

Final Fantasy VII Chocobo Guide

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Updated on Nov 27, 2006

|KITISLAVA_LAVA'S CHOCOBO GUIDE/FAQ|

HOW TO USE QUICK FIND

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|1. Getting Chocobos [GCH]|

To catch a Chocobo, you need the Chocobo Lure from Choco Billy for 2,000 Gil. You should have bought it earlier in the game when you cross the marsh in Disc 1. If you sold it, you can get another one in the Chocobo Farm, by the outside pen, which should now be empty. It's to the right when you first go in, against the south side of the fence. Once you have a Chocobo Lure, equip it to someone and walk around on some Chocobo tracks until you enter a battle with a Chocobo. You can tell it's a Chocobo battle due to the different music (sounds like surfer music!). DON'T attack the Chocobo, just kill the enemies. You can feed it greens to distract it while you defeat the enemies. Here's a much faster and easier way: find your fastest person (The person who loads his or her time bar the fastest). Then, equip Odin materia to that person. As soon as you enter the battle, use Odin. If he uses Steel Bladed Sword, you're almost set. As long as it hits all of your enemies (Kills them all), you've got your Chocobo, because it ALWAYS misses the Chocobo. If he uses Gunge Lance, you don't have much of a chance of getting your Chocobo. This way, you shouldn't need greens. This will save you lots of money when catching Chocobos.

|2. Chocobo Breeding [CHOB]|

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

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

Fly in the Highwind to the northern continent to the Chocobo Sage's house (the house surrounded by grass to the northwest of the farm).

Fight in this area (on the grass) until you fight a Vlakorados (the red dragon/dinosaur type thing). You'll know what it is as I'm pretty sure the only other things you fight there are Trickplays (the squirrel-like monsters). Have someone equipped with Steal and steal a Carob Nut from it. End the battle one way or the other and repeat until you have 3 Carob Nuts.

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

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

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

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

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

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

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

existing ones. If you caught new ones. they will still need to be the 'good' male, and 'great' female.

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

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

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

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

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

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

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

Steal a Zeio Nut from it, you only need one.

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

Tip: When you enter battle in the Snowy Continent, to be sure you get a ?wonderful? Chocobo, here?s how to tell which are ?weak? and which are ?wonderful?: When you engage in battle, if the Chocobo is accompanied by 2 Jumpings (jumping rabbits), then it?s a ?wonderful.? If there are any Bandersnatches (wolves) in the battle whatsoever, it will be a ?weak? Chocobo!

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

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

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

Go into the barn and speak to Choco Billy and choose to mate your black Chocobo with your new yellow Chocobo. Use the Zeio Nut. Wait until the next morning and hopefully you got a ?Victory Fanfare-GOLD CHOCOBO!!!!

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

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

|3. Chocobo Combinations [CHOC]|

Great Female(B Class)+Good Male(B Class)+Carob Nut=Green Chocobo
Good Female(B Class)+Great Male(B Class)+Carob Nut=Blue Chocobo
Blue Chocobo(A Class)+Green Chocobo(A Class)+Carob Nut=Black Chocobo
Black Chocobo(A Class)+Wonderful(A Class)+Zeio Nut=Golden Chocobo
Keep in mind you have to have 2 chocobos of the opposite sex to mate.

|4. Chocobo Myths/Rumors [CHOM]|

- There are two chocobos that have been rumored to exist: The Silver and the Red. To get a Silver Chocobo you must breed two Gold Chocobos with a Saraha Nut. Apparently, it can go underwater. To get the Red Chocobo, you must breed two Gold Chocobos with a nut stolen from an "Ice Wolf" (apparently Bandersnatch). It can go on the sub. Too bad you can't steal any nut from Bandersnatch. Here is some more info rumored about the Red and Silver Chocobos. It is said that Silver requires a Zeio nut (no mention of Saraha), and that the Red Chocobo requires a Silver Chocobo to get. I highly doubt the existence of any chocobos past Gold. Seriously, you'd think someone would have actual proof of it by now. Plus, the Chocobo Sage has given no hints about these two chocobos. I have even tried this: I gave every nut up to five times to two S-Class Gold Chocobos to no avail. I was able to get a Green from a Carob Nut, but no Silver or Red. The Red Chocobo exists, as an opponent in the races.

- Teioh is the champion racing chocobo from the Gold Saucer; apparently it is possible to obtain his rider, Joe. To get him, you must have six chocobos at class S. Go to the Gold Saucer and find Dio in one of the game arenas. He'll start to brag about his champion Chocobo racer Teioh. Go and sign up for a chocobo race and choose the fourth chocobo on your list. You'll race one-on-one with Joe, and, if you beat him, he'll join you. Joe is a non-playable character. In other words, he can't join you. This hasn't been 100% disproved, but the chances are very high.

- You breed the two Class S Gold chocobos together with a Friji nut (found in the sunken island, duh!) and you get a white chocobo. Take it and go under the Midgar Swamp (where the Zolom is) and you can fight the fifth weapon, the Onyx Weapon. Defeat it and Aeris will come back from the dead. Not only does this ?Friji nut? not exist, there is no ?sunken island? and no mentions of any ?Onyx? Weapon. And also, the only way to resurrect Aeris is to use an Action Replay, or GameShark. You know, cheat codes!

- To get a chocobo as a main character, get all six gold chocobos and race them to S Class. Then, a giant city will appear in the bottom of the map. Go there and get the fat chocobo to join you. I'm pretty sure that the only fat Chocobo in this game is in the Chocobuckle Enemy Skill. And it also makes an appearance in Final Fantasy 9! Plus, which video game company, in their right mind would ever make a chicken that only says ?Wark!? as a main character??????????

|5. Frequently Asked Questions [CFAQ]|

~ Question: What kind of Chocobo comes from Choco Billy's comments?

Answer: ?This...Is a wonderful chocobo!? means Wonderful Chocobo. ?This is a great chocobo!? means Great Chocobo. ?Mmm, this seems like a good chocobo.? means Good Chocobo. ?Mmm, this one's not bad.? means Average Chocobo. ?This is a pretty average chocobo.? means Average Chocobo. ?This one doesn't seem to be very good...? means Bad Chocobo. ?I really can't recommend this one...? is the Worst Chocobo.

~ Question: I got a Chocobo of the wrong gender. I don't want to catch 4
chocobos all
over again! What should I do?

Answer: Do not despair! If you saved outside the Chocobo Farm, and when you
have to
name the Chocobo, which turns out to be the wrong gender, reset the game BEFORE
confirming
the chocobo's name. There's a 40-50% chance you'll get the Chocobo you want ;))

~ Question: What does "They're getting along better!" mean?

Answer: That's what I would like to know! I'm pretty sure it's about the stats
raising
making the chocobo's chances of winning a race better. But that's just me.

~ Question: How much more does your chocobo's stats increase with only one
"green"?

Answer: Surprisingly, it varies! It's apparent that you don't always get the
same amount,
even with the same greens on the same chocobo! However, the cost of the greens
is a ranking
of the effectiveness. And in spite of the fact that the effects aren't
consistent, greens
that are more expensive are consistently better than the cheaper greens.

~ Question: Is there a way to rid TEIOH of races?

Answer: No. If you have a Black Chocobo to be entered in a race that TEIOH is
in, your
Chocobo will be a slightly paler shade of black.

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Chocobo Guide and Myths v1.0

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