooting out targets. Each target has a designated point value. If you are able to achieve a high score you will be rewarded with a prize.

Score	Prize
3 000	1 / 35 Soldier
3 000	Masamune
3 000	Super Sweeper
5 000	Umbrella (Disk 1)
5 000	Flayer (Disk 2+3)

Note: Future updates will contain a information on targets and further explorations into this game.

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 | I X ROUND SQUARE |
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Round Square will take you on a tour of the Gold Saucer, you will be put into a two person car (this means you must leave one of your party members behind if you have three) and sent around the park. You will get to see a series of

FMVs that show you everything from Speed Square to Battle Square to Ghost Square. All of this and it only costs you 3 GP!

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|           X                               WONDER SQUARE           |
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Wonder Square is the arcade area of the amusement park. Here you will be able to play your favorite mini-games that you have playing throughout the game, as well as many others that you haven't. You are able to both win and buy prizes, some of which are very unique and you will definitely want to pick up before the end of your game.

Arm Wrestling

Cost: 100 Gil

Difficulty: Sumo Wrestler (Medium)
Wrestler (Hard)

Prizes: 1 GP (Sumo Wrestler)
2 GP (Wrestler)

Description: This game is a button-mashers dream. You will choose which opponent you would like to face. You have two options, the Sumo Wrestler, and the wrestler. If you are able to beat them you will get 1 GP and 2 GP - respectively. In order to beat them you will need to tap the confirm button as quickly as you can. Not much to it, especially if you have a rapid fire controller.

Basketball

Cost: 200 Gil

Difficulty: Varies

Prizes: GP (amount will vary)

Description: Step up to the free throw line and see how good you are. If you are able to get the timing down on this game, then you will be able to rack up some serious GP. There is not too much I can do to help out with the timing. One pattern I have noticed - if you hold it as long as the lights are lit up that go around the platform that you behind Cloud's head then that will generally allow you to make the shot. The game will award you for every shot that you make. The first 10 shots that are made each net you 1 GP. After that every x1th shot will double your current GP award and add then add on the one for the shot made.

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•=====•
| Shots Made | GP |
•=====•
|           1 |  1 |
|           6 |  6 |
|          10 | 10 |
|           11 | 21 |
|           20 | 30 |
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	21		61	
	30		70	
	31		141	

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Wonder Catcher

Cost: 100 Gil

Difficulty: None

Prizes: Nothing!
Potion
1 GP
3 GP
100 GP
Phoenix Down
Elixir

Description: We all have played these games before... The kind where you throw your money into the game that has a claw that you want to pick up a stuffed animal that you would like to have, but you never can get it and you end up throwing away 5 bucks with nothing to show for it. Anyway I have heard of people getting other prizes - and as always, I will continue to test this out to get numbers more exact and to see if there are any rare prizes that I haven't gotten yet. These numbers were gotten after a total of 432 attempts.

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Prize	Probability
Nothing	29 .167 %
Potion	38 .657 %
1 GP	20 .370 %
3 GP	6 .944 %
100 GP	1 .157 %
Phoenix Down	3 .472 %
Elixir	0 .231 %

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Random Woman

Cost: Varies

Difficulty: None

Prizes: None

Description: There is a random woman that is standing right by the arm wrestling machine. If you talk to her, you will be given an option to buy some items from her. Here are the items and how much they cost. The cost of the items DO NOT change throughout the game.

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Item	Cost
Potion	1 GP
Ether	20 GP

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X - Potion		80 GP	
Turbo Ether		100 GP	
Gold Ticket		300 GP	
????????????		500 GP	
(Carob Nut)			
????????????		1 000 GP	
(Gil Plus)			
????????????		2 000 GP	
(Exp Plus)			
•=====•			

G-Bike

Cost: 100 Gil

Difficulty: Easy

Prizes: 2 GP
10 GP

Description: This is the first mini-game that you have played at any point in the game. While running away from Shinra Headquarters during disk one, you had to defend the motorized vehicle with your swords while you were on a motorcycle. This game is an exact duplication of that game. This time around, however, you will be given points for every enemy that you can knock off of their bike, and will have points deducted for every time an enemy hits that vehicle that you must protect. If you are able to get 10 000 points then you will be rewarded with 10 GP, if you fail, then you will only be given 2 GP. As an additional reward, the first time that you get to the 10 000 point plateau, you will receive a Speed Source

Fortune Teller

Cost: 50 Gil

Difficulty: None

Prizes: You get to know your future (sort of)

Description: Drop your 50 Gil in this machine and it will give you a prediction for the future. Don't expect anything too specific or for that matter actually correct.

Mog House

Cost: 100 Gil

Difficulty: Easy

Prizes: 30 GP (once)

Description: For many, this game will be hard the first few times around. However, there is an extremely easy trick to beating this game with no effort. After following the long-winded story for a while you will be asked to feed the mog. Continue to give the mog food until you hear a chirping sound. At this point do not feed it any more and

wait. There will be another round of feeding a little bit later. Do the same thing and wait for the story to pan out. Once you beat the game talk to the guy looking at the machine and he will give you the 30 GP.

3D Battler

Cost: 200 Gil

Difficulty: Varies

Prizes: 2 GP
20 GP

Description: Glorified paper rock scissors. That's all this game really is. You will have to face an opponent and choose High / Mid / Low. They will choose one of the three also. If you choose correctly you will attack. After 5 hits you will win the battle. If you are able to defeat three guys then you will receive 2 GP. If you can take down the fourth then you get 20 GP. I have not been able to get the fifth guy down so I don't know what happens next, if you have done it, email me and I will give you full credit.

Submarine

Cost: 200 Gil

Difficulty: Varies (mostly easy)

Prizes: Ink
T/S Bomb
Dragon Fang
Dragon Scales
Cauldron
20 GP

Description: This game is exactly like the Huge Materia side quest game that you played mid-way through disk two. All you have to do is take out different types of enemy subs (The harder the level the more there are) all the while keeping yourself alive. Each time you beat the game you will receive 20 GP also you will receive the following prizes the first time you beat each given level.

```
•=====•
| Level # | Item Received |
•=====•
| Original | Ink           |
| Level 1  | T/S Bomb     |
| Level 2  | Dragon Fang  |
| Level 3  | Dragon Scales|
| Level 4  | Cauldron     |
•=====•
```

Snowboarding

Cost: 200 Gil

Difficulty: Varies

Prizes: 30 GP
 100 GP
 300 GP
 Safety Bit
 All Materia
 Crystal Bangle

Description: This game emulates the snowboarding adventure that you had in the beginning of disk two, after leaving Icicle Inn. Every once in a while, if you have either Tifa or Cid in your party, they will ask you if they can play this game. If you allow them to, the game play will not change in any way. Your basic goal of this game is to go down the mountain in as quick of a time as possible. However, you do not want to fall down, and to make things just a bit more interesting you will have to collect balloons on the way down. You will be given points for Time (how long you take to get down the mountain), Style (how often you fall) and Balloons. Each balloon will is assigned the following point amounts...

•=====•=====•	At the end of each run you will	•=====•=====•
Color Points	be given the overall point value	Score Rank
•=====•=====•	of your run. Your points will	•=====•=====•
Red 1	then be set into a category.	0-49 Bad
Blue 3	These categories are listed to	50-69 Awful
Green 5	the right, and what scores you	70-100 Good
•=====•=====•	must get to obtain them.	•=====•=====•

Once you are able to score a good on the beginners track (Course A), then the intermediate track (Course B) will be open to you. Finally, the same applies to get Course C open. Likewise once you receive a good on any given level, you will receive your prize for that level, and they are as listed below...

•=====•
Level Prize
•=====•
Course A 30 GP
Safety Bit
Course B 100 GP
All Materia
Course C 300 GP
Crystal Bangle
•=====•

•=====•
X I MISC. INFO
•=====•

How often does the GP selling guy appear?

Right now I am still working on an more precise number, but it appears to be about once out of every 8 times by my current notes, but like I had mentioned, I definitely will be experimenting much more extensively. Right now I have gotten him to appear 41 out of 300 times attempts.

What is the max GP?

The max GP is 10 000.

•=====•
| X I I NOTES AND THANKS |
•=====•

People that helped

Dark Dragon: Reminded me about the Speed Source you receive after you beat G-Bike for the first time.

A great deal of gratitude is expressed towards all webmasters on the Internet that spend their priceless time and hard earned money for the sole purpose of allowing people from all different walks of life, come together and discuss and help each other with video games. Without that time and that money, the video game industry would be nowhere near what it is today. Thank You All.

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